

**Lehigh Valley Conference  
Scholastic Scrimmage  
Clarifications**

1. Our season begins the third Monday of October.
2. In the case of a dispute, the three advisors, by vote, settle the issue immediately or at the end of the round.
3. If the buzzer system malfunctions, the entire question is replaced unless there is an obvious respondent.
4. Replacement of toss-up questions:
  - a. In general, a toss-up question is replaced by a toss-up question and all teams may respond.
  - b. If the question is replaced because an answer was called out after a team has responded, the offending team loses its right to participate in answering the question; the replacement is offered to the responding team; and if answered incorrectly, it is offered to the remaining team.
5. If a student answers before he is recognized, the response is ignored and the remaining teams are given an opportunity to respond. Third respondent does not have to be formally recognized.
6. Students must have nametags.
7. An immediate response is expected when the student buzzes in and is recognized. Once the question has been completely read, rebound answers must be immediate. The clock will not reset.
8. J.V. and Varsity teams are to be separate teams for each match.
9. If the student responds in the middle of a question, the rest of the question is not read unless the responding student answers incorrectly.
10. A tie-breaking question will have the value of 5 points.
11. The first answer given by a student is to be counted. He cannot correct himself.
12. If the answer to a question is a person's name, only the last name is necessary unless clarification is necessary (i.e. "President Roosevelt: is unacceptable).
13. If a student chooses to give more information than is necessary, it must be 100% correct.
14. The ONLY prompt the moderator may make is a request to "be more specific."
15. For each match, first place gets 5 points; second place gets 3 points; third place gets 1 point. If there is a tie in the team standings, the total number of points earned in the matches will be used.
16. If there is a tie for first place, only the two teams that are tied will participate in the tiebreaker. If there is a tie for second and third, no tiebreaker will be used and each team will receive 2 points for the match.
17. In Round 2, the Lightning Round, the timer should be started when the moderator finishes reading the first question.
18. When attempting previously passed questions in the Lightning Round, a student may ask to pass to a specific question by saying "pass to #\_\_\_\_."
19. If the answers to a multiple-choice question are prefixed by letters (a,b,c, etc.) or numbers (1,2,3, etc.) the student may answer by giving the prefix only.

20. In round two only, if the buzzer rings to end the round before the questions are exhausted, the round ends.
21. End of season play-offs:
  - a. In each division, the teams finishing in second and third place will compete in the semi-finals. The winner of this match will then play the first place team in the finals.
  - b. The winner of the East Division and the winner of the West Division will then compete to determine the Lehigh Valley Conference Champion.
  - c. **The two divisional second-place finishers will compete for third place in a match to precede the Championship Match.**
22. Once a captain has been selected for the day, he/she must remain in that position for the entire match.
23. Substitution will only be allowed between rounds.

Revised January 2006

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Match Format**

Team captains will randomly draw numbers to determine team seating. Response time is 10 seconds for math questions and 5 seconds for all others. No points are deducted for incorrect answers.

**ROUND 1:**

12 toss-up questions. The round ends when the questions are exhausted. Each question is worth 10 points. Each correct response results in a bonus question, also worth 10 points. No points are deducted for incorrect answers. Conferring is not permitted for toss-up questions, but is permitted for bonus questions. The team captain must give the official answer for bonus questions.

[Question source: Questions Unlimited; toss-up questions #1-12; bonus question #25-36]

**ROUND 2:**

There will be 4 categories, each containing 10 questions. The team with the lowest score at the end of round 1 has the first choice of categories and has 60 seconds to answer the questions. Teammates may confer, but the team captain must give the answer. The team may pass on a question, and return to it if time remains. The team will score 5 points for each correct answer and will score 60 points for 10 correct answers. Missed questions will be passed to the second place team, which will have 6 seconds per question to respond and will receive 5 points per correct answer. After attempting these questions, this team will select a category and go through their 60 second round, passing missed questions to the third team. Questions missed during the third team's lightning round will be passed to the first team.

[Question source: Questions Unlimited]

**ROUND 3:**

12 toss-up questions. The round ends when the questions are exhausted. Each question is worth 10 points. Every time a team answers 3 questions correctly, they get a four-part bonus question. Each part is worth 5 points for a total of 20 points. No points are deducted for incorrect answers. Conferring is not permitted for toss-up questions, but is permitted for bonus questions. The team captain must give the official answer for the bonus questions.

[Question source: Questions Unlimited; toss-up #13-24; bonus questions #45-60]

**ALTERNATE QUESTIONS**

Questions #37-44 may be used as replacement questions or if a tie breaking question is needed.