



WPBS-DT Official Rules & Regulations

Revised September 2016

WELCOME

Welcome to Whiz Quiz! We hope the following guidelines will be helpful as you prepare your teams for competition. Take time to read and familiarize yourself with the rules as updates have been made. Please go over them with your team members. The Rule Acknowledgement Form must be signed by the advisor and returned to WPBS-DT before the competition begins. This form recognizes the advisor and the team members understanding of the rules and your agreement to abide by them. Thank you for participating in the Whiz Quiz competition.

RULES AND REGULATIONS

Eligibility

Competition in Whiz Quiz is limited to students in Grades 7-12. Questions will be of High School (grades 9-12) level and interest.

Entry Fee

There is a \$500 entry fee payable to WPBS-DT for each participating school. Your local BOCES district may offset this cost through a co-service agreement. WPBS-DT does not assume responsibility for finding sponsors for schools not covered by their BOCES District.

Scheduling of Matches

Taping schedules will be sent to the schools at least one month in advance of the start of the competition in the first round, schools are matched at random. Due to the number of people involved in creating Whiz Quiz, changes cannot be made except in extreme cases and with plenty of notice.

Appearance

Students should dress professionally for competition. The students' appearance is a direct reflection upon the team and the school. Please **DO NOT** wear school sports team jerseys, t-shirts or other casual clothing. This dress code will be enforced. If you have any questions on this dress code, please contact the Outreach Manager before your first match.

Arrival Time

Teams are asked to arrive 20 minutes before the scheduled match. Teams will wait in the station's Conference Room until they are asked to enter the studio. Teams should not arrive more than 45 minutes before their match. We want only 2 teams in the conference room at one time. Please plan your transportation and travel time accordingly.

Use of Aids

No aids (dictionary, thesaurus, calculator, cell phones, etc) will be allowed in competition. Pencil and paper will be provided for the students.

Consulting

Team members may consult with each other before "ringing in" in rounds one, three and four. Team members may not consult in round two or after "ringing in" during any round. Prohibited consulting will result in the answer being counted as incorrect. If prohibited consulting occurs a second time, the answer will be counted as incorrect and there will be a 10 point deduction from the offending team's score. If consulting occurs a third time, the team is disqualified.

Moderator's Questioning

All questions will be only asked once, they will not be repeated. If the moderator is interrupted during the reading of a question by a team wanting to answer the question and they are incorrect, the moderator will finish the question for the other team if the game so dictates.

Timing of Match

Each match is timed for program formatting. The Outreach Manager will keep time. At the 25 minute mark, "last question" will be called. This is a production issue and in no way has to do with any factors of the game.

Spectators and Studio Rules of Conduct

Due to limited space, schools are asked to bring only 5 additional spectators, including alternates, into the studio for taping. Any more than 5 people will need to be approved in advance by the Outreach Manager. Spectators must remain seated at all times and quiet during the questioning periods. "Mouthing" answers, even accidentally, and/or disruptive behavior will not be tolerated. The result will be removal from the studio immediately. All team members are expected to conduct themselves with the highest level of sportsmanship and professional behavior. If a team member directly involved in the match being taped commits any improper acts, including offensive language, taping will be stopped and they will be asked to leave the set. A team alternate will be chosen to take their place. If no alternate is available, the team will then forfeit the match. The Advisor is responsible for monitoring their team members' behavior and will be held responsible for any incidents that occur. No cell phone use by anyone in the studio.

Judges Rulings

All judges' rulings are final and irreversible.

Departure

Teams are asked to leave the station after the taping is completed for their match. Teams are not permitted to watch another match being taped as it is distracting to the staff and the competitors.

Grievances

If your team has a grievance with the match, it needs to be brought to the immediate attention of the Outreach Manager *before* you leave the building. Due to the format and taping schedule of the show, only grievances that affect the outcome of the match will be considered. A decision will be reached by the Outreach Manager and the Director of Programming and Development as to what course of action will be taken. These decisions are final.

Final Door Policy

Once your team has left the building, the game is considered FINAL.

Disclaimer

Teams and their schools are NOT allowed to release information regarding matches and competitors to any type of media outlet to include but not limited to the internet, newspaper, television, radio and school newspaper. All advisors receive the broadcast schedule for their use only. Information may be released regarding the matches only after they are broadcast.

PROGRAM FORMAT

Introductions

At the beginning of each match, the moderator will introduce the two teams. At this time, each competitor will have a few moments to introduce themselves. Please state full name, year in school and a few activities or achievements. Keep it short and to the point please.

Round One: Smart Start

14 Total Questions (Language, Science, History, Fine Arts, Math, Literature, Geography)
Questions are alternately directed to each school separately. Seven questions are asked of each team with a 5-second time limit to answer. The opposing team is not allowed to ring in on a question to the other team. 10 points are given for each correct answer and consultation before ringing in is allowed.

Interview

The interview will be conducted with one competing member of the team. The student will not leave the team bench. The moderator will conduct the interview from the podium.

Round Two: One on One

12 total Questions (Sports, Entertainment, Current Events, Popular Culture, Technology)
Individual students from each team oppose each other one-on-one to answer each question. There are 3 rounds, 4 questions each round. If a competitor provides an incorrect answer, the other student has the opportunity to answer. The question is repeated in its entirety only if the moderator is interrupted in the first reading of the question. 10 points are given for each correct answer and consultation is NOT allowed.

Interview

The moderator will conduct an interview with the opposing team in the same format.

Round Three: Know and Tell

28 Total Question-all will be 4 of a kind with the 4th question being a bonus (Science, Fine Arts, Math, History, Geography, Literature, Language)

These questions are directed at both teams, either being allowed to ring in and answer. There is a 5 second time limit. **Math receiving 10 seconds in this round only.** If there is an incorrect answer given, the opposing team may answer. The question is repeated in its entirety only if the moderator is interrupted in the first reading of the question. 10 points are awarded for a correct answer and consultation before ringing in is allowed. The third question, if answered correctly, will offer a bonus question. If the bonus is answered correctly, 15 points will be awarded.

Round Four: Think Fast

Questioning ends when taping time has expired-no exact number of questions (History, Math, Geography, Language, Science, Technology, Literature, Fine Arts)

These questions are directed at both teams, either being allowed to ring in and answer.

There is a 5 second time limit on all questions. A question is only asked once. If a team answers incorrectly, the opposing team will have the exclusive opportunity to answer the next question. Once this question has been answered, regardless of the correctness, the next question is available for both teams to answer. 10 points are given for a correct answer and consultation before ringing in is allowed.

Tie Breaking Rule

In the case of a tie score, a question will be asked to both teams. Either team can answer with a 5 second time limit. If a team answers incorrectly, the opposing team will have the opportunity to answer with a 3 second time limit. If no correct answer is given, this format will continue. The first team with a correct answer wins the match.