



## 2020 AST Scrub Bowl Format

**Summary:** There will be four rounds of play. The first and second rounds will be elimination heats with teams securing places for the remaining challenge rounds and no points being awarded. The third and fourth challenge rounds are designed to be faster-paced where points will be either awarded or deducted. The team with the most points at the end of the final round wins the tournament.

### GENERAL PLAY

- Each team will elect one team member or alternate, designated as that round's *captain*, to respond to each question in a specific round. A team member or alternate cannot act as captain *for more than two rounds* during the tournament. Captains and alternates may change only at the beginning of a new round, *prior* to the first question being read. Alternates will sit at least one chair away from active players on a team.
- The moderator will read a question that will also be displayed on an overhead screen. Questions may be multiple choice, pyramidal toss-ups, or fill-in-the-blank (e.g. image identification).
- All rounds will be played using a lock-out buzzer system. *Only one hand can be used to buzz-in and at no time will be allowed to hover over the device. Hand's must be kept flat on the table either to the side or in front of the buzzer until initiating a response to a question.* During elimination rounds, the first team to buzz in will have a chance to respond while remaining teams are 'locked-out' from answering. Once a team buzzes in, they will have 3 seconds to provide a response. During challenge rounds, a *bonus challenge* or *bonus steal* opportunity exists for correct and incorrect answers. Refer to specific round information for more details.
- In an effort to promote teamwork, teams may choose to quietly confer with each other *before* buzzing in. However, the first team to buzz in with a correct answer will move to the next round. At no time may a team confer with each other after buzzing in, including

any non-verbal language and/or gestures, or with those not actively participating on their team (e.g. alternates, instructors, audience).

If a judge finds a team to be in violation of this rule during game play, the team will forfeit their chance to respond to that question during the round.

- Teams may choose to buzz in at any time during or after a question is read. If a team buzzes in *before* the question is read entirely, the moderator will immediately stop reading and that team will have 3 seconds to provide an answer. If time expires or an incorrect answer is given, the question will either be thrown out and a new one read (*in elimination rounds*), or the same question will be read again and the remaining teams will have an opportunity to answer (*in challenge rounds*). In either case, the initial team forfeits their chance to respond. *During challenge rounds, a team will be penalized points for not providing a response after buzzing in.*

*NOTE: A team may wish to use this option only if they are extremely confident in their response. It may be advantageous to buzz in while a question is still being read in an attempt to lock-out other teams from responding but the potential disadvantages may be greater; the team will be expected to answer in a shorter amount of time and will lose the opportunity to respond if the time has elapsed or the answer provided is incorrect.*

- If an answer is challenged by a team, the moderator will confer with at least 2 judges for a brief review. Any decision made after completing the review will be considered final.
- Tie-breakers consist of one toss-up question which, unless it occurs during a challenge round, does not count towards the final score of the game if answered correctly.
- The number of questions in each round will be determined based on the number of teams participating and time available during the event.

## **ELIMINATION ROUNDS**

Round 1: The purpose of this round is to *reduce the overall number of participating teams*. The number of teams eliminated will depend on the overall number of registered teams participating in this elimination round. An announcement will be made prior to each round as to how many teams will be eligible to move to the next round.

- If a team answers correctly, they will sit out for the remainder of the round and secure a place in the next round.
- If a team answers incorrectly, another team may NOT answer. The moderator will provide the answer and a new question will be read. *Note: this rule changes for challenge rounds.*
- Teams will have 15 seconds to buzz in after a question is read completely. If a team buzzes in within the time limit, they will have 3 seconds to provide a response. If all teams fail to answer within the specified time, the question will be discarded and another read.

The exception to this is if a team buzzes in *before* the question was read entirely. In this case, the team must provide a response within 3 seconds or forfeit their chance to respond (see *General Play* above).

- Teams are not awarded points during elimination rounds.

Round 2: The purpose of this round is to *reduce the overall number of participating teams*. The number of teams eliminated will depend on the overall number of registered teams participating in this elimination round. An announcement will be made prior to each round as to how many teams will be eligible to move to the next round.

The same rules apply as in Round 1.

## **CHALLENGE ROUNDS**

Round 3: The purpose of this round is to *determine which three teams will move on to the final cup challenge round by receiving the highest point accumulations at the end of the round*.

- Teams will have 10 seconds to buzz in after a question is read completely. If a team buzzes in within the time limit, they will have 3 seconds to provide a response. If all teams fail to answer within the specified time, the question will be discarded and another read.

The exception to this is if a team buzzes in *before* the question was read entirely. In this case, the team must provide a response within 3 seconds *or receive a penalty deduction of 5 pts and forfeit their chance to respond* (see *General Play* above).

- Each correct answer is awarded 10 points. If a team doesn't respond within the designated time *after buzzing in, they will receive a 5-pt. deduction.*
- If a team answers incorrectly, 5 points are deducted from their score (if score is 0, no deduction will occur) and a *bonus steal* challenge begins. The moderator will reset the buzzers and repeat the same question to the remaining teams who will have an opportunity to steal a 5-point bonus for a correct answer. If an incorrect answer is given, the question will be discarded and the round will continue.

#### Round 4:

##### *Cup Challenge*

The purpose of this round is to distinguish placement of the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams and are awarded through the total number of points accrued.

- Teams will have 5 seconds to buzz in after a question is read completely. If a team buzzes in within the time limit, they will have 3 seconds to provide a response. If all teams fail to answer within the specified time, the question will be discarded and another read.

The exception to this is if a team buzzes in *before* the question was read entirely. In this case, the team must provide a response within 3 seconds *or receive a penalty deduction of 10- pts and forfeit their chance to respond* (see *General Play* above).

- Each correct answer is awarded 20 points. If a team doesn't respond within the designated time *after buzzing in, they will receive a 10-pt. deduction.*
- A team that answers a question correctly will have an opportunity to answer a *bonus challenge* worth 10 points for each correct response. If they answer incorrectly, the question is discarded and other teams do not get a chance to answer. The intention here is not to focus solely on whomever manages to buzz in first, but to award knowledge with an opportunity to distinguish points.
- *Bonus steal challenges* are still available for any remaining teams should the initial team provide an incorrect response. If a team answers incorrectly, 10 points are deducted from their score and a *bonus steal* challenge begins. The moderator will reset the buzzers and repeat the same question to the remaining teams who will have an opportunity to steal a 10-point bonus for a correct answer. If an

incorrect answer is given, the question will be discarded and the round will continue.

**Awards:** The following prizes will be provided by the three sister organizations; AST, NBSTSA, and ARC/STSA and be awarded according to placement:

1<sup>st</sup> Place: Team trophy.  
Monetary awards of *up to \$150\** for each team participant.

2<sup>nd</sup> Place: Team trophy.  
Monetary awards of *up to \$75\** for each team participant.

3<sup>rd</sup> Place: Team trophy.  
Monetary awards of *up to \$45\** for each team participant.  
*\*actual award amounts are approximate and may be subject to change.*

Each registered team player will receive a participatory lapel pin and T-shirt at team check-in on Thursday, May 28<sup>th</sup> between 1-4 pm next to the ASTSA exhibit table. *Please note that if a team registers after the initial deadline of May 1<sup>st</sup> or onsite at conference, T-shirts are subject to availability and not guaranteed.*

If available, teams are encouraged to wear their designated school/program shirts during gameplay.