

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.
4. In the case questions are challenged, after the round concludes, judges will use their discretion and deliberate before points are awarded or deducted.

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.

1. This round begins with the judge reading the point value of the question first, and then proceeding to read the question aloud.
2. Only after the judge has finished reading the **entire** question and says "Done" may the competitors buzz in.
3. The "Done" rule will only be applicable for Round 1, and will be dropped for the rest of the rounds.
4. If a team buzzes in before the entire question is read, then they will not have the opportunity to answer that question.
5. It is up to the judges' discretion to select whether or not teams have adhered to the done rule.
6. 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.
7. If judges suspect that you are stalling on a question or are "buying time," they have the right to penalize you accordingly.
8. 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."
9. 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.
10. Teams can buzz in as soon as buzzers are reset or they can wait for the judge to read the question again.
11. 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.

12. 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 as they are listed in the packet. The topics will be announced at the beginning of the round by the judges.
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 first, and then proceed to read the question.
4. If a competitor believes that they can anticipate the answer of the question being read, 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. Teams can buzz in as soon as the judge announced a teams answer is wrong, or they can wait for the judge to read the question again.
8. In this round, incorrect answers are penalized. For example, if a team were to respond incorrectly to a 70 point question, then 70 points are deducted from their running total.
9. When the floor opens for other teams to steal the question, the question point values are halved. Using the example from before, if a team stole a 70 point question, they would be awarded 35 in the case of a right answer and would have 35 pointts deducted if they answered incorrectly.

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 100 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 50 points (when the floor is reopened), then that team is penalized 50 points. Each question in this round is worth 100 points.
 5. In Round 3, a jeopardy-style game will be played with the team holding the lowest points 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 jeopardy showing the category-value matrix will be used. 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