



2004

PACE

National

Scholastics

Championship

June 12-13, 2004

University of Maryland

College Park, MD

List of Participating Schools

Avon High School
Avon, CT
First NSC

Edmund Burke School
Washington, DC
First NSC

James Hubert Blake High
School
Silver Spring, MD
First NSC

Eleanor Roosevelt High School
Greenbelt, MD
Fourth NSC (1998, 1999, 2002)

Centennial High School †
Ellicott City, MD
Second NSC (2003)

Fort Mill High School
Fort Mill, SC
Second NSC (2003)

Charleston Catholic High
School
Charleston, WV
First NSC

Georgetown Day School
Washington, DC
Fourth NSC (1999, 2001, 2002)

Cortland High School
Cortland, NY
First NSC

Gonzaga College High School
Washington, DC
Fourth NSC (1998, 1999, 2002)

Detroit Catholic Central High
School
Redford, MI
Seventh NSC (1998-2003)

Martin County High School
Stuart, FL
First NSC

Detroit Country Day School
Beverly Hills, MI
Fourth NSC (2001-2003)

Maggie Lena Walker
Governor's School for
Government and International
Studies ‡
Richmond, VA
Sixth NSC (1998-2002)

Paul Dorman High School
Roebuck, SC
Fourth NSC (1998, 2000, 2003)

New Trier High School
Winnetka, IL
First NSC

Okemos High School
Okemos, MI
Second NSC (2003)

Pikeville High School
Pikeville, KY
First NSC

Princess Anne High School
Virginia Beach, VA
First NSC

Raleigh Charter High School
Raleigh, NC
First NSC

Ransom Everglades School †
Coconut Grove, FL
Second NSC (1998)

Richard Montgomery High
School †
Rockville, MD
Second NSC (2002)

Solon High School
Solon, OH
Fourth NSC (2001-2003)

State College Area High School
†
State College, PA
Seventh NSC (1998-2003)

St. Andrew's Episcopal High
School †
Jackson, MS
Second NSC (2002)

St. John's School
Houston, TX
First NSC

Thomas Jefferson High School
for Science and Technology ‡
Alexandria, VA
Third NSC (2002, 2003)

Tippecanoe High School
Tipp City, OH
First NSC

West High School
Knoxville, TN
First NSC

Ysleta High School
El Paso, TX
Third NSC (2002, 2003)

† Two teams entered.
‡ Three teams entered.

Team Rosters

(As of June 10, 2004)

The specific names of all eligible players (and their aliases) for each team must be submitted before the start of the first round.

First Name	Last Name	School Team	State	Year in School	College destination?
Greg	Bombard	Avon	CT	senior	University of Connecticut
Jeanine	Broussard	Avon	CT	Coach	
Chandler	Downs	Avon	CT	senior	Tufts University
Richard	Kim	Avon	CT	senior	Westmont College
Ben	O'Donnell	Avon	CT	senior	Dartmouth College
Shreyes	Seshasai	Avon	CT	senior	Massachusetts Institute of Technology
Colin	Shea	Avon	CT	senior	University of Virginia
Brad	Silverman	Avon	CT	senior	Northeastern University
Gilad	Barlev	Blake	MD	Junior	
Clare	Boyle	Blake	MD	Junior	
Michael	Braun	Blake	MD	Sophomore	
Joe	Caulfield	Blake	MD	Coach	
Adam	Harsha	Blake	MD	Senior	Grinnell
Deanna	Swartzfager	Blake	MD	Coach	
Barb	Baxter	Charleston Catholic	WV	coach	
Lynn	Clarke	Charleston Catholic	WV	coach	
Rachel	Clarke	Charleston Catholic	WV	Sophomore	
Karen	Rodgers	Charleston Catholic	WV	chaperone	
Michael	Rodgers	Charleston Catholic	WV	Freshman	
Peter	Snyder	Charleston Catholic	WV	Sophomore	
Sally	Snyder	Charleston Catholic	WV	chaperone	
Elizabeth	Stryker	Charleston Catholic	WV	Sophomore	
Greg	Wallace	Charleston Catholic	WV	chaperone	
Jean	Wallace	Charleston Catholic	WV	chaperone	
Sarah	Wallace	Charleston Catholic	WV	Junior	
Katiya	Carman	Cortland	NY		
Will	Carmody	Cortland	NY		
Dave	Chantrell	Cortland	NY		
Liz	Cole	Cortland	NY		
Jack	Harvey	Cortland	NY		
Tanner	Millen	Cortland	NY		
Emma	Shafer	Cortland	NY		
Christine	Wissink	Cortland	NY		
Kurt	Garwood	Detroit Country Day	MI	Senior	University of

First Name	Last Name	School Team	State	Year in School	College destination?
					Michigan
Prasad	Gullapalli	Detroit Country Day	MI	Senior	Johns Hopkins
Eugene	Jurkiewicz	Detroit Country Day	MI	Coach	
Neil	Lydick	Detroit Country Day	MI	Senior	University of Michigan
Dan	Novinson	Detroit Country Day	MI	Senior	Stanford
Tim	Svenson	Detroit Country Day	MI	Senior	Dartmouth College
Leo	Guinan	Fisher Catholic	OH		
Sarah	Hickman	Fisher Catholic	OH		
Christine	Kennedy	Fisher Catholic	OH		
Kyle	Rainier	Fisher Catholic	OH		
Michael	Sedlack	Fisher Catholic	OH	Coach	
Lynn	Stevenson	Fisher Catholic	OH	Coach	
Coert	Wotruba	Fisher Catholic	OH		
Yizhuo	Chen	Gonzaga	DC	Sophomore	
Ted	Gioia	Gonzaga	DC	Freshman	
Michael	Kettler	Gonzaga	DC	Junior	
Ken	Meehan	Gonzaga	DC	Coach	
Christiaan	Rasmussen	Gonzaga	DC	Senior	University of Virginia
Michael	Simms	Gonzaga	DC	Sophomore	
Jeremy	Regan	Martin County	FL	Senior	Chicago
					Univ. of Florida (Graduate School)
Doug	Robeson	Martin County	FL	Coach	
Mike	Soricelli	Martin County	FL	Coach	
Zach	Timmons	Martin County	FL	Senior	
Kelli	Wood	Martin County	FL	Senior	University of Florida
John	Barnes	MWGSGIS	VA	Coach	
Allen	Bristow	MWGSGIS A	VA	Senior	Yale
Lyric	Doshi	MWGSGIS A	VA	Senior	MIT
Wren	Elhai	MWGSGIS A	VA	Senior	Swarthmore
Neel	Rai	MWGSGIS A	VA	Senior	William & Mary
Mark	Guerci	MWGSGIS B	VA	Freshman	
Simha	Mummalanemi	MWGSGIS B	VA	Sophomore	
Lydia	Powell	MWGSGIS B	VA	Sophomore	
Angela	Zhu	MWGSGIS B	VA	Sophomore	
Evan	Adams	MWGSGIS C	VA	Freshman	
Will	Butler	MWGSGIS C	VA	Freshman	
Alex	Chiou	MWGSGIS C	VA	Freshman	
Annalisa	Evans	MWGSGIS C	VA	Freshman	
Joanna	Wu	MWGSGIS C	VA	Freshman	
Cliff	Chang	New Trier	IL	Junior	
Yian	Chen	New Trier	IL	Senior	Yale
Michael	Evans	New Trier	IL	Senior	William & Mary
Carolyn	Gerhardt	New Trier	IL	Coach	

First Name	Last Name	School Team	State	Year in School	College destination?
Sam	Grossberg	New Trier	IL	Senior	Princeton
Greg	Poulos	New Trier	IL	Junior	
Jason	Ardanowski	Okemos	MI	Coach	
Greg	DeVries	Okemos	MI	Junior	
Sara	Garnett	Okemos	MI	Junior	
Paul	Sherrill	Okemos	MI	Junior	
Shuyu	Wang	Okemos	MI	Senior	Harvard
Johnny	Belcher	Pikeville	KY	Coach	
Eric	Blair	Pikeville	KY	Senior	Georgetown College (KY)
Laura	Cooley	Pikeville	KY	Coach	
Faraz	Jeelani	Pikeville	KY	Junior	
Sam	Keathley	Pikeville	KY	Freshman	
Ben	Stewart	Pikeville	KY	Freshman	
Saul	Wright	Pikeville	KY	Senior	University of Kentucky
Andrew	Alexander	Princess Anne	VA	Junior	
Ian	Marpuri	Princess Anne	VA	Freshman	
Ajay	Suresh	Princess Anne	VA	Junior	
Jim	Wilkes	Princess Anne	VA	Coach	
Michael	Zhang	Princess Anne	VA	Sophomore	
Chris	Chilton	Raleigh Charter	NC	Senior	UNC-Chapel Hill
Eric	Grunden	Raleigh Charter	NC	coach	
Katie	Huddleston	Raleigh Charter	NC	Freshman	
Betsy	Newmark	Raleigh Charter	NC	coach	
Meredith	Newmark	Raleigh Charter	NC	Junior	
Matt	Schultz	Raleigh Charter	NC	Senior	N.C. State
Will	Schultz	Raleigh Charter	NC	Sophomore	
Daniel	McKenna	Richard Montgomery	MD	Coach	
Patricia	Moscoso	Richard Montgomery	MD	Freshman	
Barry	Revzin	Richard Montgomery	MD	Senior	Massachusetts Institute of Technology
Seth	Samelson	Richard Montgomery	MD	Senior	Chicago
Daniel	Belkin	Richard Montgomery A	MD	Senior	Dartmouth College
Alex	Kaufman	Richard Montgomery A	MD	Junior	
Humza	Kazmi	Richard Montgomery A	MD	Junior	
Tobin	Marcus	Richard Montgomery A	MD	Senior	Brown
Rebecca	Fischer	Richard Montgomery B	MD	Junior	
Chris	Higgins	Richard Montgomery B	MD	Sophomore	
David	Liu	Richard Montgomery B	MD	Sophomore	
Chris	Ray	Richard Montgomery B	MD	Sophomore	

First Name	Last Name	School Team	State	Year in School	College destination?
Sharon	Wong	Richard Montgomery B	MD	Junior	
Rivers	Spencer	St. Andrew's	MS	Senior	Vanderbilt
Morgan	Cowan	St. Andrew's	MS	Senior	University of Virginia
Ford	Flippin	St. Andrew's	MS	Junior	
Anna	Hopper	St. Andrew's	MS	Freshman	
Winston	Jones	St. Andrew's	MS	Senior	Ole Miss (Mississippi)
Morris	Mitchell	St. Andrew's	MS	Coach	
Stephanie-Lydia	Njemanze	St. Andrew's	MS	Junior	
Amanda	Parsons	St. Andrew's	MS	Sophomore	
Olivia	Ware	St. Andrew's	MS	Senior	Northwestern
Alexander	Akhter	St. John's	TX	Senior	Chicago
Paul	Barndt	St. John's	TX	Senior	Columbia University
Andrew	Brantley	St. John's	TX	Senior	Washington University (St. Louis)
Ted	Curry	St. John's	TX	Coach	
Ranjan	Ramchandani	St. John's	TX	Senior	New York University
Julie	Gittings	State College	PA	Coach	
Karen "Emma"	Chu	State College A	PA	Senior	MIT
Ylaine "Daisy"	Gerardin	State College A	PA	Sophomore	
Alison "Pamela"	Hudson	State College A	PA	Freshman	
John "Joseph"	Lesieutre	State College A	PA	Junior	
Tony	Cardell	State College B	PA	Senior	Cornell
Francois	Greer	State College B	PA	Freshman	
Therese	Jones	State College B	PA	Junior	
Justin	Onusic	State College B	PA	Junior	
Joe	Bellas	Tippecanoe	OH	Coach	
Jay	Berry	Tippecanoe	OH	Junior	
Nick	Makley	Tippecanoe	OH	Freshman	
Mark	Stovell	Tippecanoe	OH	Senior	Ohio University
Zach	Witeof	Tippecanoe	OH	Junior	
Jack	Zhou	Tippecanoe	OH	Senior	University of Pennsylvania
Paul	Cain	Ysleta	TX	Coach	
Jennifer	Diaz	Ysleta	TX	Junior	
Michelle	French	Ysleta	TX	Senior	Univ of Texas at Austin
Adriana	Garcia	Ysleta	TX	Junior	
Ruth	Hansen	Ysleta	TX	Coach	
Omar	Ibarra	Ysleta	TX	Junior	
Geoffrey	Owen	Ysleta	TX	Senior	Univ. of Texas at El Paso
Assiel	Robles	Ysleta	TX	Senior	Univ. of Texas at El Paso

First Name	Last Name	School Team	State	Year in School	College destination?
Veronica	Torres	Ysleta	TX	Coach	

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

* PACE members

Former NSC competitors

Tournament Schedule

Saturday, June 12		
Time	Event	Location
8:00 am	On-site Registration, Breakfast, Tournament Setup	Skinner Building
9:00 am	Opening Assembly and Team Meeting	Skinner 0200
9:30 am	Round 1	Skinner Building Woods Hall Tydings Hall Lefrak Hall
10:15 am	Round 2	
11:00 am	Round 3	
11:45 am	Round 4	
12:30 pm	Lunch	On Your Own
1:30 pm	Round 5	Skinner Building Woods Hall Tydings Hall Lefrak Hall
2:15 pm	Round 6	
3:00 pm	Round 7	
4:00 pm	Presentation of Benjamin Cooper Awards	Skinner 0200
4:15 pm	Mini-Matches As Necessary	Skinner Building Woods Hall
4:45 pm	Announcement of Playoff Pairings	Skinner 0200
Sunday, June 13		
8:00 am	Breakfast, Tournament Setup	Skinner Building
8:45 am	Round 8	Skinner Building Woods Hall Tydings Hall Lefrak Hall
9:30 am	Round 9	
10:15 am	Round 10	
11:00 am	Round 11	
11:45 am	Round 12	
12:30 pm	Lunch, All-Scholars Team ballots due	On Your Own
1:30 pm	Mini-Matches As Necessary	Skinner Building Woods Hall
2:00 pm	Championship Semi-Finals	Skinner 0104, Woods 1114
2:45 pm	All-Scholars Announced, Championship Final	Skinner 0200
3:30 pm	All-Scholars Game	Skinner 0200
4:15 pm	Closing Assembly and Awards Ceremony	Skinner 0200

Preliminary Division Assignments

Allen	Douglas	Filicia	Kressley	Rodriguez
Exhibition	Blake	Avon	Centennial B	Detroit Country Day
Charleston Catholic	Dorman	Centennial A	Eleanor Roosevelt	Georgetown Day
Gonzaga	Edmund Burke	Cortland	Martin County	West
MWGSGIS C	Princess Anne	Detroit Catholic Central	MWGSGIS A	MWGSGIS B
Okemos	Solon	Fisher Catholic	New Trier	Ransom Everglades B
Raleigh Charter	State College B	Pikeville	Richard Montgomery B	Richard Montgomery A
Ransom Everglades A	TJHSST B	St. Andrew's A	Tippecanoe	St. Andrew's B
TJHSST A	Ysleta	State College A	TJHSST C	St. John's

Qualification for Championship Playoffs

1. Within each division, all teams finishing by record in first or second place automatically qualify for the playoffs. *Prior head-to-head result will not be used to rank one team ahead of another if the teams are tied in record.*
2. All teams tied for position will be included unless the total number of teams exceeds 12. If there are more eligible teams than spots available, minimatches will be held to pare down the number of teams until we reach 12.
3. Mini-matches will be determined by prelim PPG for qualification to playoffs.

Allen Division Schedule

Round 1

~~Exhibition~~ – Ransom Everglades A at Skinner 0104
Charleston Catholic – Raleigh Charter at Skinner 1112
Gonzaga – Okemos at Skinner 1115
TJHSST A – MLWGSGIS C at Skinner 1116

Round 2

Charleston Catholic – TJHSST A at Skinner 0104
Ransom Everglades A – MLWGSGIS C at Skinner 1112
~~Exhibition~~ – Gonzaga at Skinner 1115
Raleigh Charter – Okemos at Skinner 1116

Round 3

Charleston Catholic – ~~Exhibition~~ at Skinner 0104
Okemos – TJHSST A at Skinner 1112
MLWGSGIS C – Raleigh Charter at Skinner 1115
Gonzaga – Ransom Everglades A at Skinner 1116

Round 4

MLWGSGIS C – Gonzaga at Skinner 0104
Okemos – Charleston Catholic at Skinner 1112
Ransom Everglades A – TJHSST A at Skinner 1115
Raleigh Charter – ~~Exhibition~~ at Skinner 1116

Round 5

TJHSST A – Raleigh Charter at Skinner 0104
MLWGSGIS C – ~~Exhibition~~ at Skinner 1112
Okemos – Ransom Everglades A at Skinner 1115
Gonzaga – Charleston Catholic at Skinner 1116

Round 6

Ransom Everglades A – Raleigh Charter at Skinner 0104
TJHSST A – Gonzaga at Skinner 1112
Charleston Catholic – MLWGSGIS C at Skinner 1115
~~Exhibition~~ – Okemos at Skinner 1116

Round 7

Okemos – MLWGSGIS C at Skinner 0104
Raleigh Charter – Gonzaga at Skinner 1112
TJHSST A – ~~Exhibition~~ at Skinner 1115
Ransom Everglades A – Charleston Catholic at Skinner 1116

Douglas Division Schedule

Round 1

Ysleta – State College B at Woods 1114
Princess Anne – Blake at Woods 1127
Solon – TJHSST B at Woods 1130
Edmund Burke – Dorman at Woods 1131

Round 2

TJHSST B – State College B at Woods 1114
Ysleta – Edmund Burke at Woods 1127
Dorman – Princess Anne at Woods 1130
Blake – Solon at Woods 1131

Round 3

Dorman – Ysleta at Woods 1114
TJHSST B – Princess Anne at Woods 1127
Blake – Edmund Burke at Woods 1130
State College B – Solon at Woods 1131

Round 4

Dorman – Blake at Woods 1114
Solon – Ysleta at Woods 1127
Princess Anne – State College B at Woods 1130
Edmund Burke – TJHSST B at Woods 1131

Round 5

Solon – Princess Anne at Woods 1114
State College B – Edmund Burke at Woods 1127
Ysleta – Blake at Woods 1130
TJHSST B – Dorman at Woods 1131

Round 6

Blake – TJHSST B at Woods 1114
Dorman – State College B at Woods 1127
Edmund Burke – Solon at Woods 1130
Ysleta – Princess Anne at Woods 1131

Round 7

Princess Anne – Edmund Burke at Woods 1114
Solon – Dorman at Woods 1127
TJHSST B – Ysleta at Woods 1130
State College B – Blake at Woods 1131

Filicia Division Schedule

Round 1

Cortland – Centennial A at Tydings 1101
Pikeville – State College A at Tydings 1102
Fisher Catholic – Avon at Tydings 1132
Detroit Catholic Central – St. Andrews A at Tydings 2106

Round 2

Pikeville – Fisher Catholic at Tydings 1101
Avon – Detroit Catholic Central at Tydings 1102
State College A – Centennial A at Tydings 1132
St. Andrews A – Cortland at Tydings 2106

Round 3

Fisher Catholic – Detroit Catholic Central at Tydings 1101
Pikeville – Cortland at Tydings 1102
St. Andrews A – State College A at Tydings 1132
Avon – Centennial A at Tydings 2106

Round 4

Cortland – State College A at Tydings 1101
St. Andrews A – Fisher Catholic at Tydings 1102
Centennial A – Detroit Catholic Central at Tydings 1132
Avon – Pikeville at Tydings 2106

Round 5

State College A – Avon at Tydings 1101
Fisher Catholic – Centennial A at Tydings 1102
Pikeville – St. Andrews A at Tydings 1132
Detroit Catholic Central – Cortland at Tydings 2106

Round 6

Centennial A – St. Andrews A at Tydings 1101
Cortland – Avon at Tydings 1102
Detroit Catholic Central – Pikeville at Tydings 1132
State College A – Fisher Catholic at Tydings 2106

Round 7

St. Andrews A – Avon at Tydings 1101
State College A – Detroit Catholic Central at Tydings 1102
Cortland – Fisher Catholic at Tydings 1132
Centennial A – Pikeville at Tydings 2106

Kressley Division Schedule

Round 1

Eleanor Roosevelt – Centennial B at Tydings 2109
New Trier – TJHSST C at Tydings 2110
MLWGSGIS A – Richard Montgomery B at Lefrak 1201
Martin County – Tippecanoe at Lefrak 1208

Round 2

New Trier – MLWGSGIS A at Tydings 2109
Richard Montgomery B – Martin County at Tydings 2110
TJHSST C – Centennial B at Lefrak 1201
Tippecanoe – Eleanor Roosevelt at Lefrak 1208

Round 3

Eleanor Roosevelt – TJHSST C at Tydings 2109
Tippecanoe – MLWGSGIS A at Tydings 2110
Centennial B – Martin County at Lefrak 1201
Richard Montgomery B – New Trier at Lefrak 1208

Round 4

MLWGSGIS A – Martin County at Tydings 2109
New Trier – Eleanor Roosevelt at Tydings 2110
Tippecanoe – TJHSST C at Lefrak 1201
Richard Montgomery B – Centennial B at Lefrak 1208

Round 5

Tippecanoe – Richard Montgomery B at Tydings 2109
TJHSST C – Martin County at Tydings 2110
Eleanor Roosevelt – MLWGSGIS A at Lefrak 1201
Centennial B – New Trier at Lefrak 1208

Round 6

Centennial B – Tippecanoe at Tydings 2109
Eleanor Roosevelt – Richard Montgomery B at Tydings 2110
Martin County – New Trier at Lefrak 1201
TJHSST C – MLWGSGIS A at Lefrak 1208

Round 7

TJHSST C – Richard Montgomery B at Tydings 2109
MLWGSGIS A – Centennial B at Tydings 2110
New Trier – Tippecanoe at Lefrak 1201
Martin County – Eleanor Roosevelt at Lefrak 1208

Rodriguez Division Schedule

Round 1

Georgetown Day – Detroit Country Day at Lefrak 2166
Ransom Everglades B – St. Johns at Lefrak 0135
MLWGSGIS B – Richard Montgomery A at Lefrak 1220
West – St. Andrews B at Lefrak 1221

Round 2

St. Andrews B – Richard Montgomery A at Lefrak 2166
St. Johns – West at Lefrak 0135
Georgetown Day – MLWGSGIS B at Lefrak 1220
Detroit Country Day – Ransom Everglades B at Lefrak 1221

Round 3

Georgetown Day – St. Johns at Lefrak 2166
St. Andrews B – MLWGSGIS B at Lefrak 0135
Detroit Country Day – West at Lefrak 1220
Richard Montgomery A – Ransom Everglades B at Lefrak 1221

Round 4

Detroit Country Day – St. Andrews B at Lefrak 2166
Georgetown Day – Richard Montgomery A at Lefrak 0135
West – Ransom Everglades B at Lefrak 1220
St. Johns – MLWGSGIS B at Lefrak 1221

Round 5

Ransom Everglades B – MLWGSGIS B at Lefrak 2166
Richard Montgomery A – West at Lefrak 0135
St. Johns – Detroit Country Day at Lefrak 1220
St. Andrews B – Georgetown Day at Lefrak 1221

Round 6

St. Johns – Richard Montgomery A at Lefrak 2166
MLWGSGIS B – Detroit Country Day at Lefrak 0135
Ransom Everglades B – St. Andrews B at Lefrak 1220
West – Georgetown Day at Lefrak 1221

Round 7

MLWGSGIS B – West at Lefrak 2166
Ransom Everglades B – Georgetown Day at Lefrak 0135
St. Andrews B – St. Johns at Lefrak 1220
Richard Montgomery A – Detroit Country Day at Lefrak 1221

Consolation Playoff Teams

Seed	School
1	
2	
3	
4	
5	
6	
7	
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10	
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12	
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23	
24	
25	
26	
27	
28	

Consolation Playoff Match Schedule

Round 8

BYE: #1, #2, #3, #4

8a: #16 - #17

8b: #8 - #25

8c: #9 - #24

8d: #13 - #20

8e: #5 - #28

8f: #12 - #21

8g: #15 - #18

8h: #7 - #26

8i: #10 - #23

8j: #14 - #19

8k: #6 - #27

8l: #11 - #22

Round 9

BYE: Losers of 8a, 8d, 8g, 8j

9a: #1 – winner 8a

9b: winner 8b – winner 8c

9c: #4 – winner 8d

9d: winner 8e – winner 8f

9e: #2 – winner 8g

9f: winner 8h – winner 8i

9g: #3 – winner 8j

9h: winner 8k – winner 8l

9i: loser 8b – loser 8c

9j: loser 8e – loser 8f

9k: loser 8h – loser 8i

9l: loser 8k – loser 8l

Round 10

10a: winner 9a – winner 9b

10b: winner 9c – winner 9d

10c: winner 9e – winner 9f

10d: winner 9g – winner 9h

10e: loser 8a – winner 9i

10f: loser 8d – winner 9j

10g: loser 8g – winner 9k

10h: loser 8j – winner 9l

10i: loser 9a – loser 9b

10j: loser 9c – loser 9d

10k: loser 9e – loser 9f

10l: loser 9g – loser 9h

10m: loser 9i – loser 9j

10n: loser 9k – loser 9l

Round 11

11a: winner 10a – winner 10b

11b: winner 10c – winner 10d

11c: loser 10a – loser 10b

11d: loser 10c – loser 10d

11e: winner 10e – winner 10f

11f: winner 10g – winner 10h

11g: loser 10e – loser 10f

11h: loser 10g – loser 10h

11i: winner 10i – winner 10j

11j: winner 10k – winner 10l

11k: winner 10m – winner 10n

11l: loser 10i – loser 10j

11m: loser 10k – loser 10l

11n: loser 10m – loser 10n

Round 12

12a: winner 11a – winner 11b

12b: loser 11a – loser 11b

12c: winner 11c – winner 11d

12d: loser 11c – loser 11d

12e: winner 11e – winner 11f

12f: loser 11e – loser 11f

12g: winner 11g – winner 11h

12h: loser 11g – loser 11h

12i: winner 11i – winner 11j

12j: loser 11i – loser 11j

12k: winner 11k – winner 11l

12l: loser 11k – loser 11l

12m: winner 11m – winner 11n

12n: loser 11m – loser 11n

Rooms

A: Tydings 1101

B: Tydings 1102

C: Tydings 1132

D: Tydings 2106

E: Tydings 2109

F: Tydings 2110

G: Lefrak 1201

H: Lefrak 1208

I: Lefrak 2166

J: Lefrak 0135

K: Lefrak 1220

L: Lefrak 1221

M: Skinner 1112

N: Woods 0104

Championship Playoff Teams

Friedgen Division		Williams Division	
F1		W1	
F2		W2	
F3		W3	
F4		W4	
F5		W5	
F6		W6	

Championship Playoff Match Schedule

Round 8

8a: F1 – F5 at Skinner 0104
 8b: F2 – F4 at Skinner 1115
 8c: F3 – F6 at Skinner 1116
 8d: W1 – W5 at Woods 1127
 8e: W2 – W4 at Woods 1130
 8f: W3 – W6 at Woods 1131

Round 9

9a: F4 – F6 at Skinner 0104
 9b: F3 – F5 at Skinner 1115
 9c: F1 – F2 at Skinner 1116
 9d: W4 – W6 at Woods 1127

9e: W3 – W5 at Woods 1130
 9f: W1 – W2 at Woods 1131

Round 10

10a: F2 – F5 at Skinner 0104
 10b: F1 – F6 at Skinner 1115
 10c: F3 – F4 at Skinner 1116
 10d: W2 – W5 at Woods 1127
 10e: W1 – W6 at Woods 1130
 10f: W3 – W4 at Woods 1131

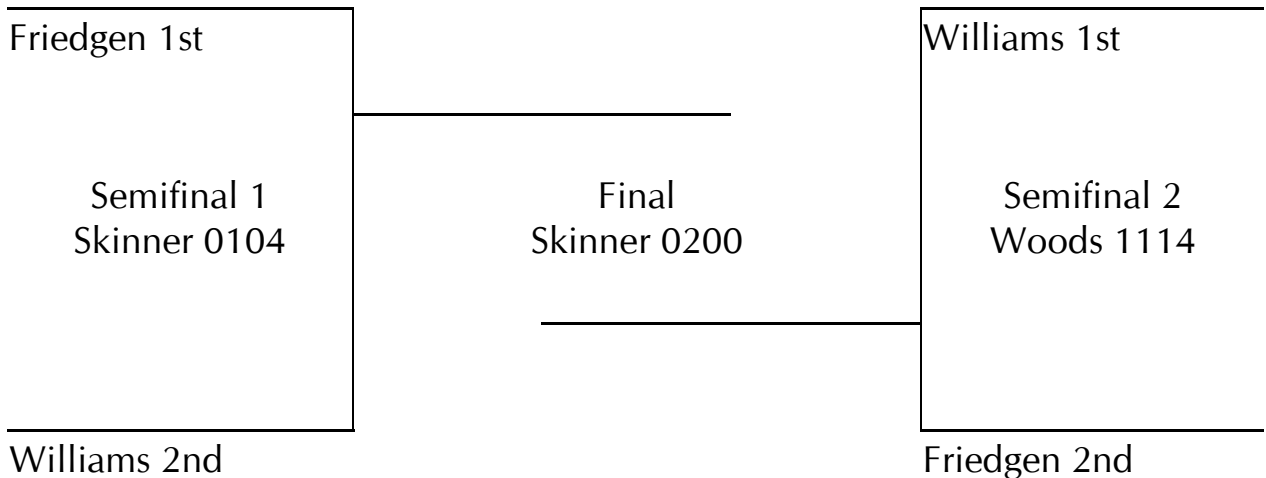
Round 11

11a: F1 – F3 at Skinner 0104
 11b: F4 – F5 at Skinner 1115

11c: F2 – F6 at Skinner 1116
 11d: W1 – W3 at Woods 1127
 11e: W4 – W5 at Woods 1130
 11f: W2 – W6 at Woods 1131

Round 12

12a: F5 – F6 at Skinner 0104
 12b: F2 – F3 at Skinner 1115
 12c: F1 – F4 at Skinner 1116
 12d: W5 – W6 at Woods 1127
 12e: W2 – W3 at Woods 1130
 12f: W1 – W4 at Woods 1131



PACE NSC 2004 Competition Rules

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

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.*

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.
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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 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

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 2004 National Scholastics Championship
University of Maryland, June 12-13, 2004*

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 2004 Benjamin Cooper Academic Ambassador Award
is awarded to
Paul Cain
Ysleta High School (El Paso, Texas)

The 2004 Benjamin Cooper Quiz Bowl Ambassador Award is awarded to Paul Cain, in recognition of his years of service as an advocate for quiz bowl academic competition in El Paso, Texas.

Mr. Cain is the last of the original group of teachers who introduced the quiz bowl game to western Texas 20 years ago, now recognized through the “High-Q” television show and double-elimination city championship tournament. The Ysleta High School program, of which Mr. Cain was the coach, has won the championship six times and finished within the Final Four fourteen times in the last twenty years. Their performances at “High-Q” qualified them for a national championship tournament for each of the last thirteen years. This year, his team reached the milestone of the program’s 700th win (721-194, 0.79).

Despite being situated in a financially-strapped socioeconomic area of the country (where, as Mr. Cain points out, one can literally hit a golf ball from the roof of the school into Mexico), Mr. Cain has been able to get his students excited about the game. His mentorship not only as a quiz bowl coach but also as an educator has been an inspiration to many students over his teaching career (including five High-Q teammates in 1992 who were accepted to MIT). Around 95% of the students he has advised with High-Q have gone on to attend college on scholarships, graduate from college, and enter career professions in law, medicine, business, art, social work, economics, and engineering (among others); many of these students attribute their motivation and success to their interactions with Mr. Cain.

Over the past two years, Mr. Cain has volunteered to become one of the tournament directors for the city “High-Q” competition. In addition, he and his program hosts five city-wide academic competitions, including competitions run in NAQT and PACE formats. Mr. Cain also organizes two middle school High-Q competitions, which allow his students to learn the nuances of organizing and officiating academic competitions. His team runs these events to raise funds to travel to competitions (by van) to California, Houston, Austin, and Oklahoma City (among other places) to view academic competitions run in other parts of the southwest.

In 2004, the Benjamin Cooper Academic Ambassador Award committee decided to establish the Young Ambassador Award to recognize individuals from high school or college quiz bowl programs (including recent alumni) for valuable and significant contributions to the high school academic competition community. Nominations are presented to a jury of past recipients of the Academic Ambassador Award, who determine the final award recipients.

The 2004 Benjamin Cooper Young Ambassador Awards
are awarded to

Matt Weiner

Virginia Commonwealth University

Formerly University of Pittsburgh

for establishing and maintaining the website portal hsquizbowl.org

and

David Bykowski

Formerly Furman University and University of Michigan

for his outreach and efforts to network and expand the high school
academic competition circuit nationally.

Presentation of the Benjamin Cooper Academic Ambassador Award to Paul Cain and the Young Ambassador Awards to Matt Weiner and David Bykowski will be scheduled for Saturday afternoon after preliminary rounds have been completed. The PACE membership strongly encourages all NSC participants and volunteers to attend this short ceremony.

PACE NSC Tournament History

2004: University of Maryland, College Park MD

Benjamin Cooper Academic Ambassador Award

Paul Cain, Ysleta High School, El Paso TX

Benjamin Cooper Young Ambassador Award

David Bykowski, formerly Furman University and University of Michigan

Matt Weiner, Virginia Commonwealth University and www.hsquizbowl.org

2003: Case Western Reserve University, Cleveland OH

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, Bowsher 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

PACE NSC Tournament Records

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

	School MI	PA		
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
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	1998	8

		(400)		
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 Paul Lawrence Dunbar High School KY 5 powers, 7 tossups	2003 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

Announcing the 2005 PACE National Scholastics
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<http://www.hsquizbowl.org>