

Classroom



The Classroom Phase of a Quiz Rally is oral questions asked in a classroom setting. Each member of the team will answer three questions, beginning with the team captain.

Note: The Boss of all things Quiz is the most recent USPC Quiz Rulebook and the USPC Quiz Newsletter. Rules occasionally change, so please, use the USPC Rulebook as the final say.

- ✓ A TEAM competition. Each team member will answer 1 question to make up one round. There will be at least 3 rounds at the rally.
 - On a 4 person team, the lowest score of each round will be dropped.
 - On a 3 person team, no scores are dropped

- ✓ You may NOT talk at any time during this phase except when you are answering the question from the judge.

- ✓ The Captain will usually go first, then the remaining team members. But you must go in the same order for each round.

- ✓ When it is your turn;
 - Stand up
 - Say your name and rating, and question rating level
 - “My name is Anna Kozlowski, I am a C2, I would like a C2 question please”
 - “My name is Hebba Gouda, I am a D2, I would like a C1 question please”.

- ✓ You may ask for a question 1 or 2 levels higher than your current rating.
 - Questions at rating level = 5 pts
 - Questions at 1 level higher = 10 pts
 - Questions at 2 levels higher = 15 pts
- ✓ The question will be read two times.

- ✓ You will have 20 seconds to begin answering. See ‘conferring’ below.

- ✓ There is no time limit when answering. But the judge may ask you to end your answer if he/she sees that you are rambling or stalling.

- ✓ Sit down to indicate to the judge that you are finished answering (or that you do not know the answer).

- ✓ Once you sit down, you may not get back up to continue answering or add any additional information. Once you sit down, you are done.

- ✓ You may not speak to your teammates about the question or answer.

- ✓ Each station will have a 'classroom' judge/reader who will:
 - Read the question twice
 - tell you when your 20 seconds begins
 - give you a 5 second warning on the 20 second begin period
 - tell you if you are correct or incorrect
 - tell you the number of points earned for the question

- ✓ Conferring: Junior D's (age 12 or younger) are allowed to ask their team mates for help; this is called "conferring", as in "I would like to confer on this question"
 - You must ask 'to confer' BEFORE you begin answering the question AND BEFORE the 20 time limit has expired.
 - After asking to confer, you may quietly discuss the answer to the question with your teammate – but YOU must be the one to answer the question.
 - You only have 30 seconds to confer – you must begin answering the question within 30 seconds after beginning the conversation with your teammates.
 - Once you begin answering, you may NOT speak to your teammates any more about the question.
 - The point value on a correct answer will be half value when you confer with your teammates

- ✓ The individual scores from each round are added,(the lowest of each round is dropped) and the total of 3 rounds make up your Classroom Phase score.

- ✓ At the end of the phase, the team must view the score sheet, and if you have no inquiries, the Team Captain signs off and the team leaves the room together.

- ✓ Once your captain signs-off and you leave the room (or leave without signing off) your team may no longer inquire or protest any of the scores.

- ✓ Inquiries –
 - At the end of each round a team may present a verbal inquiry of your score or judgment of answer to the judge.
 - A team can only inquire about their own team – NEVER about someone else’s team.
 - Only the TEAM Captain may make the inquiry.
 - The judge will usually make a decision before the next round.
 - If the team is not satisfied with the judge’s decision, the team captain can make a verbal inquiry AT THE END of the PHASE to the Classroom Coordinator.
 - If the next round begins without any inquiries being stated, your team forfeits the right to make inquiries later about that round.
 - Please read about Inquiries and Protest in the Classroom phase in the 2011 Quiz Rulebook, Article 18, page 7.

Spectators are allowed to watch the Classroom phase, *if space permits*; the hosting club decides this before the rally. Spectators must enter the room BEFORE the phase begins and remain quiet. Any talking or signaling, of any kind, will be considered unauthorized assistance and could get your child disqualified from the entire competition. This is considered a very, very serious infraction of the rules – to the point of cheating! Do not risk your child’s experience and teammates chances for success by trying to communicate with your child or any competitor.

