

Partnership for Academic Competition Excellence

National Scholastics Championship

June 14-15, 2003
Case Western Reserve University
Cleveland, Ohio

Participating List of 2003 Teams

Captain's pins will be distributed at registration.

First NSC

Ankeny High School IA
Centennial High School MD*
Chapel Hill High School NC*
Paul Lawrence Dunbar High School KY
Langley High School VA
Okemos High School MI
Powell High School TN
St. Ignatius High School OH*

Second NSC

Andover High School MI (2002)
Copley High School OH (1998)
Fort Mill High School SC (2002)
Hartland High School MI (2002)
Sidwell Friends School DC (2002)
Thomas Jefferson High School for Science and Technology VA (2002)*
Webb High School TN (2002)
Ysleta High School TX (2002)

Third NSC

Detroit Country Day School MI (2001-2002)
Paul Dorman High School SC (1998, 2000)
North Olmsted High School OH (2001-2002)
Solon High School OH (2001-2002)

Sixth NSC

Detroit Catholic Central High School MI (1998-2002)
State College Area High School PA (1998-2002)*

* *Two teams entered in the field*

PACE National Scholastics Championship Team Rosters

All rosters are tentative until the start of the first round.

Andover High School
Andover, Michigan
Mike Alexander & Ed Brouhard *advisors*

Brad Lubin
John Oquist
Louis Preonas
Dave Rappaport
Peter Meros

*Charles Yu *junior*

SECOND TEAM
Colin Emerson *junior*
Greg Gipson *junior*
Jonathan Hill *sophomore*
*Patrick King *senior*
North Carolina State University

Ankeny High School
Ankeny, Iowa
Tim Garner *advisor*
Jane Brockhardt *acting advisor*

Matt Bachman *sophomore*
John Brockardt *junior*
Andrew Donahue *senior*
Josh Olk *junior*
Josh Rains *junior*

Copley High School
Copley, Ohio
Sue Korosa and Alice Rote *advisors*

Bill Cole
Jeff Dezso
Aaron Garrett
Abbad Haider
Kevin Peck
Corey Salem

Centennial High School
Columbia, Maryland
Linda Blakeslee *advisor*

FIRST TEAM
Michael Fasulo *sophomore*
Ali Malik *senior*
Mark Seifter *senior*
Michael Sweeney *junior*

SECOND TEAM
Michael Childers *senior*
Seth Manoff *sophomore*
Curran Muhlberger *junior*
Brent Schreibfeder

Detroit Catholic Central High School
Redmond, Michigan
Howard Weinberg & Jason Jones *advisors*

Charles Drummond *junior*
Joel Knight *freshman*
Frank Patino *senior*
University of Michigan
Joe Rancour *senior*
University of Michigan
Peter Troyan *senior*
University of Michigan
Mike Warren *senior*
University of Michigan

Chapel Hill High School
Chapel Hill, North Carolina
Ken Stewart *advisor*

FIRST TEAM
Daniele Brecher *freshman*
Chris Liu *freshman*
Anne Manness *sophomore*

Detroit Country Day School
Beverly Hills, Michigan
Eugene Jurkewicz *advisor*

Brandon Egren *senior*
Kurt Garwood *junior*
Prasad Gullapaddi *junior*
Neil Lydick *junior*
Dan Novinson *junior*
Tim Svenson *junior*

Paul Dorman High School
Spartanburg, South Carolina

Eric Huff *advisor*

Cale Bonner
Adam Herrier
Jason Kopp
Terrill Wilkins

Paul Lawrence Dunbar High School
Lexington, Kentucky

Matt Knupp & Chuck Dean *advisors*

Alex Bibbey *senior*
University of Kentucky
Ting Ting Fu *senior*
Massachusetts Institute of Technology
Tyler Quick *junior*
Nick Steinmetz *senior*
University of Pennsylvania
James Zhang *senior*
Northwestern University

Fort Mill High School
Fort Mill, South Carolina

Jason Ford *advisor*



Andrew Christensen *senior*
LeTourneau University
Sutton Epps *junior*
John Horne *freshman*
*Sean Hou *senior*
Duke University
Stephen Hou *freshman*
Aaron Jones *senior*
Clemson University

Hartland High School
Hartland, Michigan

Dennis Ringvelski *advisor*

Chris Cobb *senior*
Grand Valley State University
Mark Falconer *senior*
Michigan State University
Steve Jugle *senior*
Rose-Hulman Institute of Technology
Eric Kalenauskas *senior*
Michigan Technical University
Alex Kikuchi *senior*
Kalamazoo College
Kathy Wintland *senior*
United States Army

Langley High School
Langley, Virginia

Brigitte Lavey *advisor*

Will Claugbaugh *junior*
Mark Croce *junior*
Reaz Mehdi *junior*
Peter Rawlings *junior*
Bobby Shaw *junior*

North Olmsted High School
North Olmsted, Ohio

Mike Arnold *advisor*

Michael Chao *freshman*
#Chris Glassburn *senior*
Susan Glassburn *senior*
#Ryan Groesbeck *senior*
Dan Joslyn *senior*

Okemos High School
Okemos, Michigan

Matt Morrison *advisor*

Mike Bommario *sophomore*
Greg Devries *sophomore*
Sara Garnett *sophomore*
Shuyu Wang *junior*
Yan Zhao *senior*
Harvard University

Powell High School
Powell, Tennessee

Bob Hampstead *acting advisor*



Rob Baldus *sophomore*
 John Paul Hampstead *senior*
University of Tennessee
 Shavan Shakiba *senior*
Vanderbilt University
 Courtney Woolard *junior*

Noah Rahman *sophomore*

**St. Ignatius High School
 Cleveland, Ohio**

Andy Strada *advisor*

FIRST TEAM

- Pat Coyne *senior*
- Erik Swanson *junior*
- Dan Tasse *junior*
- Dan Troha *senior*

SECOND TEAM

- Brian Carney *senior*
- John Lansdowne *senior*
- Ian Mackay *senior*

**Sidwell Friends School
 Washington, District of Columbia**

Jim Senger & Roland Allen *advisors*

- James Choi *junior*
- Benjamin Levin *senior*
Yale University
- Patrick McKee *senior*
Harvard University
- Jon Tayler *sophomore*
- Daniel Winik *senior*
Yale University

**State College Area High School
 State College, Pennsylvania**

Julie Gittings & Debbie Wells *advisors*

FIRST TEAM

- Monica Guo *senior*
Massachusetts Institute of Technology
- Scott Huffard *senior*
Penn State University
- John Lesieutre *sophomore*
- David Long *senior*
Kenyon College

SECOND TEAM

- Vineeta Agarwala *sophomore*
- Nick Berube *senior*
- Tony Cardell *junior*
- Karen Chu *junior*
- Ylaine Gerardin *freshman*

**Solon High School
 Solon, Ohio**

Bob Weiser *advisor*



#Liisa Ahnell *senior*
 Peter Bevan *senior*
 Jessica Dequach *senior*
 Vishal Panchmatia *senior*

**Thomas Jefferson High School for
 Science and Technology
 Alexandria, Virginia**

Nancy Kreloff *advisor*

FIRST TEAM

- Sam Lederer *sophomore*
- Jacob Oppenheim *sophomore*
- Shekar Sidarth *senior*
- Steven Young *junior*

SECOND TEAM

- David Purger *sophomore*
- Dan Wright *sophomore*

Mike Wright *junior*
Steve Yang *senior*

Webb High School
Bell Buckle, Tennessee

Ron Smith *advisor*

Byron MacDougall *senior*
Aditya Sarvaria *junior*
Chase Spurlock *sophomore*
Andrew Steele *junior*

Ysleta High School

El Paso, Texas

Paul Cain, Ruth Hansen, & Veronica Torres
advisors

Michelle French *junior*
Adriana Garcia *sophomore*
Geoffrey Owen *junior*
Jimmy Sandoval *junior*

* captains (if declared)

Three-year participants

Benjamin Cooper Academic Ambassador 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 camaraderie 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 our 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 2003 Benjamin Cooper Academic Ambassador Award
is awarded to
Carolyn Hawkins
Cookeville High School
Tennessee Academic Coaches Association

The 2003 Benjamin Cooper Quiz Bowl Ambassador Award is awarded to Carolyn Hawkins, in recognition of her tireless dedication in promoting academic competition in the state of Tennessee. Her role as a representative to the Tennessee Academic Coaches Association and the Tennessee High School State Academic Bowl has been important to encourage high-caliber academic competition in the state and the development of Tennessee teams in national competitions.

Mrs. Hawkins has been an English teacher for 28 years in the Putnam County school system and a teacher at Cookeville High School for the last 11 years. She has been the academic team coach for the last 9 years, managing between 20 and 24 students each year. Over the past five years, all Cookeville teams won over 500 games in competitive play. Among this organization's achievements are four Tennessee High School Academic Quiz Bowl Championships (1997, 1998, 2002, 2003) and two runner-up placements (2000, 2001). The team has also won the PBS-televised Tennessee State Quiz Bowl championship between the winners from Knoxville, Chattanooga, and Upper Cumberland in the last two years after posting an undefeated streak since 1996. The last few years, the Cookeville team has been nationally competitive (ASCN Tournament of Championship third place 2001 and 5th place 2002; NAQT High School Championship Tournament eleventh place 2002).

Mrs. Hawkins is also involved in the statewide Tennessee Academic Coaches Association, maintaining a database of academic teams in the state. TACA has established a qualification system among its members to be invited for the season-ending Tennessee High School State Academic Quiz Bowl Championship held at Tennessee Tech University, under the direction of Dr. Linda Null. Mrs. Hawkins serves as a TACA liaison to assist qualifying teams competing at the state tournament. She has also served as the Calendar Coordinator for TACA, listing competitions held throughout the Southeast and has assisted with publicizing the tournaments on this list with the World of High School Quiz Bowl calendar, maintained by Matt Weiner.

PACE National Scholastics Championship

Tournament Staff

Emil Thomas Chuck, Ph.D.*
Tournament Organize & 1998 Host
Duke University and formerly Case Western Reserve University

Allison A. Manzuk*
Tournament Director & 2003 Host
Case Western Reserve University

Edmund R. Schleussel*
Associate Editor & 2002 Host
George Washington University

Matt L. Weiner*
Chief Editor
Virginia Commonwealth University and formerly University of Pittsburgh

Question Writers

Darren Abernethy
Duke University

*Emil Thomas Chuck
Duke University

*Jessie Connolly
University of Maryland

Andrew Feist
Duke University

#Scott Francis
Cornell University

Chris Frankel
Princeton University

Justin Gilstrap
formerly Dartmouth College

*#Dan Greenstein
University of Maryland

*Ahmed Ismail
Massachusetts Institute of Technology

Sean Phillips
Washington University in St. Louis

*Sudheer Potru
University of Illinois

Dom Ricci
University of Illinois

Matt Schneller
Duke University

Edmund Schleussel
George Washington University

*Tricia Southard
George Washington University

Seth Teitler
University of California-Berkeley

*Stephanie Walker
formerly of University of Chicago

*#Matt Weiner
Virginia Commonwealth University

Drew Wiseman
George Washington University

Leo Wolpert
University of Michigan

Tim Young
formerly George Washington University

Volunteers and Staff

Craig Barker
Livonia Stevenson High School

Mike Burger
formerly University of Michigan

*David Bykowski
2000 Host
formerly Furman University and the
University of Michigan

*Jessie Connolly
University of Maryland
Will attend University of South Carolina

#Brandon Eilertson
Case Western Reserve University
Will attend CWRU School of Medicine

Justin Gilstrap
formerly Dartmouth College

*#Dan Greenstein
University of Maryland

Greg Hanneman
Case Western Reserve University

Carolyn Hawkins
Cookeville High School and 2003
Benjamin Cooper Academic Ambassador
Award Recipient

Jeff Hanson
Case Western Reserve University

#Josh Levit
Case Western Reserve University
Will attend Boston University School of
Law

#Michael McLaughlin
Kent State University

Kevin Olmstead, Ph.D.
University of Michigan

*Tricia Southard
Ben Cooper Award Committee
George Washington University and
formerly Furman University

*Stephanie Walker
formerly University of Chicago

Derek Winkler
University of Maryland

Tim Young
formerly George Washington University

Geoff Zymkowski
University of Michigan

We appreciate the assistance of all of our volunteers. Any omissions from this list are unintentional.

* PACE members

Former NSC competitors

PACE National Scholastics Championship Tournament History

2003: Case Western Reserve University, Cleveland, Ohio

Benjamin Cooper Academic Ambassador Award

Carolyn Hawkins, Cookeville High School, Cookeville TN

Champion: Paul Dorman High School, Spartanburg SC

Runner-Up: Thomas Jefferson High School for Science and Technology, Alexandria VA

Semifinalist: Paul Lawrence Dunbar High School, Lexington KY

Semifinalist: Detroit Catholic Central High School, Redford MI

Consolation Champion: Thomas Jefferson High School for Science and Technology (B), Alexandria VA

Consolation Runner-Up: Hartland High School, Hartland MI

Consolation Semifinalist: State College Area High School (B), State College PA

Consolation Semifinalist: St. Ignatius High School (B), Cleveland OH

2002: George Washington University, Washington DC

Benjamin Cooper Academic Ambassador Awards

Douglas A. Tyson, Benjamin Banneker High School, Washington DC

It's Academic television program, Susan Altman (producer)

Champion: Richard Montgomery High School, Rockville MD

Runner-Up: Detroit Catholic Central High School, Redford MI

Semifinalist: Detroit Country Day School, Beverly Hills MI

Semifinalist: Eleanor Roosevelt High School, Greenbelt MD

Consolation Champion: Governor's School for Government and International Studies (B), Richmond VA

Consolation Runner-Up: Solon High School OH

2001: Bowling Green State University, Bowling Green, Ohio

Benjamin Cooper Academic Ambassador Award

Rob Grierson, *Scholastic Visions* newsletter (editor), Evanston IL

Champion: State College Area High School, State College PA

Runner-Up: Georgetown Day School, Washington DC

Semifinalist: Detroit Catholic Central High School, Redford MI

Semifinalist: Detroit Country Day School, Beverly Hills MI

Consolation Champion: Solon High School, Solon OH

Consolation Runner-Up: Rufus King High School, Milwaukee WI

2000: Furman University, Greenville, South Carolina

Benjamin Cooper Academic Ambassador Award

Academic Competition Enterprises (J. Rick Barry, Jim Garrick, & Hodges Lewis, founders)

Champion: State College Area High School, State College PA

Runner-Up: Eisenhower High School, Shelby Township MI

Semifinalist: Paul Dorman High School, Spartanburg SC

Semifinalist: Riverdale High School, Riverdale TN

1999: University of Pennsylvania, Philadelphia, Pennsylvania

Benjamin Cooper Academic Ambassador Award

Joe Hermiller, Bowsheer High School, Toledo OH

Champion: State College Area High School, State College PA

Runner-Up: Rockville High School, Rockville MD

Semifinalist: Detroit Catholic Central High School, Redford MI

Semifinalist: Eleanor Roosevelt High School, Greenbelt MD
Consolation Champion: Gonzaga College High School, Washington DC
Consolation Runner-Up: Georgetown Day School, Washington DC (to verify)

1998: Case Western Reserve University, Cleveland, Ohio

Benjamin Cooper Academic Ambassador Award

Benjamin Cooper (posthumously) & Susan Ikenberry, Georgetown Day School, Washington DC

Champion: State College Area High School, State College PA

Runner-Up: Henry Ford II High School, Sterling Heights MI

Semifinalist: Copley High School, Copley OH

Semifinalist: Gonzaga College High School, Washington DC

Consolation Champion: Governor's School for Government and International Studies, Richmond VA

Consolation Runner-Up: North Kansas City High School MO

Preliminary Round Performances

Team Average Points Per Game

571	Detroit Country Day School MI	2002
540	Thomas Jefferson High School for Science and Technology VA	2003
517	Detroit Catholic Central High School MI	2002
510	Paul Dorman High School SC	2003
485	Detroit Catholic Central High School MI	2001
485	State College Area High School PA	1999
482.5	Paul Lawrence Dunbar High School KY	2003

Most Points Per Game, Two Teams (out of 1000)

Points	Victor	Defeated	Year	Round
835	Webb High School TN	Maggie Walker Governor's School for Government and International Studies VA	2002	5
830	Paul Dorman High School SC	Sidwell Friends School DC	2003	4
830	State College Area High School PA	Team Illinois	2001	3 (exh)
820	State College Area High School PA	Aiken High School SC	1998	4
815	Paul Dorman High School SC	Okemos High School MI	2003	7
810	Detroit Country Day School MI	St. Andrew's Episcopal School MS	2002	3
810	Maggie Walker Governor's School for Government and International Studies VA	State College Area High School (B) PA	2002	3
795	Thomas Jefferson High School for Science and Technology (A) VA	Powell High School TN	2003	1
795	Fort Mill High School SC	Detroit Catholic Central High School MI	2002	3
790	Detroit Catholic Central High School MI	Centennial High School (A) MD	2003	4
780	Governor's School for Government and International Studies VA	Team Illinois	2001	1 (exh)

Most Points Per Game, One Team

Points	Victor	Defeated	Year	Round
695	Thomas Jefferson High School for Science and Technology (A) VA	Powell High School TN	2003	1
685	Detroit Catholic Central High School MI	Meadville High School PA	2002	1
650	Paul Dorman High School SC	Ysleta High School TX	2003	2
640	Detroit Country Day School MI	Villa Maria Academy PA	2002	1
610	Paul Dorman High School SC	Thomas Jefferson High School for Science and Technology (B) VA	2003	1
585	Detroit Country Day School MI	Walter Williams High School NC	2002	6
580	Detroit Catholic Central High School MI	Thomas Jefferson High School for Science and Technology (B) VA	2002	5
580	Detroit Catholic Central High School MI	State College Area High School (B) PA	2001	4
575	Copley High School OH	Half Hollow Hills West High School NY	1998	5
570	State College Area High School PA	Aiken High School SC	1998	4
565	Detroit Catholic Central High School MI	Turpin High School OH	2001	3

	School MI			
560	Detroit Catholic Central High School MI	Georgetown Day School DC	2002	2
560	Detroit Catholic Central High School MI	Maret High School DC	2001	2

Most Points Per Game, Losing Team

Points	Losing Team	Defeated by	Year	Round
405	Team Illinois	State College Area High School PA (425)	2001	3 (exh)
375	Detroit Catholic Central High School MI	Fort Mill High School SC (420)	2002	3
360	Solon High School OH	Detroit Catholic Central High School (410)	2003	1
355	Paul Dorman High School SC	Henry Ford II High School (360)	1998	5
345	Sidwell Friends School (B) DC	Fort Mill High School SC (375)	2002	4
345	Team Illinois	Governor's School for Government and International Studies VA (435)	2001	1
345	Brookwood High School GA	Detroit Catholic Central High School MI (360)	1998	7
335	Eleanor Roosevelt High School MD	Hartland High School MI (390)	2002	7
335	Rockville High School MD	Detroit Catholic Central High School MI (360)	1999	7
330	Rickards High School FL	Indian Springs High School AL (360)	2002	4

Most Stretch Tossup Points in a Game by One Team (out of 200)

Points (Power)	Team	Opponent	Year	Round
150 (6)	Detroit Catholic Central High School MI	State College Area High School (B) PA	2002	2
140 (4)	Paul Dorman High School SC	Ysleta High School TX	2003	2
140 (5)	Governor's School for Government and International Studies VA	Mauldin High School SC	2002	2
140 (5)	State College Area High School (A) PA	Gonzaga College High School DC	1999	3
140	North Kansas City High School MO	Ottawa Hills High School OH	1999	5

Most Bonus Points Earned by One Team

Points	Team	Opponent	Year	Round
390	Thomas Jefferson High School for Science and Technology VA	Powell High School TN	2003	1
340	Paul Dorman High School SC	Ysleta High School TX	2003	2
340	Paul Dorman High School SC	Thomas Jefferson High School for Science and Technology (B) VA	2003	1
330	State College Area High School PA	Aiken High School SC	1998	4
330	Brookwood High School GA	Louisville High School NE	1998	1
325	Paul Dorman High School SC	Ransom Everglades High School FL	1998	1
320	Detroit Catholic Central High School MI	State College Area High School (B) PA	2001	3

Most Bonus Points Stolen by One Team

Points	Team	Opponent	Year	Round
135	Rockville High School MD	Defeated Governor's School for Government and International Studies VA	1999	2
120	Cistercian Preparatory School TX	Defeated Rufus King High School WI	1998	1
115	Okemos High School MI	Defeated Thomas Jefferson High School for Science and Technology (B) VA	2003	3
115	Chicago Latin School IL	Lost to Torrey Pines High School CA	1998	1
115	Maret High School DC	Lost to North Kansas City High School MO	1999	2
115	Detroit Country Day School MI	Defeated Russellville High School AL	2001	7

Preliminary Games Tied in Regulation

Points	Team	Opponent	Year	Round
360	Governor's School for Government and International Studies VA	Santa Fe High School OK	1998	7
310	Los Alamitos High School CA	Santa Fe High School OK	1998	3
265	Hammond High School MD	Walter Williams High School NC	2002	3
245	Archbishop Spaulding High School MD	North Allegheny High School (B) PA	2002	2
245	Aiken High School SC	Gonzaga College High School DC	1999	7
225	Brother Rice High School MI	Gonzaga College High School DC	1999	1

Playoff Round Performances

Team Average Points Per Game

476	Paul Dorman High School SC	2003
449	State College Area High School PA	1999
442	State College Area High School PA	2000
427	Thomas Jefferson High School for Science and Technology VA	2003
414	State College Area High School PA	1998
411	Paul Lawrence Dunbar High School KY	2003
405	Detroit Catholic Central High School MI	2001
403	Detroit Catholic Central High School MI	2002

Most Points Per Game, Two Teams (out of 1000)

Points	Victor	Defeated	Year	Round
820	Detroit Catholic Central High School MI	Hartland High School MI	2002	12
810	State College Area High School PA	Ridgewood High School NJ	1999	12
805	Paul Dorman High School SC	Thomas Jefferson High School for Science and Technology VA	2003	CF
800	Paul Lawrence Dunbar High School KY	Thomas Jefferson High School for Science and Technology VA	2003	12
785	Paul Dorman High School SC	State College Area High School PA	2003	10
770	Detroit Catholic Central High School MI	Okemos High School MI	2003	10
765	Thomas Jefferson High School for Science and Technology VA	Solon High School OH	2003	11
765	State College Area High School PA	Forest High School FL	1998	11
755	State College Area High School PA	Okemos High School MI	2003	11
745	Richard Montgomery High School MD	Detroit Country Day School MI	2002	SF
735	Paul Dorman High School SC	Okemos High School MI	2003	8
730	Paul Dorman High School SC	Webb High School TN	2003	11
720	Gonzaga College High School DC	Plymouth Salem High School MI	1998	8

Most Points Per Game, One Team

Points	Victor	Defeated	Year	Round
605	State College Area High School PA	Forest High School FL	1998	11
590	Thomas Jefferson High School for Science and Technology VA	Solon High School OH	2003	11
560	State College Area High School PA	Duluth High School GA	2000	8
545	State College Area High School PA	Detroit Catholic Central High School MI	1999	SF
540	Paul Dorman High School SC	Webb High School TN	2003	11
540	Detroit Catholic Central High School MI	Hartland High School MI	2002	12
525	Paul Dorman High School SC	State College Area High School PA	2003	10
520	State College Area High School PA	Mauldin High School SC	2000	9
515	Governor's School for Government and International Studies (A) VA	Governor's School for Government and International Studies (B) VA	2000	9
515	State College Area High School PA	Troy High School (B) MI	1999	8

Most Points Per Game, Losing Team

Points	Losing Team	Defeated by	Year	Round
335	Ridgewood High School NJ	State College Area High School PA (475)	1999	12
330	Paul Dorman High School SC	Copley High School OH (365)	1998	11
325	Okemos High School MI	State College Area High School PA (430)	2003	11
320	Thomas Jefferson High School for Science and Technology VA	Paul Lawrence Dunbar High School KY	2003	12
320	Fort Mill High School SC	Detroit Catholic Central High School (370)	2003	11
320	Fort Mill High School SC	Paul Dorman High School SC (370)	2003	9
320	State College Area High School PA	Detroit Catholic Central High School (335)	2003	9
320	Governor's School for Government and International Studies VA	Riverdale High School TN (345)	2000	8
320	State College Area High School PA	Henry Ford II High School (330)	1998	12
320	Plymouth Salem High School MI	Gonzaga College High School (400)	1998	8
310	Sidwell Friends High School (B) DC	State College Area High School PA (320)	2002	10

Most Stretch Tossup Points in a Game by One Team (out of 200)

Points (Power)	Team	Opponent	Year	Round
140 (5)	Governor's School for Government and International Studies VA (A)	Governor's School for Government and International Studies VA (B)	2000	9
140 (6)	State College Area High School PA	Detroit Catholic Central High School MI	1999	SF
130 (5)	Paul Dorman High School SC	Webb High School TN	2003	11

Most Bonus Points Earned by One Team

Points	Team	Opponent	Year	Round
345	State College Area High School PA	Forest High School FL	1998	11
295	Paul Dorman High School SC	Webb High School TN	2003	11
295	Thomas Jefferson High School for Science and Technology VA	Solon High School OH	2003	11
290	Paul Dorman High School SC	State College Area High School PA	2003	10
290	State College Area High School PA	Governor's School for Government and International Studies VA	1999	9
285	State College Area High School PA	Duluth High School GA	2000	8
280	State College Area High School PA	Troy High School (B) MI	1999	8
260	Detroit Catholic Central High School MI	Hartland High School MI	2002	12
250	Eleanor Roosevelt High School MD	Maret High School DC	1999	9
250	Copley High School OH	Los Alamitos High School CA	1998	8

Most Bonus Points Stolen by One Team

Points	Team	Opponent	Year	Round
110	Maggie Walker Governor's School for Government and International Studies VA	Lost to Walter Johnson High School MD	2002	9
110	Walter Johnson High School MD	Defeated State College Area High School (B) PA	1999	9
105	Detroit Catholic Central High School MI	Defeated Webb High School TN	2003	8
105	Detroit Catholic Central High School MI	Defeated Sidwell Friends School (B) DC	2002	10
105	State College Area High School PA	Defeated Riverdale High School TN	2000	SF
105	Ridgewood High School NJ	Defeated North Kansas City High School MO	1999	9
100	Detroit Country Day School MI	Lost to Rickards High School FL	2002	9

Playoff Games Tied in Regulation

Points	Team	Opponent	Year	Round
280	Paul Dorman High School SC	Plymouth Salem High School MI	1998	12

Individual Performances

Most Tossup Points by a Player in a Game (out of 380 possible)

200	Andrew Wehrman North Kansas City High School MO	1999
190	Vinita Kailasnath Eleanor Roosevelt High School MD	1999
190	Justin Sausville (twice) Gonzaga College High School DC	1998
190	Chris Galeckza Henry Ford II High School MI	1998
180	Matt Lafer Plymouth Canton Educational Park MI	2001
170	James Zhang	2003

	Paul Lawrence Dunbar High School KY 5 powers, 7 tossups	R12
170	Sean Hou Fort Mill High School SC 3 powers, 11 tossups	2003 R2
170	Bobby Shaw Langley High School VA 4 powers, 9 tossups	2003 R2
170	Eric Nielsen Maggie Walker Governor's School for Government and International Studies (B) VA 3 powers, 11 tossups	2002 R8 Cons
170	Justin Sausville Gonzaga College High School DC	1998

Tossup Points Per Game, Overall Tournament (does not include 1999)

Points	Player	Team	Year
146.7	Jacob Mikanowski	State College Area High School PA	2000
143.3	Kevin Roth	Eisenhower High School MI	2000
130.0	Justin Sausville (playoffs)	Gonzaga College High School DC	1998
124.0	Chris Galeckza (playoffs)	Henry Ford II High School MI	1998
121.0	Dan Suzman	Georgetown Day School DC	2001
120.0	Matt Weiner	Governor's School for Government and International Studies VA	2000
108.2	Noah Rahman	Solon High School OH	2003
107.0*	Sean Hou (pending 1 game)	Fort Mill High School SC	2003
100.9	Sean Hou	Fort Mill High School SC	2002

Four-Year Participants in NSC History

Player	School	Years at NSC
Martin Devecka	State College Area High School PA	1998-2001

PACE National Scholastics Championship

2004 Competition Rules



National Scholastics Championships

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

1. Tournament Staff

- 1.1. The **Tournament Organizer (TO)** organizes the NSC.
- 1.2. The **Tournament Director (TD)** manages the execution and timeliness of the NSC.
- 1.3. The **Tournament Host (Host)** arranges for the facilities needed to run the NSC.
- 1.4. **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.
- 1.5. 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.

2. Tournament Participants

- 2.1. 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.
- 2.2. 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.

3. Questions and Match Execution:

There are three types of questions.

- 3.1. 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.
 - 3.2. 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).
 - 3.3. 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.
 - 3.4. 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 (approximately 2 seconds) of consultation is allowed.
 - 3.5. A team member or coach may **challenge** or **protest** the correctness of an answer. (See "Protests and Complaints," Section K.)
 - 3.6. 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.)
 - 3.7. 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 NSC's; or legal action.
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B. Players and Teams

1. Eligible players must meet the following criteria.
 - *1.1 Players must be enrolled in the 9th grade or higher for the academic year, or be at least 13 years old as of June 1,
and
 - 1.2. The player must **not** have received a high school diploma, or equivalent or higher degree, before March 1.

2. Players who have competed in collegiate tournaments are eligible if they meet the above criteria.
 3. A student can only play for one team. Should a team member later play for another team, the latter team shall forfeit all games in which s/he plays.
 4. Team composition. A team may consist up to six players. A minimum of three players may play at one time; a full complement of four players is preferred.
 - *4.1. All teams must be accompanied by an authorized adult chaperone who is designated as the team contact (whether it is the school's coach, an administrator, a parent, or other volunteer).
 - *4.2. No "all-star teams" or chimeric teams are eligible for the tournament championship.
 - *4.3. No aliases in lieu of the school's name may be used without the express permission of the TO or TD. Multiple teams should be designated "A" or "B" or with the school's official colors.
 5. **Substitutions.** Teams may substitute players under the following restrictions.
 - 5.1. The captain may not be substituted. (The captain is designated by the captain's pin and is noted on the scoresheet.)
 - 5.2. Once a player leaves the match, that player *cannot re-enter* the match until the next break.
 - 5.3. As there are up to six players per team roster, each team may make a total of two substitutions, before the start of each section of the match.
 - 5.4. Substitutions for the CQ must be made before the handouts listing the CQ categories are distributed.
 - *5.5. Substitutions may NOT be made in the event of equipment failure.
 - *6. Rosters. A complete roster of each participating team shall be **submitted in advance** to the TO.
 - 6.1. Identification of a team's captain is encouraged but not required.
 - 6.2. The use of aliases in lieu of proper names is strongly discouraged; any use of aliases may disqualify the perpetrating students from eligibility to the All-Scholars Game.
 - *7. Schedule of play. All teams should expect to play matches on both Saturday and Sunday of competition. Teams that wish to withdraw early from the competition must notify the TO or TD. No refunds or compensation will be awarded to teams that withdraw early from the NSC.
 8. Exceptions to these rules may be made at the TD's discretion.
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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. Any item brought to the competition tables is subject to inspection by match and tournament officials.
 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.**
 - 4.1. Teams may not record matches (audio or video) for *commercial* purposes without the express written permission of the Host and PACE. Please do not engage in flash photography during the course of a match.
 - 4.2. PACE reserves the right to record any game for its own use, including photography and videography. Before any game is recorded for audio or video purposes, 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.
 - 5.1. Behavior that interferes with the timely completion of a game.
 - 5.2. Malicious or disrespectful comments directed towards NSC staff or other teams.
 - 5.3. Violations of the noise, audience, and/or door policies (D.6-8.)

- 5.4. Any team accumulating two warnings within a single game shall automatically forfeit the game.
- 6. Doors.** The door(s) to a room shall be shut upon the start of a match by game officials. 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. Tournament organizers and directors may gain entry to the room at an appropriate break in the match as needed.
- 7. Noise.** While waiting outside rooms, teams must refrain from making excessive noise. Any moderator should give a warning for excessive hallway noise that disrupts game play.
- 8. Audiences.** Spectators are allowed and encouraged to watch any match. However, audience members *must* refrain from talking during the game.
- 8.1. Audience members who talk loudly while a game is in progress shall be given one warning, and then shall be removed from the room.
- 8.2. 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.
9. By competing, all participants and advisors understand they release PACE and the NSC Staff, the host club, and the host institution from any liabilities incurred during or in transit to or from the competition.
- *10. **Security.** PACE and the host institution wishes to maintain a safe and enjoyable environment for the NSC. Security measures mandated by the host institution upon PACE and the NSC as a condition of executing the tournament are expected to be observed by all participants, chaperones, and staff. If an individual deviates from adhering to the security measures instituted by the host institution or PACE, he or she does so at his/her own risk and releases PACE, the NSC staff, the host club, and the host institution from any liabilities.
- 10.1. Any weapons or devices that may cause harm or damage are prohibited.
- 10.2. All participants should carry proper and valid government-issued identification during the competition. The names of all students, chaperones, spectators, and staff should be submitted to the TO in a timely fashion prior to the start of the competition.
- 10.3. In the event of an emergency, all NSC attendees will adhere to proper emergency procedures as instructed by the host institution and honor requests made by security personnel.
- 10.4. The tournament organizers and directors reserve the right to refuse any individual from attending the NSC at their discretion.
- *11. **Emergencies.** In the event of any non-security-related emergencies that affect NSC participants, tournament officials must be notified as soon as possible. At the sole discretion of the TO and TD, matches may be prematurely suspended and/or the tournament may be abbreviated or stopped. Teams will not be compensated should a suspension or premature termination of the competition occurs due to such an emergency.
- 12. 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 the jurisdictions where the tournament is taking place.
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E. Game Format

1. Each game has three parts: the Opening Round, the Category Quiz (CQ) Round, and the Stretch Round.
- 1.1. 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.
- 1.2. 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.
- 1.3. 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 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.
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F. Tossup Questions

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" and has begun the next word. "Ties" between the moderator finishing the phrase "for ten points" and a player buzzing in should be 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.
 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.
 - 9.1. 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!" (preferred method), and raising one's hand or signaling button.
 - 9.2. 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 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:*
 - 11.1. *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.*
 - 11.2. *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.*
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G. Bonus Questions

1. **Point value.** The point value of each bonus depends on the section of the match.
 - 1.1. **Opening Round** bonuses, related in some manner to the tossup question, are worth a total of 20 points.
 - 1.2. **Stretch Round** bonuses, worth a total of 30 points, may or may not be related to the tossup.
 - 1.3. **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.
 - 4.1. 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.
 - 4.2. 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.

4.3. 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 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.

5. Styles of Bonus Questions

5.1. 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.

5.2. List bonuses (many answers per part). The question will state the amount of time, usually **ten 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.

5.3. 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:*

6.1. 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 a 10-point part (b) of the next unused bonus question to team A; if team A misses, team B can steal the points.

6.2. 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. Category Quiz Section

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. **Variations on these categories may be created at the discretion of the Chief Editor.**

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 a tossup 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.

4.1. Leftover CQ bonuses will not be read.

4.2. Rules G3 and G4 apply to CQ bonuses.

5. Mistakes. If the moderator should reveal the answer to a CQ question, the aggrieved team has two options:

5.1. Select a replacement question from one of the remaining categories.

5.2. 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.

I. Acceptable Answers

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 below.

2. Format of answers. Answers should be given as requested at the start of the question. For example, if a question states “first and last name required,” first and last names must be given at the time of the answer; **the moderator should 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:*

3.1. “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.**”

- 3.2. "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 are generally provided to the moderator. Titles in the original language are acceptable, as are equivalent English titles and literal English translations; translations into other languages are not. *Example:*
- 4.1. *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 two 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:
- 6.1. 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*).
- 6.2. 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.
- 6.3. Commonly used titles may be given instead of the full, complete title ([*The*] *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:
- 8.1. 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.
- 8.2. 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-O-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).
- 12. Mathematical answers.** Calculators and look-up tables may not be used unless specifically requested, 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 *pi* 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. Game and Match Tiebreakers

- *1. [Reorganized for 2004] If a game is tied following the completion of the regular packet, the teams will play an additional 3 tossups with bonuses in stretch-round format.
- 1.1. Both teams are allowed to substitute players between the end of regulation and the start of the tiebreaker round. No one is allowed to leave the room except for a staff member who will retrieve a set of tiebreaker questions. Any other persons (who are not players of the game at hand) who do leave the competition room must return by the start of the game tiebreakers. Active players are not allowed to leave the game room.
- 1.2. If the match is still tied, sudden death tossups (without bonuses) will be read where the first correctly answered tossup wins the game. An incorrectly answered tossup allows the opposing team to hear out the remainder of the question and answer as usual, but does not automatically lose the game; in other words, the sudden death tiebreaker ends in a correct answer.
- *2. [Effective 2004] Among all teams headed to the identical next phase of competition (i.e., all teams from a preliminary division that qualify for the championship playoff divisions, or all those teams that qualify from the championship playoff divisions to the single elimination Final Four), ties in win-loss record will be broken by points-per-game statistics. **Head-to-head statistics will be used only if performance-related statistics are unavailable.**
- *3. [Effective 2004] If there are fewer qualification slots in the championship playoff round robin series or the Final Four series than there are eligible teams due to a tie in win-loss record, the following procedures will go into effect to determine which team or teams advance to the next phase.
- 3.1. Unless otherwise mentioned, all ties in record for next-phase-qualification (for example, at least one team moves up to championship flight and one team is relegated to consolation rounds; or if at least one team should be eliminated from the semifinals) will be broken by mini-matches. Unless the statistic is not readily available or its calculation is deemed unreliable as a fair metric by the tournament officials, points-per-game will be used to seed the teams into tiebreaker matches as warranted; otherwise, other head-to-head metrics may be used at the discretion of the tournament officials for seeding purposes (refer to J.5).
- 3.2. Mini-matches consist of 5 tossups with bonuses in stretch-round format. If a mini-match ends in a tie, sudden death tossups are read (rule J.1.2).

- *3.3. [Effective 2004] If a full-length match is available to be used for the qualification tiebreaker among two teams, both team captains may petition the tournament organizers to use a full-length game as the tiebreaker in lieu of a mini-match.
4. Triangle matches. A three-team (triangle) mini-match series will be used whenever three teams are involved in a tie. Teams will draw lots to be designated A, B, C, with the team with the highest PPG (or other statistic) for the relevant phase of the tournament having first draw.
- 4.1. The order of games will be A vs. B mini-match, B vs. C, then A vs. C. Any ties in the mini-matches are not broken.
 - 4.2. The tie is broken based on the total points accumulated by all three teams in the mini-matches.
 - 4.3. Like regular mini-match tiebreakers, each mini-match will consist of 5 tossups with bonuses in stretch-round format and follow the procedure outlined previously (J.3.2).
 - 4.4. If there is a two-way tie in total points in the triangular series, the teams involved will play a sudden-death mini-match tiebreaker. If the tie remains unresolved among the three teams, a second triangular series will be held with 3 stretch tossup/3 stretch bonus tiebreaker sets.
5. Overall Procedure for breaking ties in standings based on number of teams involved in the tie.
- 5.1. Two teams: Mini-match head-to-head.
 - 5.2. Three teams: Triangle mini-match series
 - 5.3. Four teams: Seeded by PPG in relevant phase of tournament (prelims or playoffs depending on what tie is being broken.) #1 plays #4, and #2 plays #3. Winners play for spots 1 and 2 out of the tiebreaker, losers for 3 and 4.
 - 5.4. Five teams: Seeded by PPG. #2 plays #3, and 1, 4, 5 play triangle match. Last place team in triangle match goes to spot 5 out of tiebreaker. Winner of 2-3 plays triangle match winner for first and second slots. Loser of 2-3 plays triangle match second place for third and fourth slots.
 - 5.5. Six teams: Seeded by PPG. 1, 4, 6 play triangle match; 2, 3, 5 play triangle match. Triangle match winners play for slots 1 and 2. Triangle match second place teams play for slots 3 and 4. Triangle match losers play for slots 5 and 6.
 - 5.6. Seven or more teams: Seed into playoffs on PPG.
-

K. Protests and 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 unacceptability 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.
-

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 ten 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. [Effective 2004] In-game **breaks and meetings.** There are no timeouts. A short break, of no more than one minute, will be taken between each section of play. 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.
 - 3.1. Coaches and advisors are allowed to talk to their students only during the breaks between question periods (before the category quiz handout is distributed or after the category quiz round has concluded).

- 3.2. If one team wishes to take advantage of a break to consult with their team, it is advised that the opposing coach have the same opportunity.
- 3.3. In-game meetings will take place in the competition room. Students should remain in their seats as the coach or advisor meets with them. Meetings may not take place outside the competition room if the match has not concluded.
- 3.4. During breaks, no one may bring up any written materials to the tables where the students are competing.
- 3.5. In-game meetings may be prematurely terminated at the complete discretion of the game officials.
- 3.6. **Score checks.** The game officials also should use these breaks to perform score-checks. At the discretion of the moderator or scorekeeper, score verification may also be done at any time during the game.
4. **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.
5. **All-Scholars Team.** At least eight players will be honored. At least four players but not all eight are selected to the team based on individual statistical performance. From ballots submitted by the participating teams as well as any other considerations, the NSC staff at its discretion selects the remaining members. The student must be present to participate in the All-Scholars Game to be honored. Students that are not present for the All-Scholars Game will be accorded Honorable Mention.
6. **Playoff/Championship series qualification.** All teams within a preliminary round or quarterfinal playoff division will be ranked by their win-loss record within that division. Ties will be resolved by points-per-game, as discussed in section J.
7. **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.
8. Finally, enjoy the competition! The NSC hosts and staff wish to create an interactive, collegial atmosphere and will 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.

*Tentatively approved for the 2003 National Scholastics Championship
Case Western Reserve University, June 14-15, 2003*

PACE National Scholastics Championship
Overall Competition Schedule

Saturday, June 14, 2003

Time	Event	Location
8:00 am	On-site registration, breakfast, and Tournament Setup	Schmitt Lecture Hall
9:15 am	Benjamin Cooper Award Presentation and Team Meeting	Schmitt Lecture Hall
9:15 am	Staff Meeting	Rockefeller 301 (Headquarters)
10:15 am	Round One	Baker, Rockefeller Wickenden
11:00	Round Two	
11:45	Round Three	
12:30 pm	Lunch Break	On Your Own
2:00	Round Four	Baker, Rockefeller Wickenden
2:45	Round Five	
3:30	Round Six	
4:15	Round Seven	
5:15	Tiebreakers as needed Tournament clean-up	
6:00	Dinner for those staying on campus (A ticket is required!)	The Spot CWRU North Residential Village

Sunday, June 15, 2003

Time	Event	Location
8:00 am	On-site registration, breakfast, and Tournament Setup	Schmitt Lecture Hall
8:45 am	Round Eight	Baker, Rockefeller Wickenden
9:30 am	Round Nine	
10:15 am	Round Ten	
11:00 am	Round Eleven	
11:45	Round Twelve	
12:30 pm	Tiebreakers as Needed Lunch Break All-star ballots Due	Rockefeller 3 rd floor
1:00 pm	Check-out from dorms opens	Fribley Commons
2:00	Championship Semifinals	Rockefeller 3 rd floor
2:45	Championship Finals	Rockefeller 301
3:15	All-Scholars Game	Rockefeller 301
	Awards Ceremony to follow Tournament Clean-up	

PACE National Scholastics Championship
2003 Preliminary Divisions

Kelli

Andover
Fort Mill
Powell
St. Ignatius A
State College B
Thomas Jefferson HSST A

Lewis

Ankeny
Centennial B
Copley
Detroit Country Day
Dunbar
Langley
State College A

Mimi

Centennial A
Chapel Hill B
Detroit Catholic Central
Hartland
Solon
St. Ignatius B
Webb

Oswald

Chapel Hill A
Dorman
North Olmsted
Okemos
Sidwell Friends
Thomas Jefferson HSST B
Ysleta

Saturday Schedule for Six Teams
Kelli Division

10:15 Round 1

Powell – Thomas Jefferson A in Baker 14

Andover – State College B in Baker 15

Fort Mill – St. Ignatius A in Baker 17

11:00 Round 2

Andover – Fort Mill in Baker 14

Powell – St. Ignatius A in Baker 15

State College B – Thomas Jefferson A in Baker 17

11:45 Round 3

St. Ignatius A – Thomas Jefferson A in Baker 14

Fort Mill – State College B in Baker 15

Andover – Powell in Baker 17

2:00 Round 4

Fort Mill – Powell in Baker 14

Andover – Thomas Jefferson A in Baker 15

State College B – St. Ignatius A in Baker 17

2:45 Round 5

Andover – St. Ignatius A in Baker 14

Powell – State College B in Baker 15

Fort Mill – Thomas Jefferson A in Baker 17

Saturday Schedule for Seven Teams
Lewis Division

10:15 Round 1

Detroit Country Day – Dunbar at Baker 215
Langley – Centennial B at Baker 217
State College A – Copley at Baker 218
Ankeny has a BYE.

11:00 Round 2

Dunbar – Centennial B at Baker 215
Detroit Country Day – Copley at Baker 217
Langley – Ankeny at Baker 218
State College A has a BYE.

11:45 Round 3

Centennial B – Copley at Baker 215
Dunbar – Ankeny at Baker 217
Detroit Country Day – State College A at Baker 218
Langley has a BYE.

2:00 Round 4

Copley – Ankeny at Baker 215
Centennial B – State College A at Baker 217
Dunbar – Langley at Baker 218
Detroit Country Day has a BYE.

2:45 Round 5

Ankeny – State College A at Baker 215
Copley – Langley at Baker 217
Centennial B – Detroit Country Day at Baker 218
Dunbar has a BYE.

3:30 Round 6

State College A – Langley at Baker 215
Ankeny – Detroit Country Day at Baker 217
Copley – Dunbar at Baker 218
Centennial B has a BYE.

4:15 Round 7

Langley – Detroit Country Day at Baker 215
State College A – Dunbar at Baker 217
Ankeny – Centennial B at Baker 218
Copley has a BYE.

Saturday Schedule for Seven Teams
Mimi Division

10:15 Round 1

St. Ignatius B – Webb at Rockefeller 303
Chapel Hill B – Centennial A at Rockefeller 304
Catholic Central – Solon at Rockefeller 306
Hartland has a BYE.

11:00 Round 2

Webb – Centennial A at Rockefeller 303
St. Ignatius B – Solon at Rockefeller 304
Chapel Hill B – Hartland at Rockefeller 306
Catholic Central has a BYE.

11:45 Round 3

Centennial A – Solon at Rockefeller 303
Webb – Hartland at Rockefeller 304
St. Ignatius B – Catholic Central at Rockefeller 306
Chapel Hill B has a BYE.

2:00 Round 4

Solon – Hartland at Rockefeller 303
Centennial A – Catholic Central at Rockefeller 304
Webb – Chapel Hill B at Rockefeller 306
St. Ignatius B has a BYE.

2:45 Round 5

Hartland – Catholic Central at Rockefeller 303
Solon – Chapel Hill B at Rockefeller 304
Centennial A – St. Ignatius B at Rockefeller 306
Webb has a BYE.

3:30 Round 6

Catholic Central – Chapel Hill B at Rockefeller 303
Hartland – St. Ignatius B at Rockefeller 304
Solon – Webb at Rockefeller 306
Centennial A has a BYE.

4:15 Round 7

Chapel Hill B – St. Ignatius B at Rockefeller 303
Catholic Central – Webb at Rockefeller 304
Hartland – Centennial A at Rockefeller 306
Solon has a BYE.

Saturday Schedule for Seven Teams
Oswald Division

10:15 Round 1

Thomas Jefferson B – Dorman at Wickenden 301
Sidwell Friends – Ysleta at Wickenden 306
Okemos – North Olmsted at Wickenden 316
Chapel Hill A has a BYE.

11:00 Round 2

Dorman – Ysleta at Wickenden 301
Thomas Jefferson B – North Olmsted at Wickenden 306
Sidwell Friends – Chapel Hill A at Wickenden 316
Okemos has a BYE.

11:45 Round 3

Ysleta – North Olmsted at Wickenden 301
Dorman – Chapel Hill A at Wickenden 306
Thomas Jefferson B – Okemos at Wickenden 316
Sidwell Friends has a BYE.

2:00 Round 4

North Olmsted – Chapel Hill A at Wickenden 301
Ysleta – Okemos at Wickenden 306
Dorman – Sidwell Friends at Wickenden 316
Thomas Jefferson B has a BYE.

2:45 Round 5

Chapel Hill A – Okemos at Wickenden 301
North Olmsted – Sidwell Friends at Wickenden 306
Ysleta – Thomas Jefferson B at Wickenden 316
Dorman has a BYE.

3:30 Round 6

Okemos – Sidwell Friends at Wickenden 301
Chapel Hill A – Thomas Jefferson B at Wickenden 306
North Olmsted – Dorman at Wickenden 316
Ysleta has a BYE.

4:15 Round 7

Sidwell Friends – Thomas Jefferson B at Wickenden 301
Okemos – Dorman at Wickenden 306
Chapel Hill A – Ysleta at Wickenden 316
North Olmsted has a BYE.

Sunday Playoffs
 Consolation Round Matches

Place	Kelli	Lewis	Mimi	Oswald
4				
5				
6				
7	BYE			

Saturday Match Schedule
 Divisions A-D are assigned by a draw.

8:45 Round 8

- 1) A4 – D7 at Baker 14
- 2) B5 – C6 at Baker 15
- 3) D4 – A7 at Baker 17
- 4) C5 – B6 at Baker 19
- 5) B4 – C7 at Baker 215
- 6) A5 – D6 at Baker 217
- 7) C4 – B7 at Baker 218
- 8) A6 – D5 at Baker 219

9:30 Round 9

- 9) Winner1 – Winner2 at Baker 14
- 10) Winner3 – Winner4 at Baker 15
- 11) Winner5 – Winner6 at Baker 17
- 12) Winner7 – Winner8 at Baker 19
- 13) Loser1 – Loser2 at Baker 215
- 14) Loser3 – Loser4 at Baker 217
- 15) Loser5 – Loser6 at Baker 218
- 16) Loser7 – Loser8 at Baker 219

10:15 Round 10

- 17) Winner9 – Winner10 at Baker 14
- 18) Winner11 – Winner12 at Baker 15
- 19) Loser9 – Loser10 at Baker 17
- 20) Loser11 – Loser12 at Baker 19
- 21) Winner13 – Winner14 at Baker 215
- 22) Winner15 – Winner16 at Baker 217
- 23) Loser13 – Loser14 at Baker 218
- 24) Loser15 – Loser16 at Baker 219

11:00 Round 11

- 25) Winner17 – Winner18 at Baker 14
(consolation championship)
- 26) Loser17 – Loser18 at Baker 15
(consolation 3rd place)
- 27) Winner19 – Winner20 at Baker 17
- 28) Loser19 – Loser20 at Baker 19
- 29) Winner21 – Winner 22 at Baker 215
- 30) Loser21 – Loser22 at Baker 217
- 31) Winner23 – Winner24 at Baker 218
- 32) Loser23 – Loser24 at Baker 219

Sunday Playoffs
 Championship Quarterfinal Divisions
 Divisions A-D are assigned by a draw.

Saruman		Sauron	
A1		B1	
B2		A2	
A3		B3	
C1		D1	
D2		C2	
C3		D3	

Sunday Match Schedule

8:45 Round 08

C1 – C3 at WICKENDEN 301
 B2 – D2 at WICKENDEN 306
 A1 – A3 at WICKENDEN 316
 D1 – D3 at ROCKEFELLER 303
 A2 – C2 at ROCKEFELLER 304
 B1 – B3 at ROCKEFELLER 306

9:30 Round 9

A1 – D2 at WICKENDEN 301
 A3 – C3 at WICKENDEN 306
 C1 – B2 at WICKENDEN 316
 B1 – A2 at ROCKEFELLER 303
 B3 – D3 at ROCKEFELLER 304
 D1 – C2 at ROCKEFELLER 306

10:15 Round 10

C1 – A3 at WICKENDEN 301
 A1 – B2 at WICKENDEN 306
 C3 – D2 at WICKENDEN 316
 D1 – B3 at ROCKEFELLER 303
 B1 – A2 at ROCKEFELLER 304
 D1 – C2 at ROCKEFELLER 306

11:00 Round 11

A1 – C3 at WICKENDEN 301
 D2 – C1 at WICKENDEN 306
 A3 – B2 at WICKENDEN 316
 B1 – D3 at ROCKEFELLER 303
 C2 – D1 at ROCKEFELLER 304

B3 – A2 at ROCKEFELLER 306

11:45 Round 12

D2 – A3 at WICKENDEN 301
 C3 – B2 at WICKENDEN 306
 A1 – C1 at WICKENDEN 316
 C2 – B3 at ROCKEFELLER 303
 D3 – A2 at ROCKEFELLER 304
 B1 – D1 at ROCKEFELLER 306

12:30 Tiebreakers or Lunch Break

2:00 Semifinals

Saruman #1 – Sauron #2 at
 Rockefeller TBA

Sauron #1 – Saruman #2 at
 Rockefeller TBA

2:45 Championship Final at
 Rockefeller 301

Epilogue: All Good Things...

Dear participants, coaches, and friends,

As of the writing of this letter, there has not been a site chosen for the 2004 National Scholastics Championship tournament. Over the past year or so, differences have developed among the members of the PACE membership such that we are not confident that we alone would be able to run the NSC in future years.

I am hopeful that this tournament can still proceed, but its survival has always depended upon the support of the academic teams that believe that this competition is valuable. Unlike the other national competitions, PACE is a non-profit organization that has always put the state of the high school circuit into the forefront, which we hope underline the very familial and collegial environment we want to promote. Regardless of the emphasis on a friendly atmosphere for competition, we are proud to see that our small field consistently is made of a collection of very good teams and teams that wish to become nationally competitive.

What we ask from you is a sign of your desire for the NSC to continue as well as a commitment to ensuring that the NSC can be run. We want the NSC to be "your" tournament as much as it is our pleasure to organize it.

To this end, if there is not enough interest from among the teams to see NSC run for the next year and the near future, I do want to express my sincerest appreciation to all of the friendships we have made to make the dream of PACE possible. Even if the NSC winds up entering history in a dormant or extinct phase, it is clear that PACE has made an outstanding contribution to the high school circuit.

We will continue to honor the service of special volunteers with the Benjamin Cooper Academic Ambassador Award, so long as there are nominations describing worthy persons for our consideration. Recognition of service to this game we love is something that has never been appreciated before PACE, and we would like to make sure that the unheralded, tireless volunteers continue to be acknowledged for their contributions.

On behalf of the members of PACE, thank you for all of your support for our individual organizations and for the success of PACE.

Emil Thomas Chuck

2003 National Scholastics Championship

All-Scholars Team Ballot

On this ballot, please list in rank order the individuals and school represented for the top 10 people your team thinks deserves consideration for the all-scholars team. At least four members of the eight-person all-scholars team (but not all eight) will be determined solely based on individual performance; the remaining slots will be chosen at the discretion of the NSC from the nominations made by all the teams and staff. You may nominate members of your own team, though we would ask that your ballot have a representative sample of the participants at this competition.

Return this ballot after Round 12's completion to a tournament volunteer. Ballots turned in by the start of the semifinal round (Round 13) may not be considered. Members of the all-scholars team must be present to participate in the all-scholars game that concludes the tournament.

Rank	Name	School Team
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Please submit all information on tournaments you plan to run to <http://www.hsquizbowl.org> , the web's central repository for high school tournament scheduling and results. Also enjoy the poll and message board.

Graduating seniors interested in playing collegiate quizbowl should talk to a staffer about the programs at their schools of choice. Also, fill out the form below and we'll submit your information to the Entering Freshmen Contact List at <http://users.sgi.net/~kidder/ef> , and a representative from the team at your school will get in touch with you. Forms are provided for each member of your team, if needed.

Name:

Name:

High School:

High School:

College:

College:

E-mail:

E-mail:

Name:

Name:

High School:

High School:

College:

College:

E-mail:

E-mail:

Please return this form with your round one scoresheets.