



2000
National
Scholastics
Championship
Tournament

June 3-4, 2000
Furman University
Greenville, South Carolina

2000 National Scholastics Championship

Schools

Arkansas School for Mathematics and Sciences

Hot Springs, Arkansas
Casey Johnson, Advisor

Brookwood High School

Snellville, Georgia
J. Rick Barry, Advisor

Burlington High School

Burlington, Vermont
David Rome & Kevin Commo, Advisors

Detroit Catholic Central High School

Redmond, Michigan
Howard Weinberg, Advisor

Duluth High School

Duluth, Georgia
Billy Jones, Advisor

Eisenhower High School

Utica, Michigan
Ruth Tharp, Advisor

Governor's School for Government and International Studies*

Richmond, Virginia
Dr. John Barnes & Charles Rothman, Advisors

2000 National Scholastics Championship

Schools

Mauldin High School

Mauldin, South Carolina
Robert Burdette, Advisor

Paul Dorman High School*

Spartanburg, South Carolina
James Garrick, Advisor

Riverdale High School

Riverdale, Tennessee
Carlotta Wright, Advisor

Sidney Lanier (LAMP) High School

Montgomery, Alabama
Lynn Huett, Advisor

State College Area High School*

State College, Pennsylvania
Julie Gittings & Debbie Wells, Advisors

Woodward Academy

College Park, Georgia
Martha Muir, Advisor

** indicates two teams entered in competition.*

2000 National Scholastics Championship

Qualifying Tournaments

PACE National Scholastics Championship

University of Pennsylvania
Philadelphia, PA
June 18-20, 1999

DC High School Open

Georgetown & George Washington Universities
Washington, DC
October 16, 1999

VITAE Fall 1999

Vanguard High School
Vanguard, FL
October 16, 1999

Wolverine Fall Classic

University of Michigan at Ann Arbor
Ann Arbor, MI
October 16, 1999

Quizmaster Invitational

Rockville High School
Rockville, MD
October 19, 1999

Trevor's Trivia Tournament

University of Tennessee at Chattanooga
Chattanooga, TN
October 23, 1999

GSAC Fall Classic

Governor's School for Government and
International Studies
Thomas Jefferson High School
Richmond, VA
October 30, 1999

Falcon Fall Classic

Bowling Green State University
Bowling Green, OH
November 6, 1999

Fall Academic Tournament (FaCT)

Yale University
New Haven, CT
November 6, 1999

Triple Crown Challenge

Aiken High School
Aiken, SC
November 13, 1999

Benjamin Cooper Memorial Tournament

Georgetown Day School
Washington, DC
November 13, 1999

Kentucky Fall Classic

University of Kentucky
Lexington, KY
November 20, 1999

Snow Bowl

Bowling Green State University
Bowling Green, Ohio
January 29, 2000

Ninth Bulldog High School Academic Tournament

Yale University
New Haven, CT
February 5, 2000

Buzzerpalooza

Case Western Reserve University
Cleveland, OH
February 5, 2000

Paladin Academic Challenge

Furman University
Furman, SC
March 4, 2000

NAQT Michigan State Championship

University of Michigan at Ann Arbor
Ann Arbor, MI
March 11, 2000

Dennis Haskins Open

University of Tennessee at Chattanooga
Chattanooga, TN
March 25, 2000

Seventh Governor's School Academic Competition

Governor's School for Government and International
Studies
Thomas Jefferson High School
Richmond, VA
March 25, 2000

Great Lakes Regional Academic Championship

Case Western Reserve University
Cleveland, OH
March 25, 2000

***NAQT Commonwealth of Virginia High School
Championship***

Governor's School for Government and International
Studies
Thomas Jefferson High School
Richmond, VA
April 29, 2000

National Scholastics Championship

Tournament Schedule

Saturday, June 3, 2000

8:30 AM		Building Opens
10:00 AM		Opening Assembly & Team Meeting
11:15 AM	Furman Hall	Preliminary Rounds 1 & 2
12:45 PM		LUNCH BREAK On your own
2:00 PM	Furman Hall	Preliminary Rounds 3 through 7
5:30 PM	TBA	Announcement of Sunday Pairings
6:00 PM	TBA	Coach/Staff Exhibition Match

Sunday, June 4, 2000

9:00 AM		Building Opens
9:30 AM		Playoff Rounds 8 through 10
12:00 PM		LUNCH BREAK On your own
1:30 PM		Semifinals Announcement
1:45 PM		Championship Semifinal Matches (Round 11)
2:30 PM		Championship Final Match (Round 12)
3:30 PM		All-Star Game & Awards Ceremony <i>You must be present to receive All-Star Awards!</i>
5:00 PM		Tournament Ends

As there are 16 teams scheduled to compete this year, barring any surprises, *all teams* will participate in the playoffs on Sunday. The original NSC tournament format was designed to accommodate a minimum of 20 teams; with fewer than that number competing, the PACE Committee feels this is a more appropriate format. This change is effective for this year only; assuming we will have at least 20 teams, we will return to the 1998 and 1999 tournament format.

We look forward to seeing you June 15-17 (tentative) at the 2001 PACE National Scholastics Championship at Bowling Green State University (Bowling Green, OH)!

1999 National Scholastics Championship

University of Pennsylvania

- Champion: State College Area High School
State College PA
Julie Gittings & Debbie Wells, Advisors
- Runner-Up: Rockville High School
Rockville MD
Kevin Keegan & Linda Mencarini, Advisors
- Semifinalist: Detroit Catholic Central High School
Redmond MI
Howard Weinberg, Advisor
- Semifinalist: Eleanor Roosevelt High School
Greenbelt MD
Gerald Greenbaum, Advisor
- All-Scholars Team: Aaron Benor
Rockville High School
- Vinita Kailasnath
Eleanor Roosevelt High School
- David Madden
Ridgewood High School (NJ)
- Corey Mason
Detroit Catholic Central High School
- Jacob Mikanowski
State College Area High School
- Ben Neale
*Governor's School for Government
and International Studies (VA)*
- Cathy Vrentas
State College Area High School
- Andy Wehrman
North Kansas City High School (MO)
- Ben Cooper Quiz Bowl Ambassador Award:
Joe Hermiller, *E. L. Bowsher High School, Toledo OH*

1998 National Scholastics Championship

Case Western Reserve University

- Champion: State College Area High School
State College PA
Julie Gittings & Debbie Wells, Advisors
- Runner-Up: Henry Ford II High School
Sterling Heights MI
Mike Mikel, Advisor
- Semifinalist: Copley High School
Copley OH
Sue Korosa & Alice Rote, Advisors
- Semifinalist: Gonzaga College High School
Washington DC
Father Ken Meehan, Advisor
- All-Scholars Team: Mike Chiswick-Patterson
State College Area High School
- Brandon Eilertson
Copley High School
- Jason Fanselau
Santa Fe High School (Edmond OK)
- Chris Galeckza
Henry Ford II High School
- Vinita Kailasnath
Eleanor Roosevelt High School (Greenbelt MD)
- Justin Sausville
Gonzaga College High School
- Martin Sheehan
Aiken High School (SC)
- Katie Taylor
Paul Dorman High School (Spartanburg SC)
- Inaugural Quiz Bowl Ambassador Award:
Benjamin Cooper and *Georgetown Day School, Washington DC*

Benjamin Cooper Award

Whereas many teams are well recognized by the strength of their winning programs, sportsmanship and service to the academic competition community are not well appreciated. These virtues not only make academic competitions possible, exciting, and enjoyable, but also are fundamentally necessary for the further growth and promotion of this game at all levels of play. By recognizing individuals or organizations that by their example embody the positive aspects of academic competition, all participants involved in quiz bowl honor the competitive spirit and comradery that quiz bowl competitions provide.

To encourage the appreciation of these individuals and organizations, be it resolved that the Partnership for Academic Competition Excellence establish a sportsmanship and Service Award. This commendation is 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.

To establish a precedent and standard for future recipients of this award, the PACE committee has further resolved to establish, present, and dedicate this award to the memory of Benjamin E. Cooper of the "It's Academic" team of Georgetown Day School in Washington DC, as

the Benjamin Cooper Memorial Quiz Bowl Ambassador Award.

Established for presentation on June 19, 1998, at the Inaugural National Scholastics Championship.

Benjamin Cooper was a model student at Georgetown Day School (Washington DC), well-liked among his colleagues and faculty. He participated in many activities while 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 1997-1998 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 Georgetown Day School 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 out plans for the inaugural National Scholastics Championship.

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 given to the academic team at Georgetown Day School and its advisor Sue Ikenberry, and was dedicated in Ben's memory. The 1999 Award was given to Joe Hermiller, the advisor of E. L. Bowsher High School in Toledo, Ohio, for his long-standing commitment to academic competition in northwest Ohio.

2000 Benjamin Cooper Award Citation

The 2000 Benjamin Cooper Quiz Bowl Ambassador Award will be given to **J. Rick Barry** (advisor of the Brookwood High School Academic Team, Snellville GA), **James Garrick, Jr.** (advisor of the Paul Dorman High School Academic Team, Spartanburg SC), and **Hodges Lewis** (advisor of the Irmo High School Academic Team, Irmo SC) for their contributions as Academic Competitions Enterprises to promote excellence in high school academic competition throughout the southeast and the nation. Individually, these three advisors have been responsible for the participation of thousands of high school students in quiz bowl competition in their respective home states through the running of academic competitions on their campuses. Together, they have collaborated to organize a summer quiz bowl retreat at Furman University, where many of the brightest high school students and their advisors learn about the “tricks of the game” in a collegial environment.

The presentation of the 2000 Benjamin Cooper Ambassador Award will be made by Brian Saxton, president of the Bowling Green State University Academic Quiz Team, and tournament host for the 2001 PACE National Scholastics Championship.



Georgetown Day School advisor Sue Ikenberry accepting the Benjamin Cooper Quiz Bowl Ambassador Award from David Bykowski on behalf of the Georgetown Day School (Washington DC) team and Benjamin Cooper at the 1999 PACE National Scholastics Championship at the University of Pennsylvania (Philadelphia).



Rick Barry and James Garrick accept the 2000 Ben Cooper Quiz Bowl Ambassador Award on behalf of Hodges Lewis and the Academic Competitions Enterprises organization from Brian Saxton and Emil Thomas Chuck at the 2000 PACE National Scholastics Championship at Furman University (Greenville SC).

2000 National Scholastics Championship

From the Tournament Host

Four years ago, the thought of hosting a national high school academic championship was far from realistic. Then a little group originally called NACOT changed everything...

Special thanks go out to:

Anissa Wolfe of the Hyatt Regency Greenville for her assistance in reserving rooms and her patience in dealing with my constantly changing requests.

Cheryl Cowart at Cowart Awards
Cindy Rochester at Awards and Sports, Inc.
Charles Gossett at Storytime Personalized Gifts
Sherry Abernethy at Furman University

And more thanks go out to:

Nancy Ellis, Irmo Middle School, Campus R (SC), for getting me involved in quiz bowl in the first place

Ellyn Harley, Clear Lake High School (TX), for renewing my interest in quiz bowl and for serving as a great coach and an even greater mentor

The members of the Furman Academic Competitions Team, past and present, for helping achieve my dream of reviving Furman's quiz bowl team

Tom Chuck and Samer Ismail, for welcoming my interest in this endeavor with open arms and giving me two great examples to follow in tournament organization

The brothers of the Zeta Lambda chapter of Beta Theta Pi, for their constant support and willingness to offer assistance in any way possible

The teams and coaches of the 1998, 1999, and 2000 NSCs, for proving that this network of students, coaches, and universities truly can work

Finally, a very special thank you to my parents, John and Lorraine Bykowski, for their numerous ideas and constant support over the past year.

Thank you all for making this weekend an extraordinary end to my undergraduate career.

—David B. Bykowski
Furman '00
PACE Trustee
2000 NSC Tournament Host

Partnership for Academic Competition Excellence

Trustees

Samer T. Ismail

PACE Founder & President

2000 NSC Tournament Director

University of Pennsylvania School of Medicine, Philadelphia PA

Formerly Yale University, New Haven CT

David Bykowski

2000 NSC Tournament Host

Furman University, Greenville SC &

Will attend University of Michigan, Ann Arbor MI

Emil Thomas Chuck, Ph.D.

2000 NSC Tournament Organizer & Editor-in-Chief

Case Western Reserve University, Cleveland OH

Formerly Duke University, Durham NC

Brian Saxton

2001 NSC Tournament Host &

2000 NSC Assistant Tournament Director

Bowling Green State University, Bowling Green OH

Anthony R. de Jesus

2000 NSC Assistant Editor

Case Western Reserve University, Cleveland OH



PACE NSC 2000 Staff:
Southard, Martin, Connally,
Manzuk, Balsiero (back);
Ahmed Ismail, Huff, Pickrell,
Saxton, Levit, Ricci with
Platypus (middle); Hart with
Cayenne, Schluessel, Goss,
Samer Ismail, Densmore, and
Bykowski (front). Not
pictured: Chuck.

2000 National Scholastics Championship

Staff

Tricia Southard
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Furman University Greenville SC

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Milton High School, Alpharetta GA
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University of Maryland, College Park MD

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† Dom Ricci
University of Illinois, Urbana-Champaign IL
Formerly Massachusetts Institute of Technology,
Cambridge MA

† Edmund R. Schluessel
George Washington University,
Washington DC

† Robert Whaples
Wake Forest University, Winston-Salem NC

† designates question contributor.

We'd also like to thank the teams from the University of California at Berkeley, University of California at Irvine, University of California at Los Angeles, and University of California at Riverside for their question contributions to this tournament through their concurrent participation at the UC-Irvine Open Tournament this weekend.

This list was accurate as of printing. Any omissions from this list are unintentional.

National Scholastics Championship

Team Records (Preliminaries)

Average Points Per Game

485 State College Area High School	1999
448 State College Area High School	1998
425 Gonzaga College High School	1998
411 Detroit Catholic Central High School	1999
409 Paul Dorman High School	1998

Most Points in One Game (Two Teams, out of 1000 possible)

820 State College Area High School d. Aiken High School	1998 Round 4
720 State College Area High School d. Aiken High School	1999 Round 5
720 Governor's School for Government and International Studies ties Santa Fe (Edmond OK) High School	1998 Round 5
715 Henry Ford II High School d. Paul Dorman High School	1998 Round 7

Most Points in One Game (One Team)

575 Copley High School d. Half Hollow Hills High School West	1998 Round 5
570 State College Area High School d. Aiken High School	1998 Round 4
550 State College Area High School d. Aiken High School	1999 Round 5
540 Brookwood High School d. Louisville (NE) High School	1998 Round 1

Most Stretch Round Tossup Points by a Team in a Game

140 State College Area High School d. Gonzaga College High School	1999 Round 3
130 North Kansas City High School d. Ottawa Hills (OH) High School	1999 Round 5
130 Ottawa Hills High School d. Troy (MI) High School	1999 Round 6
130 Walter Johnson (MD) High School d. Half Hollow Hills High School West	1999 Round 3

Most Bonus Points Earned by a Team in a Game

330 Brookwood High School d. Louisville (NE) High School	1998 Round 1
330 State College Area High School d. Aiken High School	1998 Round 4
325 Paul Dorman High School d. Ransom Everglades (FL) High School	1998 Round 1

Most Bonus Points Stolen by a Team in a Game

135 Rockville High School d. Governor's School for Government & International Studies	1999 Round 2
120 Cistercian Preparatory School (TX) d. Rufus King High School (WI)	1998 Round 1
115 Chicago Latin School lost to Torrey Pines (CA) High School	1998 Round 1
115 Maret High School lost to North Kansas City (MO) High School	1999 Round 2

National Scholastics Championship

Team Records (Playoffs)

Average Points Per Game

449 State College Area High School	1999
414 State College Area High School	1998
376 Eleanor Roosevelt High School	1999
354 Gonzaga College High School	1998
333 Governor's School for Government and International Studies	1998 Consolations

Most Points in One Game (Two Teams, out of 1000 possible)

810 State College Area High School d. Ridgewood (NJ) High School	1999 Round 12
765 State College Area High School d. Forest (FL) High School	1998 Round 11
720 Gonzaga College High School d. Plymouth Salem (MI) High School	1998 Round 8
695 Copley High School d. Paul Dorman High School	1998 Round 11
695 State College Area High School d. Detroit Catholic Central High School	1999 Semifinals

Most Points in One Game (One Team)

605 State College Area High School d. Forest (FL) High School	1998 Round 11
545 State College Area High School d. Detroit Catholic Central High School	1999 Semifinals
515 State College Area High School d. Troy (MI) High School	1999 Round 8
510 State College Area High School d. GSGIS	1999 Round 9
505 Eleanor Roosevelt High School d. Maret High School	1999 Round 8

Most Stretch Round Tossup Points by a Team in a Game

140 State College Area High School d. Detroit Catholic Central High School	1999 Semifinals
120 State College Area High School d. Forest (FL) High School	1998 Round 11
120 State College Area High School d. Governor's School for Government and International Studies	1999 Round 9
110 Aiken High School d. Detroit Catholic Central High School	1998 Round 9
110 Plymouth Salem High School lost to Gonzaga College High School	1998 Round 9

Most Bonus Points Earned by a Team in a Game

345 State College Area High School d. Forest (FL) High School	1998 Round 11
290 State College Area High School d. GSGIS	1999 Round 9
280 State College Area High School d. Troy (MI) High School	1999 Round 8
250 Copley High School d. Los Alamitos (CA) High School	1998 Round 8
250 Eleanor Roosevelt High School d. Maret High School	1999 Round 8

Most Bonus Points Stolen by a Team in a Game

110 Walter Johnson High School d. State College Area High School (B)	1999 Round 9
105 Ridgewood High School d. North Kansas City High School	1999 Round 9
95 Paul Dorman High School lost to Copley High School	1998 Round 11
95 Los Alamitos (CA) High School lost to Paul Dorman High School	1998 Round 10

National Scholastics Championship

Other Records

Most Tossup Points in a Game (Individual)

200	Andy Werhman, <i>North Kansas City High School</i>	1999
190	Justin Sausville (twice), <i>Gonzaga College High School</i>	1998
190	Chris Galeckza, <i>Henry Ford II High School</i>	1998
190	Vinita Kailasnath, <i>Eleanor Roosevelt High School</i>	1999
170	Justin Sausville, <i>Gonzaga College High School</i>	1998

Individual Tossup Points Per Game in Playoffs (1998 only)

130.0	Justin Sausville, <i>Gonzaga College High School</i>	1998
124.0	Chris Galeckza, <i>Henry Ford II High School</i>	1998
98.3	Vinita Kailasnath, <i>Eleanor Roosevelt High School</i>	1998
90.0	Tim Manness, <i>Governor's School for Government and International Studies</i>	1998 Consolations
80.0	Martin Sheehan, <i>Aiken High School</i>	1998

Regulation Matches ending in a Tie

360	Governor's School for Government and International Studies & Santa Fe (Edmond OK) High School	1998 Round 5
310	Los Alamos High School & Santa Fe (Edmond OK) High School	1998 Round 3
280	Paul Dorman High School & Plymouth Salem High School	1998 Round 12
245	Aiken High School & Gonzaga College High School	1999 Round 7
225	Brother Rice (MI) High School & Gonzaga College High School	1999 Round 1

2000 National Scholastics Championship

Team Rosters

This information was provided by the teams (and in some cases modified to fit the space provided).
All rosters listed should be considered tentative.

Arkansas School for Mathematics and Sciences *Hot Springs, Arkansas*

FIRST NSC APPEARANCE
At-Large Qualifier

Case Johnson *advisor*

Gary Sheiffer *senior, captain*
Kent Hill *junior*
Sondra Mazuweski *senior*
Brandon Perrine *senior*

This year's Arkansas Beta Club Quiz Bowl champions, three members of the ASMS will represent the state at the upcoming Panasonic Academic Tournament. The team this year has also performed well at tournaments in the area: Huntsville Invitational (1st), Edmond Memorial Tournament (2nd), Benton Invitational (2nd), Northside Fall Invitational (3rd), and Northside Spring Invitational (3rd).

Brookwood High School *Snellville, Georgia*

SECOND NSC APPEARANCE
1998 Quarterfinalist
Bulldog High School Academic
Tournament semifinalist

J. Rick Barry *advisor*

Jeffrey Boyles *senior, captain*
*Georgia Institute of
Technology*

Brian Berry *junior*
Kelly Huard *senior*
*Georgia Institute of
Technology*

Tam Le *senior*
Johns Hopkins University
Matt McKay *sophomore*
Andrew Moore *sophomore*

Brookwood High School's academic team captured its fifth consecutive state championship (AAAA division) this year. With a cumulative record of 118 wins and 12 losses, Brookwood has finished with ten top-three tournament placements of the fourteen competitions in which they participated. The academic team program has had a great history of performances at national tournaments, including 3 national championships, 4 second-place finishes, and 3 third-place finishes.

The Brookwood academic team had a semifinalist finish at last weekend's Tournament of Champions (American Scholastic Competitions Network).

Advisor Rick Barry will be a co-recipient of the 2000 Benjamin Cooper Quiz Bowl Ambassador Award.

2000 National Scholastics Championship

Team Rosters

Burlington High School *Burlington, Vermont*

FIRST NSC APPEARANCE
At-Large Qualifier

David Rome *advisor*
Kevin Commo *advisor*

Andrew Malcovsky *senior, captain*
Brown University

Pat Bradley *junior*
Kiran MacCormick *junior*
Joel Wertheimer *junior*

The Burlington High School Academic Team has built on their winning tradition with a breakthrough year with outstanding performances at the Seahorse Tournament Invitational of Celebrity Knowledge (1st place*), the Fall Hanover Round Robin Invitational (quarterfinalists), the Spring Hanover Round Robin Invitational (1st place), the Vermont-NEA Scholar's Bowl Kickoff Tournament (semifinalists), and Yale Bulldog High School Academic Tournament (octofinalists). In the Knowledge Master Open tournament, Burlington has won its state title six straight times; this year, their scores were the best among competing teams in the New England region and among the top 10 scores overall. They successfully repeated as champions of the Vermont-NEA Scholars Bowl State Championship (the third team championship since 1997, tournament record 28-3 since Mr. Rome became advisor in 1995) and will represent the state at Panasonic.

* While Burlington hosted this tournament, questions were provided by the Case Western Reserve University Trivia Club team.

Catholic Central High School of Detroit *Redmond, Michigan*

THIRD NSC APPEARANCE
1999 Semifinalist
1998 Quarterfinalist
Wolverine Fall Classic runner-up
Falcon Fall Classic runner-up
Snow Bowl champions
Buzzerpalooza runner-up
NAQT Michigan State runner-Up
Great Lakes Regional Academic
Championship runner-up

Howard Weinberg *advisor*

Paul Schultz *senior, captain*
Josh Crawford *junior*
Chris Hammer *junior*
Mark Kehres *sophomore*
Matt Nelson *senior*
Jeff Shattock *junior*

Catholic Central traveled over 8000 miles competing in 19 tournaments in 7 states this year (131-15 record), taking 4 championships: Snow Bowl (Bowling Green State University winter invitational in January 2000), the Henry Ford II High School/Academic Initiative Invitational in February, the Pioneer Sugar Invitational (Breckenridge MI High School in March), and the University of Kentucky Invitational (in April). The team also finished second six times: the Wolverine Fall Classic (University of Michigan), Falcon Fall Classic* (Bowling Green State University), Buzzerpalooza (Case Western Reserve University), the NAQT Michigan State Championship* (University of Michigan), and the Great Lakes Regional Academic Championship (Case Western Reserve University), and the Michigan State Championship (Class A) held at St. Clair County Community College (Port Huron); they were also semifinalists at four events, including the Paladin Academic Challenge (Furman University).

DCC took the national championship at the inaugural NAQT High School Championship Tournament last year. They also have with two runner-up finishes and four semifinalist finishes at national championship tournaments, including last year's PACE NSC.

* The B team finished in third place at these events.

2000 National Scholastics Championship

Team Rosters

Duluth High School *Duluth, Georgia*

FIRST NSC APPEARANCE
Aiken Triple Crown division
champions

Billy Jones *advisor*
Jobie Johnson *advisor*

Robert Sutton *senior, captain*
Georgia Tech University

Brittany Bryant *junior*

Colin House *senior*
Emory University

Jesse Jacobsen *senior*
Dartmouth University

Craig McLemore *sophomore*

Samir Vira *senior*
Georgia Tech University

While the Duluth High School Academic Team has competed for 12 years, this is their first ever appearance at a national championship tournament. This year they won championships at the Gwinnett County High Q Qualifying Tournament (August 1999), at Emory University (October), at the Aiken Triple Crown in their division (November), and at the North Atlanta High School Tournament (November). They also were tied in scoring for first place in the Spring Knowledge Master Open tournament.

Traditionally, this team has been successful in math and science competitions, including a runner-up finish at the Georgia State Science Bowl and first place at the Southwest Regionals in their state mathematics competition. Seven students qualified for the National Mathematics Exam, and one student was selected for the National Chemistry Exam.

Eisenhower High School *Utica, Michigan*

FIRST NSC APPEARANCE
Wolverine Fall Classic champions
NAQT Michigan State champions

Ruth P. Tharp *advisor*

Kevin R. Roth *junior, captain*

Christopher C. Hayward *junior*

Michael M. Klida *junior*

Christopher A. Papa *junior*

With a program of five juniors and four freshmen, this team has won both the NAQT Michigan State Championship and the Michigan State Championship (Class A) at Port Huron this year, and will represent the state at the upcoming Panasonic Academic Challenge, having compiled a record of 147-6. This is the second of four consecutive weekends of national competition play for this team.

Last weekend Eisenhower captured the championship of the American Scholastics Competition Network Tournament of Champions. Last year, this team finished in the quarterfinals of the Tournament of Champions and in the semifinal round of the Panasonic Academic Challenge.

Mrs. Tharp comments that this team has been an absolute delight to coach since they joined the team as sophomores in the fall of 1998.

2000 National Scholastics Championship

Governor's School for Government and International Studies *Richmond, Virginia*

Team Rosters

THIRD NSC APPEARANCE
1999 Quarterfinalist
DC High School Open semifinalist
Benjamin Cooper Memorial
semifinalist
Bulldog High School Academic
Tournament runner-up

Hosted
Fall Governor's School Academic
Competition
Spring Governor's School
Academic Competition
NAQT Commonwealth of Virginia
High School Championship

Dr. John Barnes *advisor*
Charles Rothman *advisor*
Dianne Daniel *advisor*

FIRST TEAM

Ben Neale *senior, captain*
University of Chicago
Jimmy Hare *senior*
*College of William and
Mary*
Megan Lasswell *senior*
*University of Southern
California*
Matt Weiner *senior*
University of Pittsburgh

SECOND TEAM

Art Vilassakdanont *sophomore,*
captain
Matthew Daniel *sophomore*
Philip Kidd *sophomore*
Meg Olsen *sophomore*

Team web site
gsgisbob.freesevers.com/main.htm

This year, the Governor's School for Government and International Studies Battle of the Brains (BoB) Squad has won 6 tournaments, including the Challenge 23 televised tournament and the Virginia High School League AAA state championship. Second-place finishes included the Yale Bulldog High School Academic Tournament, the University of Virginia Cavalier Classic, and the University of Maryland Classic. GSGIS teams advanced to tournament semifinals or further a total of 15 times.

In the eight years since the BoB Squad has existed, it has won the 1995 National Academic Championship, the 1997 Yale Bulldog High School Academic Tournament, and five enrollment division national titles in the Knowledge Master Open. GSGIS has competed at least in the quarterfinals of a national championship tournament in every year of the team's existence.

The GSGIS BoB Squad's second team participated in 6 tournaments this year and contributed alternates to numerous other events. The B team reached tournament playoffs three times; at both the Midlothian (VA) High School Holiday Classic and the Spotswood Academic Tournament, they lost to GSGIS A in the semifinals. B team members filled in on the A team, contributing to second-place finishes at the Yale Bulldog High School Academic Tournament and the University of Virginia Cavalier Classic. Past B teams from GSGIS include a quarterfinal finish at the 1998 Yale Bulldog High School Academic Tournament and second place at the 1998 Virginia Tech Fall Tournament. A team composed solely of that year's B members reached the playoffs of last year's National Scholastics Championship.

* The GSGIS team collaborated this year with Case Western Reserve University's Trivia Club in mirroring a PACE-format tournament this past March.

2000 National Scholastics Championship

Team Rosters

Mauldin High School Mauldin, South Carolina

FIRST NSC APPEARANCE
At-Large Qualifier

Robert L. Burdette *advisor*
Barbara Gossett *advisor*

Tony Broering *senior, captain*
Clemson University

Matt Crider *senior*
Clemson University

Blake Mickler *sophomore*
Trey Mickler *senior*
California Polytechnic
Institute

Josh Pimental *sophomore*
William Walker *junior*

Mauldin was the runner-up team at the Piedmont Quiz Bowl Competition and the third-place team at the Greenville County Scholastic Scoreboard competition. Mr. Burdette is very proud of the accomplishments of this group of very talented and dedicated students.

Paul Dorman High School Spartanburg, South Carolina

SECOND NSC APPEARANCE
1998 Quarterfinalist
Paladin Academic Challenge
semifinalists

Jim Garrick *advisor*
Dianne Earle *advisor*

FIRST TEAM
Geoffrey Thomas *senior, captain*
Sulman Ali *senior*
Julie Cook *junior*
John McBride *senior*
LuElla Putnam *senior*

SECOND TEAM
Kyle Strickland *junior, captain*
April Barnado *junior*
Ankur Patel *junior*
Chris Shipman *junior*

"Excellence by national standards" in academic competition has been Dorman High School's goal since the mid-1980's. The program has competed in at least two national quiz bowl contests each May and June since 1989 when Dorman won its first two national championships: The Texas Star National Academic Championship (Questions Unlimited) and the National Beta Club Quiz Bowl Tournament. They have won eight national titles in the last decade including the 1991 Panasonic Academic Challenge.

This year, the A team has taken championships at two of the largest high school competitions in the country: the Academic Bowl Contest XVIII (Fall 1999, Vanderbilt University) and the Brookwood Scholars Bowl tournament in December, compiling a record of 88-12 (as of May 1). The B team has also performed well, including a semifinal placement at Princeton University, quarterfinal finishes at tournaments held at James Island High School and the Aiken Triple Crown Challenge, and octofinal finishes at Vanderbilt and Brookwood.

Last weekend, the Dorman team finished in the octofinals of the Tournament of Champions (American Scholastic Competition Network).

Advisor Jim Garrick will be a co-recipient of the 2000 Benjamin Cooper Quiz Bowl Ambassador Award.

2000 National Scholastics Championship

Team Rosters

Riverdale High School *Riverdale, Tennessee*

FIRST NSC APPEARANCE
Paladin Academic Challenge
champions

Carlotta U. Wright *advisor*
Cathy D. Sniderman *advisor*

Patrick N. Currier *senior, captain*
William W. Gill *senior*
John C. Merrill *senior*
Patrick C. Riser *junior*
Meg E. Sniderman *junior*
John P. Truex *senior*

Competing in tournaments throughout the southeast, this year's Riverdale Academic Team has amassed 105 victories over 8 losses, with five tournament championships, including wins at Tennessee State University, Walton High School, and Furman University. Among their seven semifinalist finishes are those at Vanderbilt University (Academic Bowl Contest XVIII) and at the Cavalier Challenge (Dorman High School invitational tournament). Over the last three years, Riverdale has qualified for and won at least one playoff game in the American Scholastic Competitions Network Tournament of Champions, finishing in sixth place overall last year.

Sidney Lanier (LAMP) High School *Birmingham, Alabama*

FIRST NSC APPEARANCE
At-large Qualifier

Lynne Huett *advisor*

Jennifer Lindsey *senior, captain*
Auburn University
Jasmine Arrington *junior*
Walter Gribben *sophomore*
George Nelson *sophomore*

The LAMP team finished in 21st position last weekend at the 2000 Tournament of Champions (American Scholastics Competitions Network). The team also qualified for the Alabama Scholastic Coaches Association State Championship tournament this year.

2000 National Scholastics Championship

Team Rosters

State College Area High School *State College, Pennsylvania*

THIRD NSC APPEARANCE
1998 PACE NSC Champions
1999 PACE NSC Champions
DC High School Open runners-up
Benjamin Cooper Memorial
runners-up
Bulldog High School Academic
Tournament champions
Great Lakes Regional Academic
Championship champions

Julie Gittings *advisor*
Debbie Wells *advisor*

FIRST TEAM
Jacob Mikanowski *senior, captain*
Madhury Ray *senior*
Martin Devecka *junior*
Nicole Czakon *senior*

SECOND TEAM
Melissa Downsborough *senior,*
captain
Vijay Babu *senior*
Emily Chiswick-Patterson *junior*
Joe Scipione *senior*
Kendra Westerhaus *senior*

The State College team has been very active, competing against both high school and college undergraduate teams during the course of the year, including a tournament win at the Nittany Lion Invitational Tournament last fall.

The program's winning tradition included winning the Questions Unlimited National Academic Championship tournament in 1998, the same year the team won the inaugural PACE National Scholastics Championship.

Woodward Academy *Woodward, Georgia*

FIRST NSC APPEARANCE
At-Large Qualifier

Martha Muir *advisor*

Andrew Pilsch *senior, captain*
Darren Rivas *sophomore*
Maurice Shelton *senior*
Andrew Widener *freshman*

Woodward Academy had a very good year, finishing in 24th position last weekend at the 2000 Tournament of Champions (American Scholastic Competitions Network). Other accomplishments this year include winning the GATA state varsity tournament and finishing in the semifinals of the Savannah Country Day tournament. The team came in second place at the Channel 2 High Q tournament.

2000 National Scholastics Championship

Official Rules

These are the full, final rules for this year's National Scholastics Championship. Specific changes from the previous year's rules are indicated ().

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 (including modifications) contact a member of PACE before doing so, although this is not required. Furthermore, no royalties need be paid, although PACE asks that the rules be listed as belonging to (or modified from) PACE.

A. Definitions

Tournament Staff

1. The **Tournament Organizer (TO)** organizes the NSC.
2. The **Tournament Director (TD)** manages the execution and timeliness of the NSC.
3. The **Tournament Host (Host)** arranges for the facilities needed to run the NSC.
4. **Assistants** support the efforts of the TO, the TD, and the Host as needed. **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 in their bracket (e.g., running out of questions or resolving challenges), and are responsible for maintaining records for a division and for keeping that division running on schedule.
5. Every room shall have a **Moderator** who presents the 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.

Tournament Participants

6. A **team member** is an eligible player competing in a game for a particular team. The **team advisor** or **coach** is an approved school representative and chaperone for the team responsible for the team.
7. The team **captain** is responsible for answering bonus questions, and votes for the team on changes in tournament format. The captain is designated before a match starts and may not be changed during games.

Questions and Match Execution:

There are three types of questions.

8. A **tossup** is a question for which competitors must signal in, using a lockout device, before answering. *Consultation among team members on tossup questions is **not allowed**.* Stretch round tossups start with a 20-point **leader**, with one or more difficult clues.
9. A **bonus** question is given to an entire team to answer. *Consultation is allowed and encouraged.* 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" below).
10. A **Category Quiz (CQ)** bonus question is given specifically to one team, and involves answering a single question. *Consultation is allowed and encouraged.* Like bonus questions, CQ questions are reboundable.

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11. 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 after the first team has been ruled incorrect. A *short* period of consultation is allowed.
12. A team member or coach may **challenge** or **protest** the correctness of an answer. (See "Protests and Complaints," Section K.)
13. 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 within a reasonable time after the conclusion of the game in question. (See "Protests and Complaints," Section K.)
14. 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 and Teams

1. Eligible players must meet the following criteria.
 - A. Players must be enrolled in the 7th grade or higher, *or* be at least 13 years old as of June 3, 2000, *and*
 - B. Players must sign the standard Waiver Form prior to competing.
 - C. The player must not have received a high school diploma, or equivalent or higher degree, as of March 1, 2000.
 - D. Players who have competed in collegiate tournaments *are* eligible if they meet the above criteria.
2. A member may only play on one team. Should a team member later play for another team, the latter team shall forfeit all games in which s/he plays.
3. A team may consist up to six players. Three or four players may play at one time.
4. **Substitutions.** Teams may substitute players under the following restrictions.
 - A. The captain may *not* be substituted.
 - B. Once a player leaves the match, that player *cannot re-enter* the match.
 - C. Each team may make a total of *two* substitutions, before the start of each section of the match.
 - D. Substitutions for the CQ must be made *before* the handouts listing the CQ categories are distributed.
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 announced. Prepared notes and other aids may not be brought to the competition tables.
3. Before the start of a match, watch alarms, portable or cellular phones and radios, pagers, personal digital assistants (PDA's), laptop computers, and other electronic devices that may make noise during a game should be turned off or deactivated.
4. **Recording of Matches.** Teams may not record matches for *commercial* purposes without the express written permission of the Host 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.

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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 consider the imposition of 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 assistant TD 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.
 - A. Behavior that interferes with the timely completion of a game.
 - B. Malicious or disrespectful comments directed towards NSC staff or other teams.
 - C. Violations of the noise, audience, and/or door policies described in this section.
6. Any team accumulating two warnings within a single game shall automatically forfeit the game.
7. **Doors.** The door(s) to a room shall be shut upon the start of a match. 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.
8. **Noise.** While waiting outside rooms, teams must refrain from making excessive noise. Any moderator may give a warning for excessive hallway noise that disrupts game play.
9. **Audiences.** Spectators are allowed and encouraged to watch any match. However, audience members *must* refrain from talking during the game.
 - A. Audience members who talk loudly while a game is in progress shall be given one warning, and then shall be removed from the room.
 - B. Audience members who attempt to give answers to either team, whether correct or not, shall be ejected *immediately*. If needed, the assistant TD will be notified and at his/her discretion provide replacement questions.
10. By competing, all participants and advisors understand they release PACE and the NSC Staff, FACT, and Furman University from any liabilities incurred during or in transit to or from the competition.
11. **Diversity and non-discrimination.** PACE 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 Furman University, the city of Greenville, the state of South Carolina, and/or the United States of America.

2000 National Scholastics Championship

Official Rules

E. Game Format

1. Each game has three parts: the Opening Round, the Category Quiz (CQ) Round, and the Stretch Round.
 - A. The **Opening Round** has *ten* 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.
 - B. The **Category Quiz (CQ) Round** consists of *eight* tossup questions worth 10 points each. Bonus CQ questions are each worth 15 points each all-or-nothing.
 - C. 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 case of a tie, tiebreakers shall be used (see "Tiebreakers", section J).
3. **Mistakes.** In general, if the moderator either inadvertently reveals a tossup answer, or if there is a protest regarding the acceptability of an answer, the moderator shall note the error/protest and move to the next tossup. The associated bonus question should *not* be read. If the points in question make a difference at the end of a match, the appropriate issues will be resolved at that time.

F. Tossups

1. Players must ring in before answering a tossup. After ringing in, it is *recommended* that the signaled player 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 player by name, number, or visual cue (such as eye contact or pointing). An answer given before recognition is acceptable provided that the player *has signaled in before answering*. An answer given before signaling will be treated as conferring. (See Rule F.8 below.)
3. A tossup remains alive for **three seconds** after it has been completed, unless otherwise stated in the question (such as in any calculation questions). If a moderator calls time simultaneously with a player buzzing in, the tie is resolved in favor of the player. However, the calling of time is completely at the discretion of the moderator and cannot be protested.
4. 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. If the moderator calls time at the moment the player begins to give an answer, the tie is resolved in favor of the player. However, the calling of time is completely at the discretion of the moderator and cannot be protested.
5. **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 ten points." "Ties" between the moderator finishing the phrase "for ten points" and a player buzzing in are resolved in favor of the player.
6. In each round, a correct answer earns a team the first chance to answer a bonus question of the appropriate type (see "Bonus Questions" in Section G and "The Category Quiz" Section H).
7. **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 given when the tossup is completely read.
8. **Consultation.** Consultation or conferring between team members is *not* allowed during the reading of a tossup question. 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 the teams receive a warning on the first offense.

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Official Rules

9. **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.
 - A. 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!" (preferred method), and raising one's hand or signaling button.
 - B. 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 will be taken before the game continues. The ATD may be asked to assist in resolving problems with buzzer systems.
10. **Reader prompts.** When more information is requested by the reader, the player answering must supply a response within **three seconds** after being prompted. Determination of expiration of time is at the moderator's discretion and cannot be protested. The moderator may also disqualify an answer if a team member is stalling.
11. **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, with consideration to the team that was denied the opportunity to answer the tossup. Examples:
 - A. In the Stretch Round, the moderator reveals the answer to Tossup 7 before either team buzzes in. The moderator should note that 50 points are available to both teams and move on to Tossup 8. If one team then wins by a margin greater than 50 points, playing the question becomes moot.
 - B. When ruling that Team A's tossup answer is incorrect, the moderator reveals the correct answer to Stretch Round Tossup 7 before giving a chance for Team B to hear out the question. The moderator should note that 50 points are available for Team B and move on to Tossup 8. If Team A finishes ahead of Team B by more than 50 points, playing a replacement question directed only to Team B becomes moot. However, note that the bonus question will still be reboundable to Team A if the missing questions are played.

G. Bonus Questions

1. **Point value.** The point value of each bonus depends on the section of the match.
 - A. **Opening Round** bonuses, related in some manner to the tossup question, are worth a total of 20 points.
 - B. **Stretch Round** bonuses, worth a total of 30 points, may or may not be related to the tossup.
 - C. **Category Quiz** bonuses, one-part bonuses worth 15 points, are discussed in Section H.
2. **Loss of Opportunity.** In the opening and Stretch Rounds, each bonus question 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 though not required to answer for the team.
 - A. 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.
 - B. If two members give different answers to the officials simultaneously, the moderator should prompt the team captain for *immediate* clarification for submitting the official answer.
 - C. **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 or calculation questions). Designation should be done either verbally ("Designate Bill") or physically (pointing to Bill). The moderator may add time at his/her discretion if designation occurs, but designation as a stalling tactic will result in the moderator ignoring and disqualifying such answers.

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Official Rules

5. **Styles of Bonus Questions**
 - A. **Multiple-section bonuses.** The team has **five seconds** to answer each part of a bonus question, and the moderator should prompt for an answer after **four seconds**, unless otherwise stated in the question.
 - B. **List bonuses (many answers per part).** The question will state the amount of time, usually **fifteen seconds**, a team has to *begin* its answer as a continuous list. Unless otherwise stated, teams may give answers in any order. The moderator may request a pause on his/her prompts to check answers.
 - C. **Multiple clue bonuses (30-20-10 questions or variations).** Clues for these questions relate to the same answer. On such questions the team may provide an answer after each clue. However, after each incorrect guess or passed opportunity, the opposing team has a chance to provide an answer for the same number of points that the clue is worth. Teams have **five seconds** after each clue, 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 unused 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. Examples:
 - A. On a "10 points each" bonus, team A correctly answers parts (a) and ©, 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 a 10-point part (b) of the next unused bonus question to team A; if team A misses, team B can steal the points.
 - B. On a "15 points each" bonus, team A passes after part (a). The moderator then accidentally reveals the answer. If team A finishes the match with a margin less than 15 points, the moderator will find the next unused bonus (2 sections worth 15 points each) and read (a) for team B only.

H. The Category Quiz (CQ)

1. **Categories.** In the CQ round, bonus questions are available in ten of the following fifteen standard categories: American Literature; American History; Biological Sciences; Current Events; Fine Arts; Foreign Languages & Word Origins; General Knowledge & Trivia; Geography; Mathematics; Physical Sciences; Popular Culture; Religion, Mythology, & Philosophy; Social Sciences; World History; and World Literature.
2. Each category contains **only 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 in a match, once chosen, a category cannot be selected again.
3. In order to select a CQ bonus category, a team must correctly answer one of the eight available tossups available in this round.
4. If one team's CQ bonus answer is incorrect, their opponents can attempt to answer the question correctly and thus steal 15 points.
5. Leftover CQ bonuses will not be read.
6. Rules G3 and G4 apply to CQ bonuses.
7. **Mistakes.** If the moderator should reveal the answer to a CQ question, the aggrieved team has two options:
 - A. Select a replacement question from one of the remaining categories.
 - B. Hold the points in abeyance. If the points in contention decide the game, the moderator will seek the ATD for a replacement CQ question in the chosen category.

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I. Acceptable Answers

Official Rules

1. 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 here.
2. **Format of answers.** Answers should be given as requested at the start of the 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 player or team unless otherwise instructed in such cases.
3. **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 and treated as one answer. If either part contains 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. Examples:
 - A. “Gillian Anderson, Special Agent Dana Scully” is correct if the answer being sought is Gillian **Anderson**, or **Dana Scully** (first or last name by itself acceptable) but not if the answer is “**The X-Files**.”
 - B. “David Duchovny, Agent Krychek” is never acceptable since David Duchovny does not play Agent Krychek.
4. **Foreign Languages and 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 courbeau” is not acceptable for “The Raven” since “The Raven” was written in English.
5. **Dates.** Unless otherwise stated, all years are in the AD/CE era. The initial to digits of dates in the 20th century may be omitted: “63” is acceptable for an answer of **1963** but not **1763**.
6. **Titles.** For titles in English, all titles must be correct answer given in full except:
 - A. Leading articles may be omitted (e.g., *Scarlet Letter*). *Incorrect* leading articles however will result in the entire answer being considered and ruled wrong (*A Scarlet Letter*).
 - B. For titles in translation, only key words need be given: *A Night on Bare Mountain* or *Night on Top of Bare Mountain* or *Night Atop Bald Mountain* are all acceptable; *A Night in Bare Mountain* is not.
 - C. Commonly used titles may be given instead of the full, complete title (*Wealth of Nations*).
7. **Acronyms and abbreviations.** Commonly used abbreviations (e.g., J.F.K.) may be given as answers. When the abbreviation is used as a tossup clue, it will be acceptable as an answer until it is read as part of the text of the question. Please note that 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:
 - A. **Text-directed.** When instructed by the answer text, the moderator may prompt for additional information. For bonuses, a short period of conferral (about one second) may be taken.
 - B. **Moderator’s discretion.** If the 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. (“M-**Q**-N-A-Y” for Claude **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 of every answer. Therefore, any *reasonable* attempt at pronouncing an answer will either be ruled correct or result in a prompt for spelling. Transposition of letter or other gross errors (e.g., short *o* for long *e*) will be ruled incorrect (“stend-HAL” or “STAHN-dahl” is correct for **Stendhal**; “STED-nahl” or “STOON-dahl” is not).

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Official Rules

12. **Mathematical answers.** Calculators and look-up tables may not be used unless specifically required or provided 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., leave answers in terms of π rather than multiplying by 3.14159...).
13. **Esoteric answers.** PACE asks teams to refrain from giving more technical answers when simpler ones will suffice.

J. Match 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 standings for playoff consideration.
2. If necessary, ties will be resolved at the end of the preliminary rounds, and again after the playoff rounds.
3. For the match tiebreaker, three tossups will be read to both teams using the rules of the Stretch Round (see Sections F and G). A correct answer for a tiebreaker tossup does earn a bonus (which is reboundable).
4. The team leading after the last appropriate question is read (missed tossup or completed 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 in the presence of the opposing team before both team captains sign the official scoresheet.
2. The **team captain** should register a protest by saying the word “Protest”. *Unless the protest concerns the un/acceptability of a tossup answer*, the resolution of protests will be delayed until the next game break.
3. Team captains in a match should not sign the official scoresheet until all protests have been resolved or declared moot. Once both captains have signed the official scoresheet, the only changes that will be made regarding the recording of the match are clerical errors (e.g., errors in addition); if such errors are made, both teams will be notified by Tournament Staff. Tournament officials will consider any pending 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 set. 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 ATD 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 ATDs, TD, and TO will review appeals and render a final decision.
8. Attempts to abuse the protests and challenges procedure will be considered a 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.

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L. Tournament Execution

Official Rules

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 five 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. It is the responsibility of the team to be punctual to all matches at the appropriate restart times as announced by the TD.
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 verified following the end of each section of play. At the discretion of the moderator and scorekeeper, a score verification may be done 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 two semifinalist teams. Additional prizes may be awarded at the discretion of the NSC staff.
6. **All-Scholars Team.** Eight all-star players will be honored. Selection to the all-star team is made by recommendations submitted by ballots from the participating teams. From these recommendations as well as any other considerations, the NSC staff selects the eight members.
7. **Playoff/Championship series qualification.** All teams within a division will be ranked by their win-loss record within that division.
 - A. If all teams in a record 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.
 - B. If at least one team will *not* qualify, then all affected teams will be sequestered in separate rooms and read the same three stretch-round-style tossups and appropriate 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, *two* at a time.
 - C. At the TD's discretion, alternate tiebreakers, such as total points, may be used if all tiebreaker questions 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 in playoff format, procedures for complaints or protests, and tiebreaker protocols.
9. Finally, enjoy the competition! The NSC Hosts and staff will try to make every accommodation to make the NSC a special and exciting event for everyone. If your team has any special needs, PACE should be notified in advance so we may best meet them.

Approved for the 2000 National Scholastics Championship, Furman University, June 3-4, 2000



We want to see you at
the 2001 PACE National Scholastics Championship at

Bowling Green State University Bowling Green, Ohio

Tentatively set for June 15-17, 2001

Information will be available on PACE's web site later in
the fall/winter:

<http://www.pace-nsc.org/>

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