

THEATRE QUIZ BOWL

General

Teams must be registered in Cvent. There is a \$5 fee per Theatre Quiz Bowl team.

Each Thespian Troupe is allowed up to two teams of four players each. The players must be members of their Thespian Troupe and registered for the conference. If a troupe has entered two teams, an individual player may be a member of only one of the teams, not both.

Each team must designate one member as the team captain.

There are two types of questions: tossups and bonuses. Players buzz in to answer tossups, and a correct answer earns a team a bonus question on which they can collaborate.

Questions are read by the moderator. There will also be a scorekeeper/timekeeper for each round.

Tossups

Tossup questions are answered by buzzing in and without conferring with teammates. Once the moderator starts reading a tossup, players can buzz in at any point. After a buzz, the moderator immediately stops reading, and looks to the player for their answer. (Unless otherwise noted, players have five seconds after buzzing to begin answering, after which the moderator should call time.) If the answer is correct, the team earns 10 points and the team then gets a bonus question (see "Bonuses").

If the answer to the tossup question is incorrect, the moderator finishes the question for the other team (who must still buzz in and cannot verbally confer). Each team only gets one buzz per question.

There are no penalties for incorrect answers.

Verbally conferring with teammates is not allowed on tossups, even if the other team has already missed the question. If a team confers, their answer will not be allowed. Answering when a teammate's light is on instead of yours can also count as conferring, so be sure you are the one who buzzed in first!

Once the moderator has finished reading a tossup, he will wait for a few seconds (five, unless otherwise noted) and then call time and move on to the next tossup.

Bonuses

After a player correctly answers a tossup, their team gets a bonus question. The entire team can confer on bonus questions, and the captain should give the answers. However, the captain can always designate another team member to answer for the team. Answers clearly directed at the moderator (his discretion) will be accepted as the team's answer. Unless otherwise noted, teams get 5 seconds to confer on each bonus part. After five seconds, the moderator prompts the team for an answer. After the prompt, the teams must start answering immediately.

Bonuses will consist of three clues about the same answer. A team scores 30 points for answering

correctly after the first clue, 20 points after the second clue, 10 points after the third clue. The team can guess after each clue. Obviously, the moderator shouldn't reveal the answer until the end.

Missed bonus answers are not bounced back to the other team.

Acceptable Answers

If a player gives less than the required information the moderator can prompt them to elicit more information. Multiple prompts can be given, as long as the player keeps getting more specific.

Any incorrect information given (e.g., the wrong first name for someone) makes the whole answer wrong.

Titles and quotations must be exact, except that leading articles (like "a" or "the") can usually be omitted from titles.

Once a player has given an answer, he cannot change it, and only his first answer will be considered.

Last names are usually okay for people; if not, the question should prompt for more. For fictional characters, sometimes the first name is acceptable.

Answers should be given in English. Sometimes (especially for titles), answers given in the original language are acceptable.

Pronunciation of answers must be nearly right. You cannot add syllables or consonants, and vowels must be approximately right. Phonetic pronunciation is okay. The moderator may prompt a player to clarify his pronunciation ("Monet" vs. "Manet").

Players may spell answers, and phonetic spellings are acceptable.

Moderator Errors

If the moderator inadvertently reveals an answer, he replaces the question with another one of the same type (another tossup, or another bonus part with the same point value). If one team had already answered the tossup incorrectly, the moderator reads the replacement tossup for the second team only.

Conduct

A player acting in a disruptive or unsportsmanlike way can be given a conduct warning. On the second violation, the player will be ejected from the current game. On the third violation, the player will be ejected from the tournament.

Protests

All decisions of the tournament director are final.

A team can protest if they think they've been treated unfairly (they think the moderator erred in accepting or not accepting an answer, etc.) Except for ones which can be resolved quickly, protests should be made at the end of the half. Usually, protests will only be resolved if they affect the outcome of the game. If a protest is accepted, corrective measures will be taken, perhaps including adjustment of the score and the playing of extra questions. Intangible factors (such as the breaking of a team's momentum in the game) will not be considered when determining corrective measures.

Players can ask for a buzzer check at any time, and it is their responsibility to make sure their equipment is working. Protests about buzzers not working should not invalidate whole matches or halves.

Protests merely stating that "My answer was correct at that point in the question" will be rejected. The player should have waited until the question narrowed down to one answer. (Most questions become specific very fast.)