

ETC

PACE

*The Partnership for
Academic Competition Excellence*

presents the

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**National
Scholastics
Championship**

**University of
Pennsylvania**

Philadelphia, PA · 19-20 June 1999

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Mark Mikel, advisor, Henry Ford II HS (MI)

Sarah Oelker

Lisa Neel

Julie Stahlhut

Penn Academic Demolition Team

Ramin Fatehi and Yale Student Academic Competitions

The Penn Med class of 2002

The members of the PACE Committee, past and present
PACE-affiliated schools, past and present

and, especially,

All the coaches and students at the 1998 and 1999 NSCs

Thank you all for your support and encouragement. We wouldn't be here today without you.

—Samer T. Ismail

PACE Founder

1999 NSC Tournament Organizer

Past, Present, & Future NSC Sites

1998

Case Western Reserve University

Cleveland, OH

Winner: State College Area HS (State College, PA)

Runner-up: Henry Ford II HS (Sterling Heights, MI)

1999

University of Pennsylvania

Philadelphia, PA

2000

Furman University

Greenville, SC

PACE expects to announce the 2001 host site
no later than December 1, 1999.

Tournament Organizers & Directors

Damian Krabill

Bowling Green State University
1999 NSC Co-Tournament Director

Samer T. Ismail

University of Pennsylvania School of Medicine
1999 NSC Tournament Organizer
1999 NSC Co-Tournament Director

Emil Thomas Chuck, Ph.D.

Case Western Reserve University
1999 NSC Editor-in-Chief

Other Tournament Staff

Moderators

[‡ = Question writer and moderator]

Scott Bearman, *advisor, Plymouth Salem HS (MI)*
Ken Brandt, *advisor, Vanguard HS (FL)*
‡ David Bykowski, *Furman University*
‡ Anthony de Jesus, *Case Western Reserve University*
‡ Paul Dreyer, *Rutgers University*
Kathy Fidler, *University of Pennsylvania*
Jason Garbowski, *University of Pennsylvania*
Brian Goldenberg, *The Pennsylvania State University*
Steve Halber, *Case Western Reserve University*
Mac Hanna, *advisor, Aiken HS (SC)*
Dave Hanneke, *Case Western Reserve University*
Jessica Kabis, *University of Pennsylvania*
Adam Kittle, *Bowling Green State University*
James Kruczynski, *University of Pennsylvania*
Steve Lawrie, *Princeton University*
Shawn Pickrell, *Randolph-Macon College*
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‡ Brian Saxton, *Bowling Green State University*
Tricia Southard, *Furman University*
Edmund Schuessel, *The George Washington University*

Question Contributors

Bryce Avery, *Brigham Young University*
Willie Chen, *University of California/Irvine*
Robert Whaples, *Wake Forest University*

and the academic competition organizations at the following schools:

Furman University
University of California/Berkeley
University of California/Riverside
University of Tennessee/Chattanooga
(and contributors to their tournaments)

Competing Teams

Aiken HS

Aiken, SC

Benjamin Banneker HS

Washington, DC

Brother Rice HS

Bloomfield Hills, MI

Catholic Central HS of Detroit

Redford, MI

East Hall High School

Gainesville, GA

Eleanor Roosevelt HS

Greenbelt, MD

Georgetown Day School

Washington, DC

Gonzaga College HS

Washington, DC

**Governor's School for Government
& International Studies**

Richmond, VA

Half Hollow Hills HS West

(2 teams)

Dix Hills, NY

Maret School

Washington, DC

North Kansas City HS

North Kansas City, MO

Ottawa Hills HS

Toledo, OH

Ransom Everglades HS

Miami, FL

Ridgewood HS

Ridgewood, NJ

Rockville HS

Rockville, MD

State College Area HS

(2 teams)

State College, PA

Troy HS

(2 teams)

Troy, MI

Walter Johnson HS

Bethesda, MD

Tournament Schedule

Saturday, June 19, 1999

- 10.00 AM Opening Assembly/Team Meeting (Terrace Room, Logan Hall)
11.00 AM All teams move to Williams Hall
- 11.15 AM-12.45 PM Preliminary Rounds 1 and 2 (2nd/3rd floors, Williams Hall)**
- 12.45 PM-2.00 PM LUNCH (on your own)
- 2.00 PM-5.40 PM Preliminary Rounds 3 through 7 (2nd/3rd floors, Williams Hall)**
- 5 40 PM Coach/Staff Exhibition Match (Room TBA, Williams Hall)
Announcement of Championship Playoff Pairings
PACE will make every effort to announce pairings before the exhibition match, teams are encouraged to stay for the exhibition match in any case.

Sunday, June 20, 1999

- 9.00 AM Williams Hall opens*
9 15 AM Announcement of Consolation Playoff Pairings
If you plan not to participate in the Consolation Playoffs, please notify the Tournament Director before you leave on Saturday.
- 9.30 AM-1.00 PM Championship Playoffs (2nd floor, Williams Hall)
Consolation Playoffs (3rd floor, Williams Hall)**
- 1.00 PM-2.15 PM LUNCH (on your own)
- 2.30 PM Semifinals Announcement (Williams Hall)
- 2.45 PM Championship Semifinals (Rooms TBA, Williams Hall)
3.45 PM Championship Finals (Terrace Room, Logan Hall)**
- 4 45 PM All-Star Game and Awards Ceremony
Must be present to receive All-Star awards.
- 6.00 PM Tournament ends

Tournament Mechanics

Preliminary Brackets

Austin Wars	Star Powers	Spy Menace
Eleanor Roosevelt	Catholic Central of Detroit	Aiken
Half Hollow Hills A	East Hall	Benjamin Banneker
Maret	Georgetown Day	Brother Rice
North Kansas City	Governor's	Gonzaga College
Ottawa Hills	Ridgewood	Half Hollow Hills B
Ransom Everglades	Rockville	State College A
Troy A	State College B	Troy B
		Walter Johnson

Each team will play all seven preliminary rounds. Teams in the Spy Menace bracket will play every team in their bracket, as will teams in the Austin Wars and Star Powers brackets. In addition, there will be one match per round, that does not count towards the playoffs, between teams in the latter two brackets. Note that teams are expected to compete in these matches.

Championship Playoffs

Teams will be seeded in one of the following two manners. There will be a *binding vote* on the playoff method during the Team Meeting.

Method A: Seeding Within Brackets

Teams are seeded 1-4 in each bracket based on (1) win/loss record, (2) head-to-head. A random draw will assign the three brackets the letters A, B, and C for the assignments below:

Brooks Bracket: A1, B2, C2, B3, C3, A4

Kelley Bracket: B1, C1, A2, A3, B4, C4

Each team will then play every team in its bracket, as follows:

Round 8	B2 v. C3	C2 v. B3	A1 v. A4
	C1 v. B4	A2 v. A3	B1 v. C4
Round 9	C2 v. A4	A1 v. C3	B2 v. B3
	A2 v. C4	B1 v. B4	C1 v. A3
Round 10	B3 v. C3	B2 v. A4	A1 v. C2
	A3 v. B4	C1 v. C4	B1 v. A2
Round 11	B2 v. C2	A1 v. B3	C3 v. A4
	C1 v. A2	B1 v. A3	B4 v. C4
Round 12	B3 v. A4	C2 v. C3	A1 v. B2
	A3 v. C4	A2 v. B4	B1 v. C1

For Method A, the #1 seed will draw for its bracket; the remaining two brackets will be assigned in alphabetical order. Furthermore, regardless of method, the #1 seed will be given the choice of moderator pools (to be determined by the NSC staff).

The top two teams in each bracket will then advance to the championship semifinals.

Round 13 Williams, TBA
 Williams, TBA

Brooks 1 v. Kelley 2
 Kelley 1 v. Brooks 2

Round 14 Terrace Room, Logan Hall

Winners of Semifinals

A complete schedule, including room numbers and team names, will be distributed to all teams and moderators Sunday morning.

Method B: Seeding Across Brackets

Teams will be seeded 1-12 based on (1) win-loss record, (2) head-to-head, (3) average PPG among teams making the championship playoffs. The 12 teams will then be assigned as follows:

Brooks Bracket: #1, #4, #5, #8, #9, #12

Kelley Bracket: #2, #3, #6, #7, #10, #11

Each team will then play every team in its bracket, as follows:

Round 8	4 v. 9	5 v. 8	1 v. 12
	3 v. 10	6 v. 7	2 v. 11
Round 9	5 v. 12	1 v. 9	4 v. 8
	10 v. 11	2 v. 10	3 v. 7
Round 10	8 v. 9	4 v. 12	1 v. 5
	7 v. 10	3 v. 11	2 v. 6
Round 11	4 v. 5	1 v. 8	9 v. 12
	3 v. 6	2 v. 7	Y v. 11
Round 12	8 v. 12	5 v. 9	1 v. 4
	7 v. 11	6 v. 10	2 v. 3

Consolation Playoffs

The remaining ten teams will be seeded 1-10 for a single-elimination consolation bracket on the basis of (1) win-loss record, (2) head-to-head, (3) average PPG. After the first round, this bracket will be NHL style: the highest remaining seed will always play the lowest remaining seed.

Round	Room 301	Room 302
8	7 v. 10	8 v. 9
9	1 v. lower seed, Round 8	2 v. higher seed, Round 8
10	3 v. 6	4 v. 5
11	1 high seed, Round 9 v. low seed, Round 10	Low seed, Round 9 v. high seed, Round 10
12	Remaining two teams	

All-Star Awards

Each team will receive two All-Star ballots; they are due no later than the times indicated on each ballot. Votes cast on the preliminary All-Star ballot are worth 2 points each; those on the playoff ballots are worth 3 points each. The NSC staff reserves the right to select up to four All-Stars. The remaining All-Stars will be chosen based on points earned on ballots.

Please note, though, that in order to be named to the All-Star team, players must be present for the All-Star Game.

Prizes

Trophies will be awarded to the top two teams, as well as the eight All-Stars. There will also be prizes for the members of the finalist teams. Additional prizes may be awarded at the discretion of the NSC staff.

Benjamin Cooper Award

Benjamin Cooper was a model student at Georgetown Day School, well-liked among his colleagues and faculty. He participated in many activities in school and in service to the community. Because of his enthusiasm and encouragement to promote academic competition among his team members, he was selected as the varsity team captain for the 1997-98 school year. On August 12, 1997, Ben was tragically killed in an automobile accident while returning from his summer job. His death was traumatic to his family, the GDS community, and the members of the PACE committee who corresponded and worked with him. Even when discussing quiz bowl and the PACE network with us, the PACE committee was impressed with his enthusiasm about the upcoming year and our plans for the Inaugural NSC.

In Ben's memory, PACE established a Quiz Bowl Ambassador Award, to be presented to a "high school academic competition team member, advisor, or organization whose character best promotes the spirit and honor of quiz bowl competition." The 1998 award was awarded to the academic team at Georgetown Day School, and their advisor, Sue Ikenberry. Furthermore, the PACE Committee decided to dedicate the award to Ben's memory. Hence, PACE will present the

1999 Benjamin Cooper Memorial Quiz Bowl Ambassador Award

The announcement of the 1999 award will be made by David Bykowski, president emeritus of the Furman Academic Competition Team.

Team Records

Preliminary Rounds

Playoff Rounds

Points per Game, Average

448	State College A	414	State College A
425	Gonzaga College	354	Gonzaga College
409	Dorman HS	333	Governor's School*

Most Points, Two Teams, Game

820	State College A d. Aiken	765	State College A d. Forest
720	Governor's ties Santa Fe	720	Gonzaga College d. Plymouth Salem
715	Henry Ford II d. Dorman	695	Copley d. Dorman

Most Points, One Team, Game

575	Copley d. Half Hollow Hills	605	State College A d. Forest
570	State College A d. Aiken	480	State College d. Aiken
540	Brookwood d. Louisville	470	Copley d. Los Alamitos

Most Stretch Round Tossup Points, Team, Game

120	Copley d. Half Hollow Hills	120	State College A d. Forest
120	Plymouth Salem d. Chicago Latin	110	Plymouth Salem l.t. Gonzaga College
120	State College A d. Aiken	110	Aiken d. Catholic Central

Most 20-point Tossups, Team, Game

5	Plymouth Salem d. Rockville	5	Plymouth Salem l.t. Gonzaga College
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Most Bonus Points Earned, Game

330	Brookwood d. Louisville	345	State College A d. Forest
330	State College A d. Aiken	250	Copley d. Los Alamitos
325	Dorman d. Ransom Everglades	240	State College A d. Aiken

Most Bonus Points Stolen, Game

120	Cistercian Prep d. Rufus King	95	Dorman l.t. Copley
115	Chicago Latin l.t. Torrey Pines A	95	Los Alamitos l.t. Dorman
100	Cistercian Prep l.t. Henry Ford II	90	Rockville d. Houston Memorial
100	Forest d. State College B		

Individual Records

Note: Because of technical problems, individual statistics for 1998 preliminary matches could not be compiled, except for some single-game results. Therefore, except where noted, all statistics are for playoff matches only.

Most Points per Game, Playoffs

130.0	Justin Sausville, Gonzaga College HS
124.0	Chris Galeczka, Henry Ford II HS
98.3	Vinita Kailasnath, Eleanor Roosevelt HS
90.0	Tim Manness, Governor's School*
80.0	Martin Sheehan, Aiken HS
80.0	Brandon Filertson, Copley HS
73.3	Aaron Benor, Rockville HS*

Most Points, Game

190	Justin Sausville, Gonzaga College HS [in prelims twice]
190	Chris Galeczka, Henry Ford II HS
170	Justin Sausville, Gonzaga College HS
150	Vinita Kailasnath, Eleanor Roosevelt HS
150	Justin Sausville, Gonzaga College HS
140	Jacob Mikanowski, State College Area HS A
140	Vinita Kailasnath, Eleanor Roosevelt HS
130	Tim Manness, Governor's School*

Most 20-Point Tossups, Game

4	Chris Galeczka, Henry Ford II HS
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**Player or Team in consolation bracket.*

Roster of Teams

This information was provided by teams (and in some cases modified to fit space allotted).
Asterisks (★) indicate competitors at the 1998 NSC.

Aiken HS *Aiken, SC*

INAUGURAL NSC QUARTERFINALIST AT-LARGE QUALIFIER

Mac Hanna <i>advisor</i>	Aiken, SC
Anna Estelle Hanna <i>advisor</i>	Aiken, SC
Stephanie Barron '02	Aiken, SC
Jarrett Edwards '02	Aiken, SC
Sheetal Godhwani '00	Aiken, SC
★David James '00	Aiken, SC
Jason Price '99	Aiken, SC

Aiken HS is one of four South Carolina QB teams with 100+ wins this year. The team has won 3 titles, scoring wins over James Island and Irmo. The team finished 3rd in the 1998 National Academic Championship (of 118 teams), and 5th at the Inaugural PACE NSC in 1998. Junior captain David James was named to the all-star team at Yale and at the inaugural Taylor Bowl in Florida. He is also the leading scorer in Aiken County competition.

Aiken hosts the Triple Crown Academic Challenge the second Saturday in November. All teams are invited to play in divisions established by school size. All teams advance to elimination rounds, where four champions are crowned.

Benjamin Banneker HS *Bartlett, TN*

FIRST NSC APPEARANCE AT-LARGE QUALIFIER

Douglas Tyson <i>advisor</i>	Washington, DC
John Clarke '02	Washington, DC
Ransford Cline-Thomas '00	Washington, DC
David Lewis '00	Washington, DC
Christopher Rogers '02	Washington, DC

The Benjamin Banneker team has great character and a disciplined commitment to excellence. The team is composed of determined individuals who seek to win. Win or lose, the Benjamin Banneker team always attempts to symbolize grace, dignity and poise.

The Benjamin Banneker team believes that there are three important principles that they must follow if they are to be successful: (1) they must have a clear objective; (2) they must recognize every resistance, and (3) they must have a plan of action to overcome that resistance.

Competing has allowed the Benjamin Banneker team to feel the intensity, savor the success, nurse the failures, and be inspired about finding the best in themselves, and putting it to work. Through success or despair, our goal this year is to end up as better human beings.

Brother Rice HS *Bloomfield Hills, MI*

FIRST NSC APPEARANCE AT-LARGE QUALIFIER

Bro. Robert Beckstrom <i>advisor</i>	Bloomfield Hills, MI
Mark Calaguas '99	Bloomfield Hills, MI
Bryan Hudak '99	Pleasant Ridge, MI
Jarrold Ludwig '99	Bloomfield Hills, MI
Ryan McClarren '99	Lake Orion, MI
Jay Schafer '99	Beverly Hills, MI

This first year team has taken the Michigan academic bowl scene by storm. Bursting from absolute obscurity at the beginning of the year, these five young men immediately became consistent finalists at local tournaments. The pinnacle came during the Michigan state finals, where the team fought valiantly and placed second in the state.

Catholic Central HS of Detroit *Redford, MI*

INAUGURAL NSC QUARTERFINALIST AUTOMATIC QUALIFIER, BOWLING GREEN STATE (NOV.)

Howard Weinberg <i>advisor</i>	Southfield, MI
★Vincent Crafton '99	Redford, MI
★Corey Mason '99	Plymouth, MI
★Jesse Norman '99	Ann Arbor, MI
Paul Schultz '00	Detroit, MI
★Mark Walkuski '99	Dearborn Heights, MI

This year DCC has had semifinalist finishes at Furman and Vanderbilt, finalist status at Case Western's Buzzerpalooza and GLRAC, and Bowling Green State's fall and winter tournaments, and championships at Hartland HS, Salem HS, and Lee University. DCC's team was also the top Michigan team in both of this year's Knowledge Master Opens, and the 1999 Michigan state champions.

DCC has won the Michigan Academic Bowl state championship five times in the last 12 years, and reached the semifinals of national championships five times in the '90s—ASCN, Questions Unlimited, St. Louis University (twice), and Just Asking!. This year, DCC won the 1999 NAQT HS Championship Tournament.

East Hall HS *Gainesville, GA*

FIRST NSC APPEARANCE AT-LARGE QUALIFIER

Margaret Ensley <i>advisor</i>	Gainesville, GA
Nicole Burkhalter '99	Alto, GA
Christine Dehn '01	Alto, GA
Daniel O'Neal '00	Lula, GA
Thu Ong '99	Lula, GA
Joey Pruitt '02	Gainesville, GA

The 1998-99 East Hall HS Varsity Academic Team was District Champions at the Pioneer RESA Academic Bowl for North Georgia Schools, involving six regular meets and three playoff meets. The team also placed 4th for AA schools at the Georgia Academic Team Association (GATA) State Tournament. Additionally, EHS placed 2nd in the WMAZ-TV (Macon GA) *Teen Challenge* Academic Bowl, finishing with a 4-1 record.

Eleanor Roosevelt HS *Greenville, MD*

INAUGURAL NSC QUARTERFINALIST AUTOMATIC QUALIFIER, JOHNS HOPKINS

Gerald Greenbaum <i>advisor</i>	Columbia, MD
Michael Samordic <i>advisor</i>	Greenbelt, MD
Andrew Aziz '02	Lanham, MD
Patrick Dwiggin's '99	Lanham, MD
★Daniel Greenstein '00	Laurel, MD
★Vinita Kailasnath '00	Laurel, MD
Peter Nilson '02	Lanham, MD
★Samip Petal '00	Beltville, MD

Eleanor Roosevelt, the 1988 Texaco Star National Academic Champions, has had a very successful year. We have won six tournaments (PACE Mid-Atlantic/DC Scrimmage, HA Rowland Memorial Academic Bowl, Lincherry Memorial, Quizmaster Invitational Academic Challenge, Retriever Challenge, and Johns Hopkins Academic Bowl), and placed in the top four in several others. We were second in the nation in the Knowledge Master Open for Spring 1999. Our captain Vinita has been the high scorer in each of the tournaments we won, as well as two others.

We also hosted our 25th HS tournament (the longest running in the area) as well as our 24th middle school tournament (the only one in the area).

Georgetown Day School *Washington, DC*

FIRST NSC APPEARANCE AUTOMATIC QUALIFIER, DUKE ACADEMIC FESTIVAL

Sue Ikenberry *advisor* Washington, DC

Ernest Le '01 Rockville, MD

Zac Pescowitz '01 Chevy Chase, MD

Dan Suzman '01 Chevy Chase, MD

Josh Schwartzstein '02 Washington, DC

GDS's *It's Academic/College Bowl* Team has had a productive year. We competed in tournaments at Yale, Duke, the University of Maryland, Bamcker, and Eleanor Roosevelt, and other locations. GDS held the Ben Cooper Memorial Tournament in February and a PACF qualifier in April.

Dan, a QB devotee, ran this year's tournaments, and will attend a quiz bowl camp this summer. Josh loves sports, and plays in GDS's jazz band. Ernie is a Latin scholar and plays piano on the concert level. He is a devoted basketball player, as is Zac.

Coach Sue Ikenberry has been at this at least 12 years and loves the game. She has two boys, a stolid college graduate and a mischievous 11-year-old who keep her busy. In her spare time she teaches history and chats with her husband.

Gonzaga College HS *Washington, DC*

INAUGURAL NSC SEMIFINALIST AUTOMATIC QUALIFIER, 1998 NSC

Fr. Kenneth Meehan *advisor* Washington, DC

★Robert Arevalo '99 Bethesda, MD

Peter Bonilla '01 Potomac, MD

★Vincent Diamante '99 Ft. Washington, MD

Christopher McLoughlin '99 Potomac, MD

Jamie Watson '00 Alexandria, VA

Gonzaga College HS is an all-boys Jesuit prep school with 800 students. We're returning to this national tournament because of our success last year that earned us an automatic invitation. This year we've attended a dozen tournaments sponsored by high schools and colleges in our area, and we usually reach the playoffs before being eliminated. We compete against stellar "magnet" schools from our area, so the competition is most challenging to us in our relative smallness!

Governor's School for Government & International Studies *Richmond, VA*

SECOND NSC APPEARANCE AT-LARGE QUALIFIER

Ken Wilkins *advisor* Richmond, VA

Jimmy Hare '00 Richmond, VA

Megan Lasswell '00 Richmond, VA

★Ben Neale '00 Glen Allen, VA

★Matt Weiner '00 Midlothian, VA

Governor's School, the 1998 NSC Consolation Bracket champions, reached the finals of the New Orleans phase of this year's National Academic Championship.

Half Hollow Hills HS West *Dix Hills, NY*

Alan Blayne *advisor* Dix Hills, NY

A TEAM: SECOND NSC APPEARANCE AT-LARGE QUALIFIER

Jennifer Blecher '99 Melville, NY

Victor Gao '00 Dix Hills, NY

Adam Gerber '99 Dix Hills, NY

Jason Rheins '99 Dix Hills, NY

B TEAM: FIRST NSC APPEARANCE AT-LARGE QUALIFIER

Andrew Baca '02 Dix Hills, NY

Beeneet Kothari '00 Deer Park, NY

Daniel Lee '02 Dix Hills, NY

Socrates Papazoglou '00 Dix Hills, NY

Asad Sheth '01 Dix Hills, NY

In April, 4HSW repeated as champions for both the Northport Knowledge Bowl and the Long Island Regional Quiz Bowl League, a league of 48 teams (the latter by their B team). In addition, their B team also reached the semifinals of the Northport tournament, and 4HSW was second in New York State in the Spring Knowledge Master Open.

4HSW also reached the semifinals of the Joseph Bookstaber Memorial Tournament at Millburn HS (NJ), the quarterfinals of Princeton's HS tournament—going 10-0 in the round-robin—and the round of 16 at Yale's Bulldog HS Academic Tournament VIII (5-1, losing to State College).

Past highlights include tournament victories at Princeton in 1995, a semifinalist finish at Yale's Bulldog HS Academic Tournament VI (1997), and 2nd place at the Inaugural Great Lakes Regional Academic Championship; 4HSW has also competed at the ASCN Tournament of Champions for 12 consecutive years.

Maret School *Washington, DC*

FIRST NSC APPEARANCE AT-LARGE QUALIFIER

Lynn Levinson <i>advisor</i>	Bethesda, MD
Robert Eccles '99	Chevy Chase, MD
Matthew Lesser '01	Washington, DC
Joshua Levit '99	Bethesda, MD
Jason Livingood '99	Bethesda, MD

This year, Maret has made the quarterfinals at four tournaments—Maryland/College Park's fall tournament, Thomas Jefferson HS, Montgomery Blair HS's Lineberry Memorial Tournament, and CWRU's Great Lakes Regional. They have also made the semifinals of two tournaments: Benjamin Banneker HS, and the Maryland/College Park Spring Classic.

This is Maret's first-ever national tournament.

North Kansas City HS *North Kansas City, MO*

SECOND NSC APPEARANCE AUTOMATIC QUALIFIER, ARKANSAS

Larry Allen <i>advisor</i>	North Kansas City, MO
Jeff Dazey '00	North Kansas City, MO
Adam Hill '01	North Kansas City, MO
★Andy Wehrman '99	North Kansas City, MO
★Chris Wonderly '99	North Kansas City, MO

In 1972, a crack commando unit was sent to prison by a military court for a crime they didn't commit. These men promptly escaped from a maximum security stockade to the North Kansas City underground. Today, still wanted by the government, they survive as soldiers of fortune. If you have a problem, if no one else can help, and if you can find them, maybe you can hire TEAM NORTH KANSAS CITY!

Ottawa Hills HS *Toledo, OH*

FIRST NSC APPEARANCE AUTOMATIC QUALIFIER, BOWLING GREEN STATE (JAN.)

Rachel Navakovic <i>advisor</i>	Toledo, OH
Michael Andersen '99	Toledo, OH
Andrew Nagy '00	Toledo, OH
Alex Navakovic '99	Toledo, OH
Andrew Phillips '99	Toledo, OH

Almost utter newcomers to the big-time Quiz Bowl scene, the OHHS team has participated for three years now in a local TV competition (where we finished second this year), the BGSU 1999 winter tourney (taking home third overall), and, last year, Vanderbilt University's Fall Academic Bowl Contest (where we—well—we had fun).

Thanks go out to advisor Claudia Evans (for just about everything) and also to the Dark Lady (just to be cryptic). A companionable nod goes to absent team member Zack Norman, representing us well (we assume) in other activities this week.

Ransom Everglades HS *Miami, FL*

SECOND NSC APPEARANCE AUTOMATIC QUALIFIER, VANGUARD VITAE

Paul Wieser *advisor* Miami, FL
Barbara Lester *advisor* Miami, FL

★Julia Cohen '99 Miami, FL
★Glenn Goldstein '99 Miami, FL
★Jennifer Hwang '99 Miami, FL
Gregory Miller '00 Miami, FL
Juliana Moreno '99 Miami, FL

Ransom Everglades HS received two bids for the PACE NSC: one at the University of Miami's Hurricane Bowl, and a second at Vanguard HS (FL)'s VITAE.

Ridgewood HS *Ridgewood, NJ*

FIRST NSC APPEARANCE AT-LARGE QUALIFIER

Rohit Prakash *advisor* Ridgewood, NJ

Pete Fenzel '99 Ridgewood, NJ
David Hefter '99 Ridgewood, NJ
Grace Lee '99 Ridgewood, NJ
David Madden '99 Ridgewood, NJ
Markiam Romaniuw '01 Ridgewood, NJ

Ridgewood HS has had a phenomenal year in 1999. Our 44-match winning streak was finally stopped last Sunday by James Island in the national finals of Question Unlimited's National Academic Championship. We have also won BRITF, the unofficial New Jersey State Quiz Bowl Championships, the Omar Q Beckins tournament in White Plains, Spring Quiznet, and local tournaments in Bloomfield and Millburn, NJ. The team's advisor for this weekend is Rohit Prakash, an alumnus from last year.

Rockville HS *Rockville, MD*

SECOND NSC APPEARANCE AUTOMATIC QUALIFIER, MARYLAND/BALTIMORE CO.

Kevin Keegan *advisor* Silver Spring, MD
Linda Mencarini *advisor* Rockville, MD

★Aaron Benor '99 Rockville, MD
★Matt Denio '99 Rockville, MD
★Todd Hutner '00 Rockville, MD
Daniel Maggin '00 Rockville, MD
Matt Malament '00 Rockville, MD

This year, Rockville finished third at the University of Maryland/College Park (64 teams) and Montgomery Blair HS (40 teams); 2nd place at Maryland/Baltimore County and Johns Hopkins; and first place at the Beltway League and Benjamin Banneker HS tournaments. Rockville also won this year's *It's Academic!* Washington, DC, tournament (81 teams) among 34 teams, Spotswood Tournament

Starters Aaron Benor and Matt Denio were named to Team Maryland 1999, defending national champions at the Panasonic Academic Challenge.

State College Area HS A *State College, PA*

Julie Gittings *advisor* State College, PA
Debbie Wells *advisor* State College, PA

A TEAM: INAUGURAL NSC CHAMPION AUTOMATIC QUALIFIER, INAUGURAL NSC

★Martin Devecka '01 State College, PA
Lyn Lai '99 State College, PA
★Jacob Mikanowski '00 State College, PA
★Cathy Vrentas '99 State College, PA

State College HS has won several tournaments in the past year, including both the Inaugural NSC and the 1998 Questions Unlimited National Academic Championship. In addition, they won Princeton's HS tournament, successfully defended their title at Case Western's 1999 Great Lakes Regional Academic Championship, and won Yale's Bulldog HS Academic Tournament VIII in their first appearance there. Their A team also finished fourth at Penn State's Nittany Lion Invitational, a college-level event.

B TEAM: SECOND NSC APPEARANCE AUTOMATIC QUALIFIER, YALE BHSAT B

Nicole Czakon '00 State College, PA
Niyum Gandhi '01 State College, PA
★Madhury 'Didi' Ray '00 State College, PA
Joe Scipione '00 State College, PA
Jenny Vrentas '01 State College, PA

Troy HS *Troy, MI*

Peifu Shih *advisor* Troy, MI
Winfred Shih *advisor* Troy, MI

A TEAM: FIRST NSC APPEARANCE AT-LARGE QUALIFIER

Ankoor Bagchi '00 Troy, MI
Manu Diwalker '00 Troy, MI
Crystal Shih '99 Troy, MI
Ben Wang '00 Troy, MI

B TEAM: FIRST NSC APPEARANCE AT-LARGE QUALIFIER

Henry Shih '00 Troy, MI
Terry Shih '00 Troy, MI
Armen Terjimanian '00 Troy, MI

Troy HS Quiz Bowl has had a great 98-99 tournament year. We finished consistently within the top five at many local tournaments and our crowning achievement was reclaiming the Oakland Activities Association League Championship this past April. The team also participated in the Michigan State HS Quiz Bowl Championship and sported a Junior Varsity and Novice team as well.

Walter Johnson HS *Bethesda, MD*

FIRST NSC APPEARANCE AUTOMATIC QUALIFIER, YALE BHSAT 8

Mark Whipple *advisor* Rockville, MD
Casey Conan '99 Bethesda, MD
Micha Elsner '01 Rockville, MD
Alex McSpadden '99 Bethesda, MD
Dan Notzon '00 Kensington, MD
David Peckarsky '01 Rockville, MD

Walter Johnson HS is named after the great Hall of Fame pitcher for the Washington Senators. As of this writing, we have reached the semifinals of our local *It's Academic!* TV show. We finished in second place at the University of Maryland/College Park fall tournament, and reached the semifinals of Yale's Bulldog HS Academic Tournament VIII. Our captain, Dan Notzon, was a member of the team that won first place at the ASCN Quiz Bowl Tournament of Champions in Lake Forest, IL in 1997.

1999 PACE NSC Official Rules

These are the full, final rules for the 1999 National Scholastics Championship. Significant changes to the 1998 rules are marked with stars (★) beside the change(s).

While PACE holds the copyright to this set of rules, it makes the rules freely available to any party interested in running academic tournaments. PACE asks that teams wishing to use these rules contact a member of the PACE before doing so, but this is not required. Furthermore, no royalties need be paid, although PACE asks that the rules be listed as belonging to PACE.

A. Definitions

1. The **Tournament Organizer (TO)** organizes the NSC.
2. The **Tournament Director (TD)** manages the execution and timeliness of the NSC.
3. **Assistant Tournament Directors (ATDs)** manage the tournament for a particular division or group of teams. ATDs are designated to act on the TD's behalf when problems arise within their bracket (e.g., running out of questions, resolving challenges), and are responsible for maintaining records for a division and keeping that division running on schedule.
4. Every room shall have a **Moderator** who reads questions to the teams. The **Scorekeeper** records the activity of the game on an official scoresheet. The TD may appoint additional officials to help manage the competition. As the NSC uses an untimed format, moderators may act as scorekeepers.
5. A **team member** is a participant competing in a game for a particular team. The **team advisor** or **coach** is an approved school representative and chaperone for the team.
6. The **team captain** is responsible for answering bonus questions, and votes for the team on changes in tournament format. The captain is designated before the game starts, and may not be changed during games.
7. There are three types of questions.
 1. A **tossup** is a question for which competitors must signal in, using a lockout device, before answering. *Consultation among team members is not allowed.* Stretch Round tossups start with a 20-point **leader**, with one or more difficult clues.
 2. A **bonus** is given to an entire team to answer. *Consultation is allowed.* Usually, the captain submits the team's answer(s), though s/he may **designate** a team member to answer the question. Bonus questions are **reboundable**—the other team can answer missed parts of bonus questions for points (see "Steal", Rule A.8).
 3. A **Category Quiz (CQ) question** is given specifically to one team. *Consultation is allowed.* Like bonus questions, CQ questions are reboundable.
8. A **steal** can occur when one team fails to correctly answer a CQ question or part of a bonus. The opposing team gets an opportunity to steal those points with a correct answer. A short period of consultation is allowed.
9. A team member or coach may **protest** the correctness of an answer. (See "Protests & Complaints," Sec. K).
10. Any team member or coach may file a **complaint** regarding the actions of another player, coach, or official. A written complaint must be submitted to the TD at the conclusion of the game in question. (See "Protests & Complaints," Sec. K).
11. A **sanction penalty** may include, but is not limited to, ejection of an advisor, team member, or spectator from a competition room or site for the duration of that game or subsequent games; forfeiture of a game, or of eligibility to qualify for the **playoff** rounds; financial penalties; forfeiture of eligibility for future NSCs; or legal action.

B. Players & Teams

1. Eligible players must meet the following criteria.
 1. Players must be enrolled in 7th grade or higher, or be at least 13 years old as of June 18, 1999, and
 2. Players must have submitted a signed Waiver Form to the TO by June 15, 1999, and
 3. The player must not have received a diploma, or equivalent or higher degree, as of March 1, 1999
 4. Players who have competed in collegiate tournaments are eligible.
2. A player may only play on one team. Should a player later play for another team, the latter team shall forfeit all games in which s/he plays.
3. A team may consist of up to six players. Three or four players

- may play at one time.
4. **★Substitutions.** Teams may substitute players under the following restrictions.
 1. The captain may *not* be substituted.
 2. Once a player leaves the game, that player cannot re-enter the game.
 3. Each team may make a total of two substitutions, before the start of each section.
 4. Substitutions for the Category Quiz must be made *before* the category sheets are handed out.
 5. Exceptions to these rules may be made at the TD's discretion.

C. Equipment

1. Each game shall employ a *buzzer system*, a lockout device which determines which player has signaled first. A *buzzer check* shall be performed at the beginning of each round to ascertain that the buzzer system is operating normally. If it is not, then if either team objects to using it, it shall be replaced as soon as possible.
2. The only additional materials teams will be allowed to use during games are writing implements and clean paper, unless otherwise noted. Prepared notes and other aids, may not be brought to the competition tables.
3. Before the start of a game, watch alarms, portable/cellular phones, pagers, personal digital assistants (PDAs), laptop computers, and other electronic devices that may make noise during a game should be turned off or deactivated.
4. **Recording of Games.** Teams may not record games for *commercial* purposes without the express written permission of PADT and PACE. PACE reserves the right to record any game for its own use. Before any game is recorded, all participants will be required to sign release forms.

D. General Rules of Conduct

1. PACE expects all NSC teams to adhere to the highest standard of ethics. Everyone should compete in an atmosphere of collegial and friendly competition, with problems being resolved honestly and civilly, so the competition is rewarding and fair for all participants.
2. **Cheating will not be tolerated.** Any team member or coach found to be party to cheating will be expelled from the competition *immediately*; at the discretion of the TD, further sanctions may follow. All participants share responsibility in reporting instances where cheating may have occurred, and

are expected to cooperate fully and honestly if investigations of cheating are instigated.

3. Participants are expected to compete in a civil, sportsmanlike manner, without resorting to "psychological" games, ploys, or techniques. If a team or team member persists in such behavior, affected teams should report to the TD, who may impose sanctions.
4. Teams, coaches, and guests are expected to behave appropriately during the competition. Any misconduct may result in sanction by tournament officials. Sanctions given by a moderator or bracket manager may be appealed to the TD, who has final authority over sanctions.
5. **Warnings.** All NSC officials have the power to give warnings for any unsportsmanlike or disruptive behavior, including, but not limited to the following.
 1. Behavior that interferes with the timely completion of a game.
 2. Malicious/disrespectful comments directed towards NSC staff or other teams.
 3. Violations of the noise, audience, and/or door policies described in this section.
 4. **★**Any team accumulating two warnings within a single game shall automatically forfeit that game.
6. **Doors.** The door(s) to a room shall be shut upon the start of a game. While a game is in progress, participants may *not* open the door. To gain entry, a participant must knock on the door, and wait for the door to be opened by someone within the room, or permission from the moderator to open the door.
7. **Noise.** While waiting outside rooms, teams must refrain from making excessive noise. Any moderator may give a warning for excessive hallway noise disrupting game play.
8. **Audiences.** Participants not involved in games are allowed and encouraged to watch other teams play. However, such audience members *must* refrain from talking during the game.
 1. Audience members who talk loudly while the game is in progress shall be given one warning, and then shall be removed from the room.
 2. Audience members who attempt to give answers to either team, whether correct or not, shall be ejected *immediately*. If needed, the bracket manager will provide replacement questions.
9. Before participating in the NSC, Waiver and Release Forms must also be completed by *all* participants and advisors, releasing PACE, the NSC Organizers, PADT, and PENN from any liabilities incurred during or in transit to or from

the competition

10. **Diversity and non-discrimination.** PACF expects all participants to be treated fairly and respectfully, regardless of gender, ethnicity, religious or moral conviction, geographical origin, heritage, or handicap. Deliberate acts of discrimination may be grounds not only for sanction penalties but also for legal action according to the rules and laws of the University of Pennsylvania, the city of Philadelphia, the state of Pennsylvania and/or the United States of America.

E. Game Length

1. Each game has three parts: the Opening Round, the Category Quiz Round, and the Stretch Round.
 1. The **Opening Round** has 10 tossup questions worth 10 points each. Bonus questions are worth a total of 20 points, and are related in some manner to the preceding tossup.
 2. The **Category Quiz (CQ) Round** consists of eight tossup questions worth 10 points each. Bonus questions are CQ questions, worth 15 points each, all-or-nothing.
 3. The **Stretch Round** consists of ten tossup questions worth 10 or 20 points each. Up to 30 points may be earned on bonus questions, which may or may not be related to the tossup.
2. At the end of the last Stretch Round question, the team with the higher score shall be declared the winner. In the case of a tie, tiebreakers shall be used (see "Tiebreakers," Sec. J).
3. **Mistakes.** In general, if the moderator (a) inadvertently reveals a tossup answer, or (b) there is a protest regarding the acceptability of an answer, the moderator should note the protest/error, and move on to the next tossup. The associated bonus should not be read. If the points in question will make a difference at the end of the game, the appropriate issues will be resolved.

F. Tossups

1. Players must ring in before answering a tossup. After ringing in, it is recommended that players wait to answer the question until recognized by the moderator.
2. **Recognition.** Recognition of players should be observed but is not mandatory. Game officials are asked to recognize players by name, number, or visual cue (such as eye contact or pointing). An answer given before recognition is acceptable provided that the player has signalled in before answering. An answer given before signaling will be treated as conferring (Rule F 7).
3. **Time.**
 1. A tossup remains alive for **three seconds** after it has been completed, unless otherwise stated (e.g., calculation questions). "Ties" between a moderator calling time and a player buzzing in are resolved in favor of the player; however, calling of time is at the moderator's discretion and cannot be protested.
 2. Upon recognition, the competitor has **three seconds** to give his/her answer. After three seconds, the moderator shall call "time", after which any answer given will not be considered.
4. **Correct answers.** In the Opening and CQ rounds, a correct answer is worth 10 points. In the Stretch round, a correct answer is worth 20 points until the moderator **completes** the phrase "for 10 points." "Ties" between the moderator saying "for 10 points" and a player buzzing in are resolved in favor of the player.
5. In each round, a correct answer earns a team the first chance to answer a bonus question of the appropriate type (see "Bonus Questions" and "The Category Quiz," Sec. G and H).
6. **Incorrect answers.** There is no penalty for interrupting a tossup, except that the other team may hear the rest of the question before answering. Likewise, there is no penalty for an incorrect answer.
7. **Consultation.** Consultation ("conferring") between team members is not allowed during tossups. This means no communication (written or non-verbal signaling) among team members that can convey information pertinent to a possible answer to the question while that team is eligible to answer a tossup. Any answer deemed given after conferring will disqualify that team from that tossup, as if an incorrect answer were given. Conferring calls are at the moderator's discretion, though it is recommended that teams receive a warning on the first offense.
8. **Equipment failure.** "Buzzer checks" are designed both to familiarize each student with the buzzer system and to discern whether equipment failure is possible. However, buzzer systems may malfunction during a game.
 1. If a player believes his/her buzzer is not working during a tossup, a player may use physical or verbal cues directed

- at the game officials. Acceptable cues include saying "Buzz!" (the preferred method), and raising one's hand or signaling button.
2. At an appropriate pause during the game (preferably before the next tossup), the player should raise his/her hand and inform the game official(s). The system will be checked again, and appropriate action taken before the game continues. The bracket manager may be asked to assist in resolving problems with buzzer systems.
 9. **Reader prompt.** When more information is requested by the reader, the player must supply a response within **three seconds** after being prompted. Determination of expiration time is again at the moderator's discretion and cannot be protested. The moderator may also disqualify an answer if a team member tries to stall.
 10. **★Mistakes.** If the moderator inadvertently reveals a tossup answer before either team has answered or after one team has given an incorrect answer, the question is thrown out. At the end of the game, if the "missing" points affect the outcome of the game, the appropriate questions will be read.
 1. *Example:* In the Stretch Round, the moderator reveals the answer to Tossup 7 before either team buzzes in. S/he should note that 50 points are available, and move to Tossup 8. If one team then wins by more than 50 points, playing the question becomes moot.

G. Bonus Questions

1. **Point value.** The point value of each bonus depends on the round.
 1. "Opening round" boni, related in some manner to the tossup question, are worth a total of 20 points.
 2. "Stretch round" boni, worth a total of 30 points, may or may not be related to the tossup.
 3. CQ questions, one-part boni worth 15 points, are discussed in Section H.
2. **★"Loss of opportunity."** In the Opening and Stretch Rounds, each bonus is associated with a particular tossup, whether or not the subject matters are related. In either case, if neither team answers a given tossup correctly, the associated bonus will not be read.
3. **Steals.** All bonus questions are **reboundable**—if a team gives an incorrect answer to a part of a bonus, the other team may immediately provide the correct answer for points; therefore, the moderator *should not give the correct answer after*

the first answer is given.

4. **Answering questions.** Teams are encouraged and expected to confer on bonus questions. The team captain is expected to answer for the team.
 1. The moderator will, however, take the first answer unambiguously directed at the moderator as the team's response to a part of a bonus question.
 2. If two team members give different answers to the officials simultaneously, the moderator should prompt the team captain for *immediate* clarification for submitting the official answer.
 3. *Designation.* The team captain may designate another team member to answer if the captain feels s/he cannot appropriately answer the question (e.g., hard-to-pronounce words, calculation questions). Designation should be done either verbally ("Designate Bill") or physically (by pointing). The moderator may add time at his/her discretion if designation occurs, but designation as a stalling tactic will result in the moderator ignoring such answers.
5. **Bonus styles.**
 1. *CQ questions and each part of a multiple section bonus.* The team has **five seconds** to answer each part of a bonus question, and the moderator will prompt for an answer after **four seconds**, unless otherwise stated in the question.
 2. *List bonuses (many answers per part).* The question will state the amount of time, usually **15 seconds**, a team has to begin its answer as a continuous list. A discernible pause of one second or more will end the answer. Unless otherwise stated, teams may give answers in any order. The moderator may request a pause on his/her prompts to check answers.
 3. *Multiple clue bonuses ("30-20-10" questions or variants)* Clues for these questions relate to the same answer. On such questions, the team may answer after each clue. However, after each incorrect guess, the opposing team has an opportunity to provide an answer for the same points. Teams have **five seconds** per part, unless otherwise stated.
6. **★Mistakes.** If the moderator inadvertently reveals the answer to a bonus or bonus part before either team has answered, s/he will complete the bonus, if possible. The moderator will note the number of points still undecided, then continue with the match. If the points in question will

affect the match, enough parts of the next bonus (of similar structure, if possible), will be read so that a total of 30 points is available. If one team has answered, the bonus part will be read to the opposing team, and is not reboundable. The remainder of the replacement question will not be read.

Example 1: On a "10 points each" bonus, team A correctly answers parts (a) and (c), but the moderator accidentally reveals the answer to part (b) before either team answers. If team B wins by more than 10 points, the replacement bonus is not read. Otherwise, the moderator reads the next bonus part worth 10 points to team A. If team A misses, team B can steal the points.

Example 2: On a "15 points each" bonus, team A passes after part (a), the moderator then accidentally reveals the answer. The moderator will find the next 2x15 bonus, and read part (a) for team B only.

H. The Category Quiz (CQ)

- Categories.** In the CQ round, bonus questions are available in ten of fifteen standard categories: American Literature; American History; Biological Sciences; ★Current Events; Fine Arts; ★Foreign Languages; General Knowledge & Trivia; Geography; Mathematics; Physical Sciences; ★Popular Culture; Religion, Mythology, & Philosophy; Social Sciences; World History, and World Literature.
- Each category contains one question, worth 15 points, bearing an additional designation, such as "Social Sciences: Economics" or "American Literature: Name the Author." Since there is one question per category, once chosen, a category cannot be chosen again.
- If one team's CQ answer is incorrect, their opponents can attempt to answer the question correctly and thus steal the 15 points.
- Leftover CQ questions will not be read.
- Rules G.3 and G.4 apply to CQ questions.
- Mistakes.** If the moderator should reveal the answer to a CQ question, the aggrieved team has two options.
 - Select a replacement question from one of the remaining categories.
 - Hold the points in abeyance. If the points in contention may decide the game, the bracket manager will provide a replacement question in the chosen category.

I. Correct Answers

- When an answer is given, except as noted below, the moderator will compare only the *first* answer given to the answer text provided for the question. Supplemental information that modifies the answer given, however, may be considered, as noted below.
- Format of answers.** Answers should be given as requested at the start of a question. For example, if a question states "full name required," first and last names must be given at the time of the answer; the moderator will *not* prompt the team unless otherwise instructed in such cases.
- ★Related information rule.** Two pieces of related information of different types (e.g., author/book, president/organization, actor/role, but *not* two authors, two books, etc.) may be given as one answer. If either answer is the answer being sought, and the two items are correctly related, the answer shall be ruled correct. If the two are *not* related, or neither is the answer being sought, the answer shall be ruled incorrect.
 - Example 1.* "Gillian Anderson, Special Agent Dana Scully" is correct if the answer being sought is "Gillian Anderson" or "Dana Scully," but not if the answer is "The X-Files."
 - Example 2.* "David Duchovny, Agent Kiycek" is *never* acceptable, as David Duchovny does not play Agent Kiycek.
- Foreign languages/translations.** For answers not originally written in English, titles in the original language have generally been provided. Titles in the original language are acceptable, as are equivalent English titles and literal English translations; translations into other languages are not.
 - Example.* *Waiting for Godot* was originally written in French, so *En attendant Godot* is acceptable. "Le grand corbeau" is *not* acceptable for "The Raven", since "The Raven" was written in English.
- Dates.** Unless otherwise stated, all years are in the AD/CE era. The initial two digits of dates in the 20th century may be omitted: "63" is acceptable for "[19]63."
- Titles.** For titles in English, all titles must be correct and given in full, except.
 - Leading articles may be omitted (e.g., *Scarlet Letter*). Incorrect leading articles, however, will result in the entire answer being considered wrong (e.g., *A Scarlet Letter*).

2. For titles in translation, only key words need be given (e.g. *A Night on Bare Mountain*, *Night on Top of Bare Mountain*, and *Night Atop Bald Mountain* are all acceptable, *A Night in Bare Mountain* is not).
 3. Commonly used titles (e.g., *The Wealth of Nations*) may be given instead of the full title.
7. **Acronyms/abbreviations.** Commonly used abbreviations (e.g., "JFK") may be given as answers. When the abbreviation is used as a tossup clue, it will be accepted as an answer until it appears in the text of the question. In some cases, the question text may specifically call for the expanded answer.
8. **Prompts** Prompts for more information may occur under the following circumstances.
1. *Text-directed.* When instructed by the answer text, the moderator may prompt for additional information. For boni, a short period of conferral (~1 second) may be taken.
 2. *Moderator's discretion.* If a moderator is unsure of the answer given (e.g., pronunciation), s/he may ask it to be repeated. The answer must then be given exactly as given the first time, or it shall be ruled incorrect. If a second official is in the room, an appeal may be made to that official by the teams or the moderator to render judgment.
9. **Embellishment.** Embellishment of answers will be disregarded unless it renders the answer incorrect.
10. **Spelling.** If a moderator asks for spelling to distinguish between multiple answers, only critical letters need be correct (e.g., "M-Q-N-A-Y" is acceptable for "Monet"). If a player spells an answer without being asked, however, the answer must be *exactly* correct. Any error shall result in the answer being ruled incorrect. In all cases, though, diacritical marks shall be ignored.
11. **Pronunciation.** Players are not expected to know the exact pronunciation for every answer. Therefore, any *reasonable* attempt at pronouncing an answer will either be ruled correct, or result in a prompt for spelling. Transposition of letters or other gross errors (e.g., short o for long e) will be ruled incorrect [e.g., "stend-HAL" or "STAHN-dahl" is correct for "Stendhal"; "STED-nahl" or "STOON-dahl" is not.]
12. **Mathematical Answers.** Calculators and look-up tables may not be used unless specifically required by a question. Answers should be given in the simplest possible form. Do not use decimal estimates for irrational or transcendental

numbers, unless specifically requested (e.g., "pi" instead of 3.14159...)

3. **Esoteric answers.** PACL asks teams to refrain from giving more technical answers when simpler ones will suffice.

J. Tiebreakers

1. If both teams are tied after the last tossup/bonus section, a tiebreaker "overtime" *may* be played. The tie will not be resolved if it does not affect playoff standings.
2. If necessary, ties will be resolved at the end of the preliminary rounds, and again after the playoff rounds.
3. Three tossups will be read to both teams, using the rules for the Stretch Round (Sec. F and G). A correct answer for a tiebreaker tossup *does* earn a bonus.
4. The team leading after the last appropriate question is read (missed tossup or complete bonus) wins the game.
5. If a tie persists after three tossups and appropriately completed bonuses, additional tossups and bonus questions will be read until a team finishes with a lead upon the completion of the next bonus question.

K. Protests & Complaints

1. Only team members participating in the game in question, or the team advisor, may present a protest or complaint to the game official(s) presiding over the game in question. Such protests or complaints **must** be made *before the scoresheet is signed*.
2. ★ The team captain should register a protest by saying the word "Protest." *Unless the protest regards the un/acceptability of a tossup answer*, resolution of protests will be delayed until the next game break.
3. Team captains should *not* sign scoresheets until all protests have been resolved or declared moot. Once both captains have signed a scoresheet, the only changes that will be made are clerical changes (e.g., errors in addition); tournament officials will consider any protests presented during the game resolved.
4. In general, if a protest is upheld, the remedy is to restore the game to the condition it was in before the error occurred. In most cases, this will require at most the reading of an additional tossup/bonus pair. If the situation cannot be remedied before the next game starts, such "replays" will occur at the same time as tiebreakers.
5. If the aggrieved team wishes to appeal a ruling made by the game official, that team must submit a *written* complaint. This

protest should be given to the bracket manager, specifically mentioning the game official's ruling, and why an appeal is justified.

6. The ATD has the authority to present this appeal to the TD, and to screen out frivolous protests. An ATD's decision not to present an appeal is final, and no review will be presented to the TD.
7. The ATD, TD, and TO will review appeals and render a final decision.
8. Attempts to abuse the challenges and protests procedure will be considered tournament misconduct, and may warrant sanctions by the TD or TO which are absolutely final. Such sanctions may include forfeiture of a game or tournament disqualification.

L. Tournament Execution

1. The TO and TD will determine preliminary round division assignments, which are subject to change until the end of the Team Meeting. Assignments will be made to ensure that each division is as geographically diverse, yet as equal in ability, as possible.
2. **Timeliness.** Games are expected to begin no more than 5 minutes after the scheduled start time. Lateness of more than 10 minutes may result in forfeiture; the moderator is expected to begin reading questions as if the tardy team were present. If logistical delays prevent timely execution of the next round, the ATD or TD may delay all games until the delay is resolved.
3. **Time-Outs.** There shall be no timeouts. A short break, of no more than one minute, will be taken between each section of play. Only during this time can an advisor and/or non-playing student communicate to the players in the game, but all meetings must stop when officials are ready to proceed with the game. Communication between team members and the audience during the course of the game is forbidden; discovery of such communication will result in a misconduct penalty.
4. **Score Checks.** The score should be checked following the end of the first two sections; it should also be checked before each of the final two tossups of the Stretch Round.
5. **Prizes.** Prizes will be awarded to at least the championship team, the second-place team, and the semifinalist teams. Additional prizes may be awarded at the discretion of the NSC staff.
6. **All-Stars.** Eight All-Stars will be selected. The NSC staff will select up to four players; the remaining players will be chosen by a ballot among participating teams.
7. **Championship bracket qualification.** All teams within a division will be ranked by their win-loss record within that division. The top four teams from each bracket will advance to the championship bracket.
 1. If all teams in a tie will qualify for the championship bracket, head-to-head results, followed by total points among tied teams, will be used to seed the teams. Point totals will *not* exclude teams from the championship bracket.
 2. If at least one team will *not* qualify, then all affected teams will be sequestered in separate rooms and read the same 3 stretch-round tossups and appropriate 30 point bonuses, *without* opponents. The teams will remain sequestered while scores are compared, and ranked in order by point total. If a tie persists, additional questions will be read, *one* at a time.
 3. At the TD's discretion, alternate tiebreakers, such as total points, may be used if all tiebreaker rounds created for the NSC have been used.
8. **Changes.** Changes to these rules may be made at the discretion of the TD and TO at any time until the end of the team meeting. Any change in tournament schedule or format after the team meeting must be approved by a majority vote of all *affected* team captains. This includes changes to the playoff format, procedures for complaints or protests, and tiebreaker protocols.
9. Finally, enjoy the competition! The NSC hosts will try to make every accommodation to make the NSC a special and exciting event for everyone. If your team has any special needs, please notify PACE in advance so that we may best meet them.

The
2000 PACE NSC
will be held at

Furman University

Greenville, SC

Father's Day Weekend, 2000

Information will be available on PACE's WWW site
later this fall:

<http://www.cwru.edu/orgs/trivia/pace>

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