

High School Quiz Show: Rhode Island

Super Sunday | Rules

A. The quiz

1. Each team of 4 students is administered an oral quiz at Rhode Island PBS on Super Sunday. Teams do not compete directly against each other.
2. Alternates may attend Super Sunday to observe the process and to support their teammates. They are not permitted to compete.
3. Only teams (including alternates), coaches and test administrators are permitted in the testing rooms. Due to space constraints, there is a maximum of eight (8) people per team allowed in the testing room: the four (4) primary team members, two (2) alternates and up to two (2) coaches. Parents are not allowed in the testing room. While every effort will be made to accommodate school principals and superintendents, it is advisable to make requests in advance to avoid disappointment.
4. All teams are administered the same question set.
5. Subject areas may include math, science, literature, history, sports, the arts and current events.
6. The quiz consists of fifty (50) questions in ten (10) themed categories, such as math, science, literature, history, sports, the arts and current events. Each category has five (5) questions that increase in point value and level of difficulty. To see examples of questions, watch past WGBH episodes at highschoolquizshow.org and youtube.com/HighSchoolQuizShow
7. The goal of each team is to accrue the highest number of points by providing the correct answers to as many questions as possible. There are no point deductions for wrong answers.
8. The quiz ends when all 50 questions have been asked.
9. The content of the quiz is confidential.
10. All cellphones in the room (both students' phones and coaches' phones) **must be completely turned off** before the quiz begins and may not be turned on again until the end of the quiz session.

B. General Quiz Procedures

1. The decision to accept or reject an answer is exclusively that of the moderator.
2. The scorekeeper is responsible for recognizing, by name or number, the first student to raise his or her hand.
3. When the answer to a question is a proper name, the last name is sufficient unless the moderator requests clarification (e.g., Roosevelt: Theodore or Franklin).

C. Quiz Questions: Play procedures

1. The quiz consists of fifty (50) questions in ten (10) themed categories, such as math, science, literature, history, sports, the arts and current events. Each category has five (5) questions that increase in point value and level of difficulty. Questions are worth 10, 15, 20, 25 and 30 points and will be asked in order from easiest to most difficult. The category order and subject areas will not be announced in advance.

2. Players have five (5) seconds to raise their hands to answer a question after the question is read.
3. The player who raises his or her hand first earns the right to answer.
4. The player must answer as soon as s/he is recognized by the scorekeeper. S/he will be recognized after the question is read in its entirety by the moderator.
5. No points are awarded if a player answers without being recognized.
6. A player must provide the complete and correct answer to be awarded points. Partial points are not awarded for incomplete answers.
7. Players may confer with other members of the team prior to, but not after, raising his or her hand.
8. No points are awarded if the answer is given after time has been called.
9. The moderator will allow for natural pauses, but will not permit stalling.
10. The moderator will repeat a question only if s/he deems it necessary.
11. If after five (5) seconds, no player has raised a hand to answer the question, then the moderator will give a final prompt ("We need your answer") before moving on to the next question.

D. Disputes

1. The coach is the only person who may dispute an answer.
2. The use of cellphones and/or smartphones during the administration of the quiz is strictly prohibited.
3. The coach must inform the moderator and scorekeeper of a dispute immediately after the student's answer is ruled on by the moderator.
4. It is the scorekeeper's responsibility to circle the number of the question on the official scorecard and write the answer given by the student and details of the dispute in the notes column.
5. At the bottom of the official scorecard, the scorekeeper will write the point value of the question that is in dispute.
6. The moderator will proceed with the quiz.
7. At the conclusion of the quiz, the coach and moderator must consult with the *High School Quiz Show: Rhode Island* judges. The judges will review the dispute and will determine the final points earned. The team will be notified of the outcome of the dispute when they receive their score from Rhode Island PBS.

E. Super Sunday results

1. The 8 teams with the highest scores on the Super Sunday quiz advance to the single-elimination televised competition, taped at the Rhode Island PBS studio.
2. If a team drops out for any reason prior to their assigned taping date, the team earning the 9th highest score in the Super Sunday qualifying event will be designated as the replacement. Should the 9th team not be able to participate, the opportunity passes to the 10th team and so forth, until a replacement is designated.

F. Ties

1. In the event of a tie for the final available spot in the televised competition, the final spot goes to the team with the most correct 10-point questions from the themed categories.
2. In the event of a second tie, the same procedure will be followed with the 15-point questions from the themed categories.

3. In the event of a third tie, the same procedure will be followed with the 20-point questions from the themed categories, and so on until all ties have been resolved.

G. Roles

Moderator

1. Enforce all rules in a fair and judicious manner.
2. Read the questions and determine whether an answer is correct.
3. Before reading a question:
 - a. Indicate the point value.
 - b. Indicate whether it's a math question.
4. Spell difficult or foreign words and read chemical formulas by letters.
5. Keep an informal time count for five-second responses. If after five (5) seconds, no player has raised a hand to answer the question, give a final prompt ("We need your answer") before moving on to the next question.
6. Ensure any "alternate" student team members are seated away from the team.
7. The decision to accept or reject any answer is exclusively that of the moderator.
8. The official scorecard must be signed by the moderator, scorekeeper, and coach immediately after the quiz is completed.
9. In the envelope provided, please place the quiz, the green official scorecard and the coach's white scorecard.
 - a. If there is a dispute, please leave the envelope unsealed
 - b. If there is no dispute, please seal the envelope
10. The moderator and coach together must return the envelope to the judges at the end of each quiz session.

Scorekeeper

1. Record the official score on the official scorecard.
2. Ensure the scores recorded agree with those recorded by the coach throughout the administration of the quiz.
3. Recognize, by name or number, the first student to raise his or her hand. This student has the exclusive right to answer the question.
4. Ensure the details of a disputed question or answer are recorded in the notes column of the official scorecard. Circle the number of the question on the official scorecard and write the answer given by the student and details of the dispute.
5. Remain with the students/team members in the designated waiting area while the moderator and coach bring the completed quiz and scorecards to the judges.

Coach

1. Sit behind the team when the quiz is being administered.
2. Do not speak to the team.
3. Keep a running score of the points earned on the coach's scorecard provided.
4. Compare the point count with the scorekeeper's tally at the end of each category, and at the end of the quiz.
5. Sign the official scorecard, thus signifying agreement on total point count.
6. Only a coach may dispute the answer to a question.
7. Accompany the moderator to meet with the judges to sign out at the end of the quiz.