

Educational Talent Search “High Q” Academic Competition General Rules and Regulations

- “High Q” is a question and answer game played between two teams of four players.
- All team members must be active participants in an Educational Talent Search Program and must be a conference registrant.
- Each team must designate a single player as the team captain.
- The competition will be conducted in a round-robin format.
- Substitutions are not allowed once the game has begun.
- Points are scored by correct answers to questions asked by the reader.
- No points are subtracted for incorrect answers.
- Each question will have a stated value.
- The first response given is the one that counts.
- If a player attempts to give more than one piece of information in his answer, the reader will distinguish whether the player has pinpointed the correct answer.
- If the reader inadvertently gives the answer to a question without giving either team a chance to respond, or without turning the question over, the reader will move to the next question and play it according to the rules of that period.
- Should an answer be heard coming from a person not playing on the team at that moment, the question may be discarded at the reader’s discretion.
- If time runs out and the game is tied, the tie is broken in a sudden death playoff. The first team to correctly answer an open question in sudden death wins the match.
- The decision of the reader shall be final. All protest regarding question, answers, or scoring must be made before match is terminated.
- No materials, study guides, or other printed information will be allowed.

Educational Talent Search “High Q” Academic Competition
First Period: Open Round

- During the first period, all questions are “open” and worth 10 points.
- The first period will last four minutes.
- An open question may be answered by any member of any team by buzzing in and waiting to be acknowledged by the reader.
- All players will be given 3 seconds from the time the reader stops reading the question to buzz.
- The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualification for the current question and the opposing team will be given an opportunity to answer.
- Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
- The player may not consult with other team members.
- A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
- If the recognized player gives an incorrect answer, or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
- If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
- If the period ending tone sounds while the reader is reading a question, he will stop and the period is finished.
- If the tone sounds during or after a player signals, the player will be given 3 seconds to give an answer. Following his answer, the period is over. If incorrect, the opposing team does not get the opportunity to answer since time has expired prior to their attempt.

Educational Talent Search “High Q” Academic Competition Second Period: Face-off and Extra Credit Round

- There are two types of questions in this period: *Face-off and Extra Credit*.
- Each Face-off question (worth 10 points) will be played one-on-one, pairing one opposing player from each team. A random drawing prior to the competition will determine the order in which each team’s player must answer a face-off question. The reader will identify the player for each team involved in the face-off. Only those two players may buzz in to answer the question.
- All players will be given 3 seconds from the time the reader stops reading the question to buzz.
- The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualification for the current question and the opposing team will be given an opportunity to answer.
- Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
- The player may not consult with other team members.
- A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
- If the recognized player gives an incorrect answer, or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
- If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
- If both players fail to answer the face-off question correctly, their turn is over and the next pair of players attempts to answer the next face-off question.
- If the team member correctly answers the face-off question, that **team** gets a chance at a 3 part category orientated extra credit question. The extra credit question works this way. The team starts with a five point question, then a ten pointer, finally a fifteen point question. If a team misses any one along the way, the extra credit stops and the team is awarded its accumulated points. The team has 5 seconds for consultation on each extra-credit question. When the tone sounds indicating the 5

seconds has expired, the captain must be ready to give his answer without stalling. If no answer is given, that will be the same as a wrong answer and the extra credit attempt will end. Upon completion of the extra credit attempt, another face-off question will follow and the procedure is repeated.

- **Consultation among team members is permitted on extra credit questions only!**
- Answers to the extra credit questions must be given by the team captain, who need not be recognized before answering. The captain may delegate another member to answer. He must state his desire for another member to answer on each question when he chooses this answer.
- The buzzing response system is not used in extra credit questions.
- This round will conclude when all members of each team has competed once in a face-off round.

Educational Talent Search “High Q” Academic Competition Third Period: Quick Quiz

- The period begins with the team having the lowest score. If the teams are tied, the winner of a coin toss will determine who goes first.
- The buzzing system will not be used during this period.
- The team with the lowest score selects one of two categories from which its one minute of questions will be drawn.
- Each question is worth 10 points.
- Consultation among team members is allowed.
- During the quick quiz, any team member may answer the question. The first answer heard by the reader will be ruled correct or incorrect. If more than one answer is given simultaneously, the captain will be asked to choose between them. It is important the team be careful to distinguish between consulting among themselves and giving an answer to the question.
- A player need not be recognized by the host before answering the question.
- A player may respond before the reader has completed the question, but the reader reserves the right to complete all questions after a correct or incorrect answer has been given.
- The team is playing against a one minute clock. The reader will give the team 3 seconds to answer each question. If no answer is given within 3 seconds after the question is completed, the reader will ask the next question without giving the answer to the previous one. If the team does not know the answer and does not want to use the 3 seconds to consult, the captain may refuse the question by saying “pass” and the reader will turn to the next question.
- After the one minute has ended, the second team will have a chance to answer any questions the first team missed. The second team will be given 3 seconds to consult and answer each question.
- After the second team has finished trying to answer the questions missed by the first team, the second team will select from the three remaining categories and play the one minute round. Then, the first team will be given the same opportunity to answer any questions missed by the second team.
- A maximum of 20 questions will be asked during each one minute period.

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Fourth Period: Final Exam Round

- Rules for the fourth period are the same as the rules for the first period except for point values.
- During the fourth period, all questions are “open” and worth 20 points.
- The fourth period will last four minutes.
- All players will be given 3 seconds from the time the reader stops reading the question to buzz.
- The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualification for the current question and the opposing team will be given an opportunity to answer.
- Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
- The player may not consult with other team members.
- A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
- If the recognized player gives an incorrect answer, or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
- If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
- All players will be given 3 seconds from the time the reader stops reading the question to buzz.
- The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualification for the current question and the opposing team will be given an opportunity to answer.
- Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
- The player may not consult with other team members.
- A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.

- If the recognized player gives an incorrect answer, or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
- If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
- If the period ending tone sounds while the reader is reading a question, he will stop and the period is finished.
- If the tone sounds during or after a player signals, the player will be given 3 seconds to give an answer. Following his answer, the game is over provided there is no tie.