**Competition Rules**

1. Each school may enter a team of six (6) total members (4 members plus two alternates). Substitutions may be made between rounds but only four players can compete at a time. Only students within the advertised grade range for each division may participate.

2. Participants must buzz in to answer questions, and then must wait to be called on to answer. Only the team member who first pressed his/her buzzer may answer the question. Anyone who either answers out of turn and/or does not wait to be called on forfeits the team’s opportunity to answer that question. Points are not taken away, but the chance to earn a point is lost for that question.

3. Participants may not talk to teammates during competition.

4. The first answer given by a participant is the one counted, i.e. if he or she says one thing and then quickly changes their answer, the first one spoken is the one counted.

5. Participants may buzz in anytime during the reading of a question. The moderator will stop reading at the point the buzzer sounds. Teams that have buzzed in at that point must attempt to answer based on what they have heard so far. If an incorrect answer is given and another team has not buzzed in, the question will be read in its entirety.

6. Answers should be concise and specific. If the question calls for the name of a character, then a name must be given (not “Jim’s aunt”, for example)

7. If any mix-ups with the buzzer boards or with questions occur, a substitute question will be used for the appropriate teams.

8. Youth Services judges will make the final decision on the accuracy of answers.

9. The team with the most points wins. A five question tiebreaker will be conducted if necessary.

10. Take a deep breath and have fun!