

CATEGORY IV: BRACKETS

Debate:

Are you great at winning arguments? Do you have the poise of a public speaker and the convincing tone of a scholar? Join debate to compete with others who are just like you.

Math Olympics:

Think you have what it takes for the olympics? Earn the title of true Math Olympian in this intense battle of numbers.

MIST Quiz Bowl:

Do you get an adrenaline rush at knowing the answer to any question asked? Are you a memorization whiz? Then MIST quiz bowl is the competition for you!

Improv:

This competition is a fun way to display your creativity under spontaneous and timed circumstances. Each team must impress the judges in various hypothetical scenarios while under pressure to think on their feet and make the audience laugh!

DEBATE

Format: In-Person

Registration Guidelines:

1. A limit of two (2) students from each team may register for this competition, with no substitutions.
2. This is a team effort

MIST Parliamentary Debates attempt to transform detailed discussions that occur in the House of Commons to a format that teaches principles of reasoning, argument, and quick-wit. In addition, the Resolutions (i.e. debate topics) of Parliamentary Debates must be a question of policy (ex. Capital punishment is an effective deterrent to murder).

Note: Parliamentary Debate is a Bracket Competition, which stipulates that it is an elimination competition. There are:

- Two rounds of Preliminaries
- one Quarterfinal Round (top 8 teams)
- one Semifinal Round (top 4 teams) and one Final Round.

In the event that an odd number of teams are present at the very first preliminary round of the Parliamentary Debate Tournament, even-numbered pairs will be made, with a randomized odd team sitting out the first preliminary, and competing in the 2nd preliminary round.]

All teams regardless of round results advance to Round 2 of preliminaries.

Procedure:

1. The total scores from each preliminary round will be calculated and the 8 teams with the highest scores will proceed to the next round.
2. The moderator of a Parliamentary debate is called the “Speaker” and all debaters must address themselves to “Mr. [or Madam] Speaker” at the outset of their speeches.
 - a. The affirmative side is called the “Government” while the “Opposition” represents the negative.
 - b. Participants in the debate and members of the audience are referred to collectively as the “House” while the resolution is simply termed the “Bill”.
 - c. Debaters must always refer to one another in the third person (for example, “the Prime Minister”, “Leader of the Opposition”). They must not call other debaters by their real names.
3. Members will speak only when called upon by the Speaker or when allowed a ‘Point of Information.
4. Debaters shall not use profane or offensive language
5. During the final rebuttal speeches presented by the Leader of the Opposition and the Prime Minister, debaters may not bring up any new arguments or new evidence except in direct refutation of material which has already been presented.
6. Competitors are allowed to bring in notes and outlines on the Resolution and may refer to them at any point during the debate.
 - a. If needed, they will also be provided with scrap paper for tracking their opponent’s arguments.
7. Competitors will not be permitted to view completed ballots at any point during the tournament, only at its conclusion
8. In the event of less than 8 teams being present for preliminaries, the top 6 will proceed to quarterfinals.
9. Parliamentary Debate topics are available at www.getmistified.com/rulebook.

DEBATE STRUCTURE

Speaker	Roles and Debate Order	Time (Minutes)
Prime Minister (PM)	Constructive Speech + Rebuttal	7
Leader of Opposition	Constructive Speech + Rebuttal	7
Crown Minister	Constructive Speech + Rebuttal	7
Member of Opposition	Constructive Speech	7
Prime Minister	Rebuttal	3
Leader of Opposition	Rebuttal	3

PM Constructive Speech (7 minutes):

- Has the Burden of Proof and must show why the government side must be adopted.
- Introduces resolution, defines major terms, presents the basic government case (position) along with three or more constructive points (reasons) in favor of the House adopting the resolution.

LO (7 minutes)

Constructive Speech:

- The LO presents a new independent argument relating to the case. Outlines why the government case is flawed/wrong.
- Refutes the government case, explaining why the solution won't work or why the problem does not actually exist.

Rebuttal:

- Introduces new Opposition rebuttal points (specific additional reasons raised by the Opposition for why the Government case is wrong).
- The LO may also pose questions to the Government. Questions may be asked for clarification, or meant to corner opponents (not rhetorical).
- Government may not ask questions during this section, and may freely choose to answer or refuse to answer specific questions.

CM (7 minutes)

Constructive Speech:

- Brings forth additional one or two arguments supporting the government.
- The CM rebuilds the Government position and the original points introduced by the PM

CM Rebuttal:

- Goes through the points presented by the LO and rebuts them.
- The rebuttal should challenge the assumptions, and challenge the premises made by the Opposition.

MO (7 minutes)

Constructive Speech:

- Brings forth the bulk of the opposition arguments, introducing 3 or 4 points.
- The MO rebuilds the Opposition position and reconstructs the points introduced by the LO.

PM Rebuttal (3 minutes):

- Rebuild critical aspects of Government case and sum up entire debate by showing why the Government has won the debate.
- No new evidence or arguments may be presented here.

LO Rebuttal (final 3 minutes):

Offers a rebuttal to the Government, summarizes the Opposition side and restates the Opposition points. No new evidence or arguments may be presented here.

Special Feature – Points of Information

- Points of Information (POIs) are a unique feature of Parliamentary Debates.
- POIs are opportunities for debaters to rise during the opposition’s speeches and offer a question or comment.
- To receive permission to present a POI, a debater must say “Point of Information” and place one hand on his/her head with one hand held out palm up.
- The speaker then knows the debater is interested in stealing the floor and may decline this request by waiving the individual down or saying “No thank you”.
- The POI can be used to clarify something or point out a flaw or contradiction in the speaker’s argument or make a comment that will link to something the opposition will discuss later. POIs must be kept very brief and to the point (5-10 seconds).
- Only 2 POIs can be offered during any speech.
- POIs cannot be offered during the first and last minute of constructive speeches. No POIs may be offered during the last two speeches.
- The entire final LO and PM rebuttals are protected and POIs cannot be offered during this time.

The Speaker

- The Speaker acts as the timekeeper and introduces each debater before speaking.
- Before beginning, the Speaker will write the exact resolution and the names of debaters in their speaking order on a blackboard clearly visible to all judges.
- The Speaker will also flip a coin to determine which team will represent the Government and which will represent the Opposition.

The Speaker’s Script is presented below:

“The House will come to order. I am pleased to welcome you all to this _____ round.

The topic under debate today is “Be it resolved, that _____

On my right, representing the Government, are:

The Prime Minister: _____ and The Crown Minister: _____.

Speaking for Her Majesty’s Loyal Opposition will be:

Member of the Opposition _____ and The Leader of the Opposition: _____.

On behalf of the House, I extend a special welcome to our Judges:

_____, _____, and _____.

I, _____, am your Speaker. The Government and Opposition will now be allowed five (5) minutes to prepare their cases.”

Note: Five (5) minutes of preparation time must be given before proceeding.

1. After the Prime Minister's Speech, the speaker shall say: "I thank the Prime Minister for his/her remarks. We shall now hear the Leader of Opposition."
2. After the Leader of Opposition Speech, the speaker shall say: "Thank you for your remarks. I now call upon the Crown Minister to deliver his/her speech."
3. After the Crown Minister's Speech, the speaker shall say: "Thank you. A speaker for the Opposition will now deliver a speech opposing the Bill."
4. After the Member of the Opposition's speech, the speaker shall say: "I thank the member of the Opposition, and now call upon the Prime Minister to present the Government's final rebuttal. During this final rebuttal, no new arguments may be made."
5. After the Prime Minister's Speech, the speaker shall say: "Thank you. The Leader of the Opposition will now deliver the last speech opposing the Bill."
6. Finally, the speaker shall say: "On behalf of the House, I thank the Judges for their assistance; I congratulate all the debaters on their performances; and I thank the members of the House for their attentiveness. Since this debate is now concluded and there is no other business on the Order Paper, the House stands adjourned."

Judging Criteria

1. Organization: The speech should be well structured, logical & coherent, containing an effective introduction and conclusion.
2. Evidence/Logic: Facts, statistics & authorities offered in support of contentions must be sound.
3. Credit should be given for thorough and relevant research.
4. Delivery: Poise quality & use of voice, combined with emphasis, variety and enunciation.
5. Effectiveness and ease of gestures, and eye contact should be assessed.
6. Refutation/Clash: The ability to apply logic and evidence in refuting the opponents' contentions while defending your own.
7. Format: Does each debater demonstrate an understanding of parliamentary procedure & adhere to the rules of the house? Are points of order & privilege appropriately used?

Note to Judges and Competitors:

1. Due to the structured and formal nature of Parliamentary Debates, judges and competitors are required to be careful listeners, tracking each statement and argument, and weighing each piece of evidence in lieu of the topic.
2. Judges will be required to follow each team's arguments very carefully, making special note of what they present, how they respond to their opponents, and how effectively their statements and evidence drive home the arguments that they are attempting to make.
3. The end goal of debate is ultimately to decide which of the teams presented the most compelling arguments, and put up the best defence against their opponents' arguments, not only the quality of the delivery.
4. Judges will take all factors into account, and offer their grading on a holistic level, making sure never to allow personal biases or predispositions concerning the debaters or the topics to impact their ruling.

Note to Organizers and Competitors:

1. Reminder: Only the top 4 from debate may qualify for the National Tournament.
2. Regions are asked to hold a 3rd place match concurrently with the final match, so that the semi-finalists are guaranteed 2 matches each. With this addition, the third rank will be determined more fairly. (One finals match to determine first and second place, and one third place match to determine third and fourth place).

DEBATE BALLOT

Prime Minister: _____

Crown Minister: _____

CRITERIA FOR INDIVIDUAL EVALUATION A scale of 1 to 5, wherein 1 is poor and 5 is excellent		
1 2 3 4 5	<p style="text-align: center;">Organization:</p> The speech should be well structured, logical and coherent, containing an effective introduction and conclusion.	1 2 3 4 5
1 2 3 4 5	<p style="text-align: center;">Evidence/Logic:</p> Facts, statistics and authorities offered in support of contentions must be sound. Credit should be given for thorough and relevant research.	1 2 3 4 5
1 2 3 4 5	<p style="text-align: center;">Delivery:</p> Quality of poise and use of voice, combined with emphasis, variety and enunciation. Effectiveness and ease of gestures and eye contact should be assessed.	1 2 3 4 5
1 2 3 4 5	<p style="text-align: center;">Refutation/Clash:</p> The ability to apply logic and evidence in refuting the opponents' contentions while defending your own.	1 2 3 4 5
1 2 3 4 5	<p style="text-align: center;">Format:</p> Does each debater demonstrate an understanding of parliamentary procedure & adhere to the rules of the house? Are points of order and privilege appropriately used?	1 2 3 4 5

Total: /25

/50 x 2 = /100 Team Total

Total: /25

DEBATE BALLOT

Leader of the Opposition: _____

Member of the Opposition: _____

CRITERIA FOR INDIVIDUAL EVALUATION A scale of 1 to 5, wherein 1 is poor and 5 is excellent		
1 2 3 4 5	<p style="text-align: center;">Organization:</p> The speech should be well structured, logical and coherent, containing an effective introduction and conclusion.	1 2 3 4 5
1 2 3 4 5	<p style="text-align: center;">Evidence/Logic:</p> Facts, statistics and authorities offered in support of contentions must be sound. Credit should be given for thorough and relevant research.	1 2 3 4 5
1 2 3 4 5	<p style="text-align: center;">Delivery:</p> Quality of poise and use of voice, combined with emphasis, variety and enunciation. Effectiveness and ease of gestures and eye contact should be assessed.	1 2 3 4 5
1 2 3 4 5	<p style="text-align: center;">Refutation/Clash:</p> The ability to apply logic and evidence in refuting the opponents' contentions while defending your own.	1 2 3 4 5
1 2 3 4 5	<p style="text-align: center;">Format:</p> Does each debater demonstrate an understanding of parliamentary procedure & adhere to the rules of the house? Are points of order and privilege appropriately used?	1 2 3 4 5

Total: /25

/50 x 2 = /100 Team Total

Total: /25

MATH OLYMPICS

Format: In-Person

Registration Guidelines:

1. A limit of two (2) students from each team may register for this competition.
2. Each student competes individually, so collaboration is not permitted.

Procedure:

1. No knowledge of Trigonometry or Calculus is required. An understanding of only Geometry, Algebra I & II and Statistics & Probability are sufficient for a student.
2. A number 2 pencil is required.
3. Basic scientific calculators are allowed. Calculators with graphing ability, such as the TI-83 or higher, are NOT allowed.
4. Students will get a set of problems in different rounds. The student with the highest number of points moves on to the next round.
5. A ballot is not provided for this competition, as scoring will be based solely on test performance.

Layout:

1. The competition will be split up into three portions.
 - a. The first portion will be the MIST Math Olympics Pretest
 - b. The second portion will be the Ciphering Round I
 - c. The last portion will be the Ciphering Round II.
 - d. If two or more competitors tie by the end of Ciphering Round II, then the competitors will go into the Ciphering Bonus Round.
2. The Pretest will consist of 30 different questions ranging from Geometry and Algebra and will be one hour long.
3. The two Ciphering Rounds will both contain 10 questions each of which will be given two minutes.
 - a. Anyone that answers the question correctly in the given time will be awarded a point.
 - b. Additionally the first finisher with the correct answer of each question will receive 4 additional points for a total of 5, second will receive 3, third 2, and fourth will receive 1.
4. The ciphering round questions are not only designed to be difficult but also put the competitor under time pressure by giving him/her only a couple minutes to answer each question.

Notes:

1. The problems will be rated from (0,1,2,3) with 0 being easy, 1 being fair, 2 being difficult, and 3 being challenging.
 - a. Type zero (0) questions will only be found on the pretest.
 - b. Type one (1) may be found on the pretest or Ciphering I.
 - c. Type two (2) may be found on the last couple questions of the pretest, or Ciphering Rounds I and II.
 - d. Type three (3) questions may be found in Ciphering Round II or the Ciphering Bonus Round.

MATH OLYMPICS STUDY GUIDE

1. **Geometric Formulas (The competitor will be asked to recognize or apply these formulas)**
 - a. Area and Perimeter of two dimensional shapes
 - b. Volume and Surface Area of three dimensional shapes
 - c. Arc length formula
 - d. Slope of Line
 - e. Midpoint and Distance Formula
 - f. Equation of a circle
2. **Geometry (The competitor needs to have a strong understanding of these topics)**
 - a. Find the point of intersection between two lines
 - b. Find a line parallel/perpendicular to a given line
3. **Graphing (The competitor will be asked to apply these methods)**
 - a. Graphing a function
 - b. From a given graph determine if the equation is a function
 - c. Identify an odd or even function
4. **Algebraic Formulas and Methods (The competitor will be asked to apply these methods)**
 - a. Quadratic Formula
 - b. Pascal's Triangle
 - c. Finding a quadratic equation from given points
 - d. Factoring
 - e. Simplifying polynomial expressions
 - f. Simplifying expression with radicals
 - g. Finding max and min
 - h. Describing the nature of the roots
 - i. Given $g(x)$ and $f(x)$, then find $f(g(x))$.
5. **Algebra (The competitor needs to have a strong understanding of these topics)**
 - a. Mean, Median, and Mode
 - b. Logarithmic functions
 - c. Inverse functions
 - d. Range and Domain
 - e. Basic rate functions
 - f. Factorials
 - g. Inequalities
6. **Probability and Statistics**
 - a. Combination
 - b. Binomial Probability Formula
 - c. Mean, median, mode and standard deviation
7. **Trigonometry**
 - a. Triangles
 - b. Sines, cosines, and tangents
 - c. Pythagorean Theorem and Identities
8. **Logic**
 - a. Puzzles
 - b. Set Theory
 - c. Model Theory

MATH OLYMPICS QUESTION GUIDE

Example Geometric Formula Questions:

1. The circumference of a circle is 8π , find the area of the circle. (0)
2. Calculate the volume + surface area of a box with the dimensions: $l = 30\text{cm}$, $w = 5\text{cm}$, $h = 10\text{cm}$. (1)
3. A right triangle has a hypotenuse which measures 10cm. If one of the sides measures 8cm, then find the length of the other side. (0)
4. There exists an arc with the length $6\pi\text{cm}$ which is formed by the angle of 270° . Find the radius. (1)
5. A line passes through the point (4,5) and (-2,8). Find the equation of the line. (0)
6. There exists a line segment with its endpoints at (-1,-2) and (4,8). Find the midpoint of the line segment. (0)
7. A circle has the radius of 8 with its center at (2,4). Find the equation of the circle. (0)
8. Find the distance between the points (1,2) and (6,7). Leave the answer in simplest radical form. (1)
9. Given the points A (1,-3) and B (-5,11), find the equation of the line perpendicular to the line segment AB which crosses at the midpoint of AB. (2)

Example Geometry Questions:

1. Find the distance between the lines $y = 3x + 4$ and $y = 3x - 5$ and give the equation of the line perpendicular to $y = 3x + 4$ which crosses the point (2,1). (2)
2. Given a 45-45-90 triangle with the height of 5cm, find the hypotenuse of the triangle. (0)
3. If $f(x) = 2x + 8$ and $g(x) = \frac{x}{3} - 4$, then find the point of intersection of the two lines algebraically. (1)
4. Given a 30-60-90 triangle, if the length of its smallest side is 4 cm, then find the length of the height and the hypotenuse of the triangle. (1)

Example Graphing Questions:

1. Solve and graph the function $3 \geq |x + y|$ using complete solution curves. (2)
2. The equation, where y is a function of x, has the following coordinates. Is the equation a function? Explain. (1)

Y	X
1	3
2	3
3	4
4	5

3. Does there exist a cubic* function which is even? (1)
 - a. Cubic in this case means that does there exists any constants a, b, c, and d, where the function $ax^3 + bx^2 + cx + d$ will be an even function given $a \neq 0$.

Example Algebraic Formulas and Method Questions:

1. Simplify* the following expression: $\frac{1}{2+\sqrt{3}}$ (1)
 - a. *Remember simplifying an expression means to annihilate any radicals in the denominator and leave any radicals in the numerator in simplest radical form.
2. Simplify* the following expression: $\frac{1}{2+\sqrt{5}-\sqrt{7}}$ (3)
 - a. *The question simply wants to know if you are able to remove all radicals in the denominator. Therefore for the sake of time conservation you may leave the numerator not simplified.
3. Simplify the following expression: $\frac{x^3+5x^2+6x}{x^2+2x}$. (1)
4. Find the roots of the function: $y = x^2 + 10x + 5$ (1)
5. An arrow is shot which reaches the height of 10cm and lands 5cm away from the shooter. If all else equals* find the formula of the quadratic equation which best represents the path of the arrow. (2)
 - a. *The term "if all else equals" simply means that all other variables are held constant. For example wind speed and other variables will not affect the question.
6. Hamza scored a grade of 79 and 92 on his first two tests. What is the minimum score Hamza needs on his next exam to achieve a final grade of 90? Assume all exam grades are weighted equally. (1)
7. Find the middle term of the expansion $(2x + 3)^6$ (2)
8. Given $x^2 + 4x - 20 = 0$, describe the nature of the roots. (1)

Example Algebra Questions:

1. If $f(x) = 3x + 8$ and $g(x) = x^2 - 2x$, then find $f^{-1}(g(3))$. (2)
2. If $\log_2 64 = n$ then find n. (0)
 - a. *This problem may deserve a level of (1) in difficulty, but in this case the answer should be observably trivial after completing one step, thus given a rating of (0).
3. Simplify* the expression: $\log_3 3^3 \sqrt[3]{81} - \log_9 27^{-6} + 3\log_{81} 9$. (3)
 - a. *Simplification of log expressions could in this case mean combining the logs.
 - b. However doing that would be extremely messy and deserving a rating higher than a (3). Rather, solve this expression such that you have an answer with no logs, thus a quantitative result.
4. Find the range and domain of $y = \sqrt{x + 2}$. (0)
5. An automated tennis ball dispenser dispenses 45 ball per minute. If an automated baseball dispenser dispenses baseballs 20% faster than the tennis ball dispenser, then how fast does the baseball dispenser dispense every hour? (1)
6. A car was purchased at \$45,000. After three years the car is now worth \$32,000. Find the rate of depression per year. Leave the answer to the nearest percent. (2)
7. Simplify the following expression: $\frac{(x+2)!}{x!}$ (1)

Example Probability Questions:

1. A committee of 6 people is to be selected from a group of 10 women and 4 men. What is the probability that the committee consists of 3 women and 3 men? (2)
2. Ali is a professional basketball player who has determined that he makes nine 3pt shots per every ten attempts. What is the probability that out of 25 shots he misses 4? (1)

Example Logic Questions:

1. How many ways can the letters of the word TEAM be arranged? (1)
2. If the operation $a \cdot b$ is defined by $a^b + b$, such that $a \cdot b = a^b + b$, then find n , where $n \cdot 2 = 38$. (1)

Answers begin below.

If you have any questions regarding how to solve these problems, please contact competitions@getmistified.com.

Geometry Formula Questions:

1. 16π
2. Volume = $1,500 \text{ cm}^3$, Surface Area = $1,000 \text{ cm}^2$.
3. 6 cm
4. $r = 4$
5. $y = \frac{-x}{2} + 7$
6. (5,3)
7. $x - 22 + (y - 4)^2 = 64$
8. $5\sqrt{2}$
9. $y = \frac{3x}{7} + \frac{34}{7}$

Geometry Questions:

1. Distance = 9 units*, $y = -(\frac{x}{3} + \frac{5}{3})$. *Since the units were not provided, distance = 9 will also be accepted. However, be sure to provide units in your answer if it is provided in your question.
2. $5\sqrt{2} \text{ cm}$
3. $(-\frac{36}{5}, -\frac{32}{5})$
4. Height = $4\sqrt{3} \text{ cm}$, hypotenuse = 8 cm

Graphing Questions:

1. $3 - x \geq y \geq -3 - x$. The graph of the inequality will look like the shaded region between the lines $y = 3 - x$ and $y = -3 - x$.
2. The curve is not a function. Fails to pass the vertical line test.
3. No, by the definition of an even function.

Algebraic Formulas and Method Questions:

1. $2 - \sqrt{3}$
2. $\frac{-(2-\sqrt{5}+\sqrt{7})(-8-2\sqrt{35})}{76}$
3. $x + 3$
4. $x = -5 \pm 2\sqrt{5}$
5. $y = \frac{-8x^2}{5} + 8x$
6. 99%
7. $4320x^3$
8. Real, irrational and unequal.

Algebra Questions:

1. $\frac{-5}{3}$
2. $n = 6$
3. $\frac{147}{40}$
4. $D: [-2, \infty), R: [0, \infty)$
5. 3240 baseballs/hour
6. rate of depression = 11%
7. $x^2 + 3x + 2$

Probability Questions:

1. 16%14%

Logic Questions

1. 24 possible combinations
2. $n = 6$

MIST QUIZ BOWL

Format: In-Person

Registration Guidelines:

1. Teams will consist of a minimum of two (2) members and a maximum of six (6). At any given time, only a maximum of four (4) students can play. A student can substitute for another student **ONLY** between rounds.
2. If your team has six (6) students, there will be four (4) starters and two (2) people on the bench.
3. Tip: the more students you have on your bowl team, the better it is for your team.
 - a. This way, each student can study one of the six scholastic bowl categories.

Preliminary/Quarterfinals/Semifinal Round Procedure:

1. A preliminary/quarterfinals/semifinal competition consists of three rounds, with a total of 42 questions.
 - a. A round consists of 7 questions each from 2 categories, with a total of 6 categories covered by the end of competition.
 - b. Questions for the entire competition are printed in one packet, with each round clearly marked - Appropriate point values are pre-assigned.
2. Each tournament will have three (3) preliminary rounds, one (1) quarter final, one (1) semi final, and one (1) final round
 - a. Elimination for preliminary rounds will only take place after all three rounds are completed.
3. Each team is allowed 6 members, with no more than 4 members participating per round.
 - a. Teams are allowed to shuffle their players **ONLY** between rounds.
 - b. Judges will announce which two categories are being played in each round so that each team may arrange itself accordingly.

Round One

The competition begins with the judges explaining the rules of Round 1 to the competitors. Judges will tell the teams which two categories are represented in Round 1.

4. This round begins with the judge reading the point value of the question first, and then proceeding to read the question aloud.
5. Only after the judge has finished reading the **ENTIRE** question may the competitors buzz in, which will be signaled by the judge saying "Done".
6. The "Done" rule will only be applicable for Round 1, and will be dropped for the rest of the rounds.
7. If a team buzzes in before the entire question is read, then they will not have the opportunity to answer that question.
8. It is up to the judges' discretion to select whether or not teams have adhered to the done rule.
9. The first team to buzz in after the judge has said "Done" must begin to answer within 10 seconds and must finish answering within 30 seconds. This means that you have a total of 30 seconds to provide a complete answer.
10. If judges suspect that you are stalling on a question or are "buying time," they have the right to penalize you accordingly.
11. A correct answer wins points and an incorrect answer does not penalize the team. If an incorrect answer is given, then the floor is reopened once the judge has said "incorrect."
12. The question may now be answered by the next team to buzz in for half of its original point value, with a 10 second limit given on the response.
13. Only two teams can attempt to answer any single question, after which, if both teams are unsuccessful, the judge will give the answer and proceed to the next question.
14. The entire round consists of 14 questions from two categories. Scores will not be released to the competitors after the end of any round.

Round Two

1. This round follows with the next two categories of questions which follow in the packet, which will be mentioned at the beginning of the round.
2. The rules for Round 2 are identical to the rules in Round 1, except the “Done” rule will be dropped for Rounds 2 and 3.
3. Judges will read the point-value of the question firstly, and then proceed to read the question to completion.
4. If a competitor believes that they can anticipate the answer from the current question, they may buzz in early and answer the question.
5. If the student interrupts the moderator to give an answer, the student should immediately give the answer.
6. The competitor must respond within the 10 second limit of buzzing in, and if incorrect, the question will be opened to the floor for all other teams.
7. For example, if a team were to respond incorrectly to a 200 point question, then 200 points are deducted from their running total.
8. The question point value would be halved to 100 and be open for any other team to answer. If another team were to then respond to this same question incorrectly, then that team is penalized 100 points.

Round Three

1. Round 3 then follows in the same fashion as Round 2: incorrect answers are to be penalized.
2. Judges will mention which two categories are being represented in Round 3.

General Point Summary

Round	Initial Point Value	Second Attempt Point Value	Penalty	Time to Answer
1	Stated before each question	½ of initial point value	No	10 seconds per attempt
2	Stated before each question	½ of initial point value	Yes	10 seconds per attempt
3	Stated before each question	½ of initial point value	Yes	10 seconds per attempt

Final Round Procedure

1. The finals competition consists of three rounds, with a total of 42 questions. Questions for the entire competition are printed in one packet, with each round clearly marked.
 - a. Round 1 and round 2 consist of one question related to each category printed in one packet, with each round clearly marked.
 - b. Round 1 and round 2 consist of one question related to each category, thus there are six questions per round.
 - c. In round 3, questions will proceed jeopardy-style with each team captain choosing the category and point value.
2. Each team is allowed 6 members, with no more than 4 members participating per round. Teams are allowed to shuffle their players ONLY between rounds.
3. To begin the competition, judges will explain the rules of Round 1 to the competitors.
 - a. This round is free-form, with the judge reading each question aloud.
 - b. Only after the judge has finished reading the ENTIRE question may the competitors buzz in, which will be signaled by the judge saying “Done.”
 - c. If a team buzzes in before the entire question is read, then they will not have the opportunity to answer that question.
 - d. It is up to the judges’ discretion to select whether or not teams have adhered to the done rule. The first team to buzz in must answer within 10 seconds.

- e. A correct answer wins points and an incorrect answer does not penalize the team. If an incorrect answer is given, then the floor is reopened once the judge has said “incorrect.”
 - f. The question may now be answered by the next to buzz in for half of its original point value, with a 10 second limit given on the response.
 - g. Only two teams can attempt to answer any single question, after which, if both teams are unsuccessful, the judge will give the answer and proceed to the next question.
 - h. Each question in this round is worth 100 points.
4. The rules for Round 2 are exactly the same as Round 1, except that teams are penalized for incorrect answers and the “done” rule will no longer be in effect.
 - a. For example, if a team were to respond incorrectly to a question, then 200 points are deducted from their running total.
 - b. If a team were to then respond to this same question incorrectly when its value has been halved to 100 points (when the floor is reopened), then that team is penalized 100 points. Each question in this round is worth 200 points.
 5. In Round 3, a jeopardy-style game will be played with each team captain choosing the category and point value.
 - a. For example, a team captain could say “History for 300 please.” Judges will then ask the appropriate question from the packet. The team with the lowest score will start off the round.
 - b. After a question has been read, any team will be allowed to buzz in to attempt an answer.
 - c. If a team answers a question correctly, then they will be able to select another question. An incorrect answer will result in a penalty as in Round 2.
 - d. Following an incorrect response, the floor will be open for answers immediately after the judge says “incorrect.” If no team is able to answer the question after 10 seconds, the same team will be able to choose another question.
 - e. Note: in Round 3, a powerpoint showing the category-value matrix will be necessary. An assistant who is keeping score will cross off each box on the matrix when that question has been asked.
 - f. Scores will not be released to the competitors after the end of any round.
 6. Judges will not announce the winner of the final competition. This will occur during the award ceremony
 7. MIST Bowl topics are available at www.getmistified.com/rulebook.

Finals Point Summary

Round	Initial Point Value	Second Attempt Point Value	Penalty	Time to Answer
1	100	½ of initial point value	No	10 seconds per attempt
2	200	½ of initial point value	Yes	10 seconds per attempt
3	Jeopardy Format	½ of initial point value	Yes	10 seconds per attempt

IMPROV

Format: In-Person

Registration Guidelines:

- a. This is a gender-segregated competition. As such, each school may bring a brothers' team (consisting of a maximum of six brothers) as well as a sisters' team (consisting of a maximum of six sisters).
- b. This competition is a team effort. Teams may consist of a minimum of four (4) members and a maximum of six (6) members.

Overview

Improv, short for improvisation, is a performance that features spontaneous, unscripted elements. Playing improv games improves teamwork and teaches actors intuition, self-confidence and listening skills. This competition is done live in front of the judging panel. Depending on your region, there may also be a live audience.

Competition Structure

1. The Improv competition will consist of 3 separate rounds, with 2 competitions (games) played per round.
2. Preliminary: All registered improv teams are permitted to perform in this round, and each team will be given an opportunity to play 2 games.
 - a. The combined scores for both games should be calculated out of 100 points, and the top 4 teams with the highest ranked scores will be allowed to advance to the semifinal round.
 - b. In the event of a score tie, judges should exercise unbiased discretion as to which team should advance.
3. Semifinals: Only the top 4 advancing teams from prelims are permitted to compete in this round.
 - a. A total of 2 games between each team will be played, with a 3rd game allowed only if time permits.
 - b. The scores from each game should be calculated out of a total of 100 points and the higher scoring team will be allowed to advance to the final round.
4. Finals: For the last remaining 3 teams, a total of 2 games between each team will be played, with a 3rd game allowed only if time permits.
 - a. The scores from each game should be combined and the higher scoring team will be awarded 1st place.

Note: In the event that 4 teams or fewer register for Improv, one or more rounds can be skipped depending on the number of teams registered. Rankings should be determined by an average of all of the game scores achieved by each team.

Procedure:

1. MIST ID and order of competition will be pre-assigned on a random selection basis.
2. Competitors shall report at the appropriate time to the designated place. Competitors shall be introduced to the judges by their MIST IDs.
3. This competition consists of three (3) rounds with two (2) games each.
 - a. Each team will perform the first game, and once all teams have performed, teams will move on to the second game.
 - b. At the end of each game, judges will take a moment to write their scores, and they will also be allowed 2 minutes per team to ask questions if necessary.
 - c. Then, the subsequent game will begin.
4. All teams will have equal playing time, and they will all play the same games.

5. This competition will be moderated by a host.
 - a. The host will make introductions, announce the rules and explain the game.
 - b. The rules for each game will differ. Examples of improv games can be found [here](#).
6. An example of the format is as follows:
 - a. The host will begin by naming the game.
 - b. The rules and guidelines for the game will be read out loud, with the limit of players, prep time and presentation time. Ex. "The limits for this game are: Three (3) players, 30 second prep time and a two (2) minute presentation. The game will finish when the buzzer sounds."
7. The host will then randomly pick a team to come up to the stage.
 - a. The team will be asked to pick one situation out of a hat and must follow through with the situation picked.
8. Teams must adhere to the time limit.
9. If a team violates any of the game rules, a judge will sound the buzzer.
 - a. Alternatively, the buzzer will sound once time is up. Once the buzzer has sounded, all players must stop their performances, and exit the stage.
10. Once a team has presented, the next team will be called up to the stage to play the same game, but with a different situation.
11. Judging is based on improvisation, projection, articulation, wit, intelligence, believability, body language and ability to create your environment.
12. Competitors will be judged according to the Improv Ballot.
13. All competitors must adhere to the MIST Honor Code and appropriate language.
 - a. Use of any slurs, curse words, or rude language will not be tolerated and is grounds for disqualification.
14. Points will be deducted, or the team disqualified (upon judges' consideration) for inappropriate actions or comments that do not follow the Competition Guidelines.

DETAILED BALLOT: IMPROV

Criteria	Game One	Game Two	Game Three
Technical Performance <ul style="list-style-type: none"> • How well did the performers adhere to the rules of the games? • Did their act reflect the given prompts? • Did they perform within the time limits? • Did the performance adhere to the MIST Honor Code and MIST guidelines of proper conduct and speech? • If not, was the performance offensive or inappropriate? 	/20	/20	/20
Skit Structure and Organization <ul style="list-style-type: none"> • How effective was the setup, layout, placement of characters, and creation of the setting for the act? • Did the performance have a logical plot development and sequence of events? • How cohesive and understandable was the act? 	/20	/20	/20
Character Acting <ul style="list-style-type: none"> • Are character portrayals believable and memorable? • Do actors avoid the use of cliché or uninspired roles? • Do actors communicate expressively, illuminating the life, mannerisms, and reactions of their roles? 	/20	/20	/20
Acting Style and Comedic Skill <ul style="list-style-type: none"> • Do actors use their voices appropriately, enunciating and using a variety of rate, pitch, emotion, and volume? • Do actors move expressively, using appropriate body language, facial expressions, and movement? • Is creative and comedic improvisation used, including flexibility, spontaneity and risk-taking? 	/20	/20	/20
Teamwork and Team Interaction <ul style="list-style-type: none"> • Are actors able to effectively cooperate with one another as a team, without overpowering one another? • Do all team members participate equally? 	/20	/20	/20
Total Game Score	/100	/100	/100
<p style="text-align: center;">Total Averaged Score</p> <p style="text-align: center;">The average of 2 (or 3) games will be calculated. This number will be used for team rankings and advancement)</p>	/100		