



The HBCU National Quiz Championship

Playing Games Using the Database



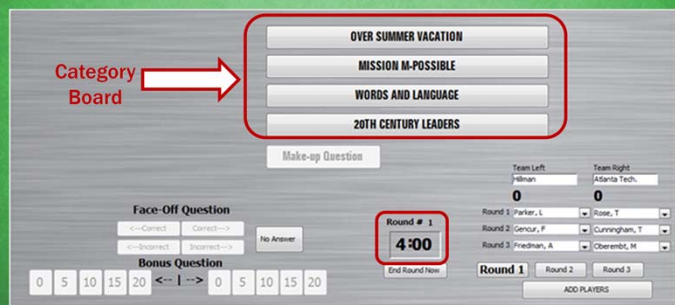
The webcast “Setting Up to Play a Game Using the Database” is a pre-requisite for this webcast. Please watch that webcast first!

In this webcast, “Playing Games Using the Database,” we will cover:

- Starting the game
- Playing & Scoring Face-Offs
- Playing & Scoring Bonuses
- As each round continues
- End of each round scoring corrections
- Playing Make-Up (off-the-clock) questions
- Setting up for the Ultimate Challenge
- Playing the Ultimate Challenge round
- Finalizing the game
- If a tie occurs

Starting the Game

When you click the first category selected, the game begins and the 4:00 clock starts counting down:



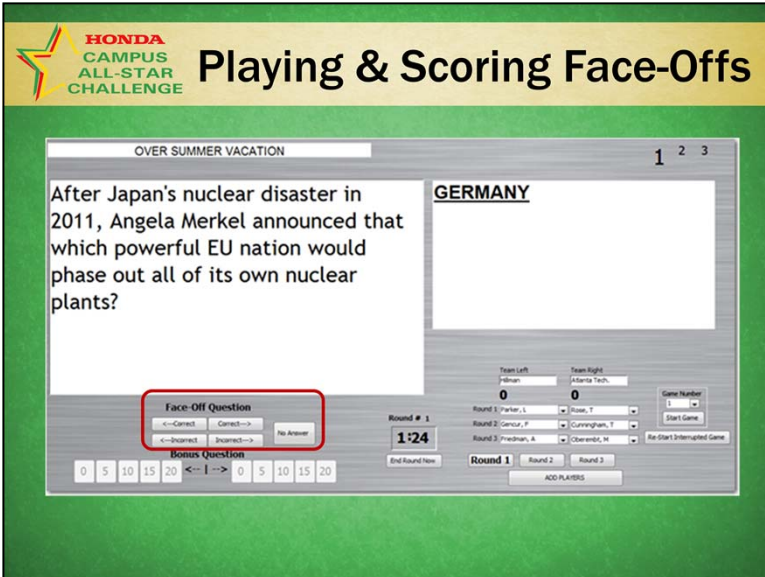
Starting the Game

1. When you click the 1st category selected by a player on your control screen, the game begins and the 4:00 clock starts counting down:

Playing & Scoring Face-Offs

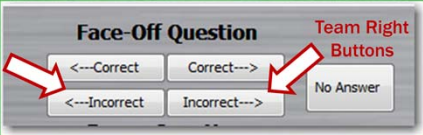
After you click the first category selected, your control screen will look like this. The question is on the left and the answer(s) are on the right.

Scoring controls for Face-Offs are under the question.



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Playing & Scoring Face-Offs



Team Left Buttons

Team Right Buttons

Face-Off Question

<---Correct Correct--->

<---Incorrect Incorrect---> No Answer

Correct answer: Click Team Left or Team Right “Correct” button.

Incorrect answer: Click Team Left or Team Right “Incorrect” button. Incorrect Face-Offs are “turned over.”

Face-Off not attempted or not answered: Click the “No Answer” button.

Playing & Scoring Face-Offs

As players answer Face-Off questions:

If a player signals and is correct, click the Team Left or Team Right “Correct” button.

If the answer is incorrect, click the Team Left or Team Right “Incorrect” button.

If one team's player answers incorrectly, the opposing team's player may attempt to answer. Score their response by clicking the “Correct,” “Incorrect” or “No Answer” button.

If neither player signals, click the “No Answer” button.

If neither team answers the Face-Off question correctly, no bonus is played and the category board will re-appear.



Playing & Scoring Bonuses

As soon as you score a Face-Off as “Correct,” the Bonus will appear on your control screen:

The screenshot shows a game control interface. At the top, it says "OVER SUMMER VACATION" and "For 10 points apiece" with a score of 10. The Face-Off question is: "1. Shut down in July 2011, the 'News of the World' was part of the empire of what owner of News Corp? 2. News Corp also owns what US financial daily?". The Bonus question is: "1. RUPERT MURDOCH 2. WALL STREET JOURNAL". The interface includes buttons for "Face-Off Question" (Correct, No Answer) and "Bonus Question" (0, 5, 10, 15, 20). The Bonus question buttons are highlighted with a red box. The score is 349 and Round # 1 is displayed.

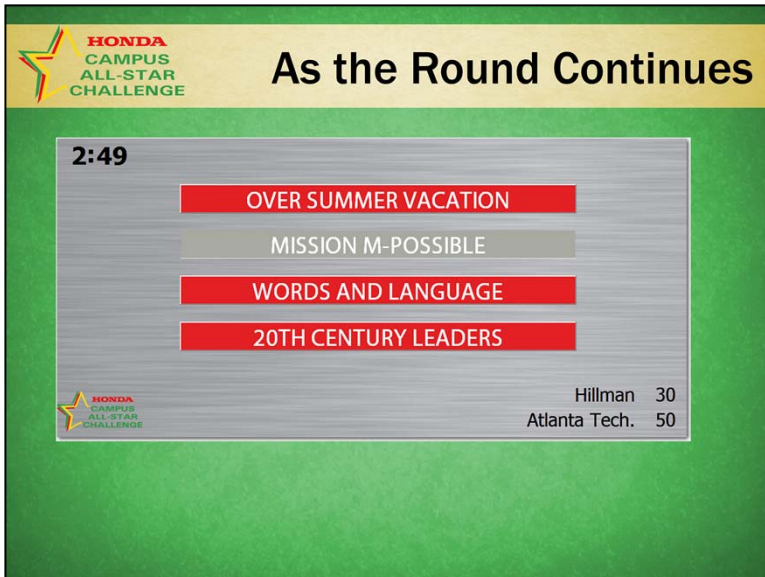
Playing & Scoring Bonuses

As soon as you score a Face-Off as “Correct,” the Bonus will appear on your control screen.

Scorers wait until the Moderator announces the points earned at the end of the Bonus to enter points scored.

Points are recorded by clicking the total points earned on the Bonus (using the buttons with points from 0 to 20).

Note that the points scoring buttons for the team “not playing” the Bonus are “grayed out.”



As the Round Continues

After you score the Bonus or after a Face-Off with no Bonus played, the Category Board will re-appear on your control screen.

The player who last correctly answered the Face-Off picks the next category.

The Category Board is also displayed on the Players Screen.

When all 3 Face-Off & Bonus questions in a category have been used, the category is "grayed out."



As the Round Continues

The screenshot shows a game interface with the following elements:

- Question categories: OVER SUMMER VACATION, MISSION IMPOSSIBLE, WORDS AND LANGUAGE, 20TH CENTURY LEADERS. These are circled in red.
- Buttons: Make-up Question, Face-Off Question, Bonus Question, End Round Now (circled in red).
- Scoreboard: Team Left (Hewlett) 180, Team Right (Atlanta Tech) 180.
- Round selection: Round # 1, Round 1 (selected), Round 2, Round 3.
- Timer: Round # 1, :34.
- Progress indicators: Face-Off Question (Correct/Incorrect/No Answer), Bonus Question (0, 5, 10, 15, 20).

As the Round Continues

If you have used all questions in the 4 categories (they are all “grayed out”), you click the “End Round Now” button to end the Round.



End of the Round

If a player picks the category for the next Face-Off before the end of round sound:

- The Face-Off is played. If answered correctly, the bonus question is played.
- If necessary, the Face-Off is turned over and if answered correctly, the Bonus is played.
- If neither player answers the Face-Off correctly, the round is over.

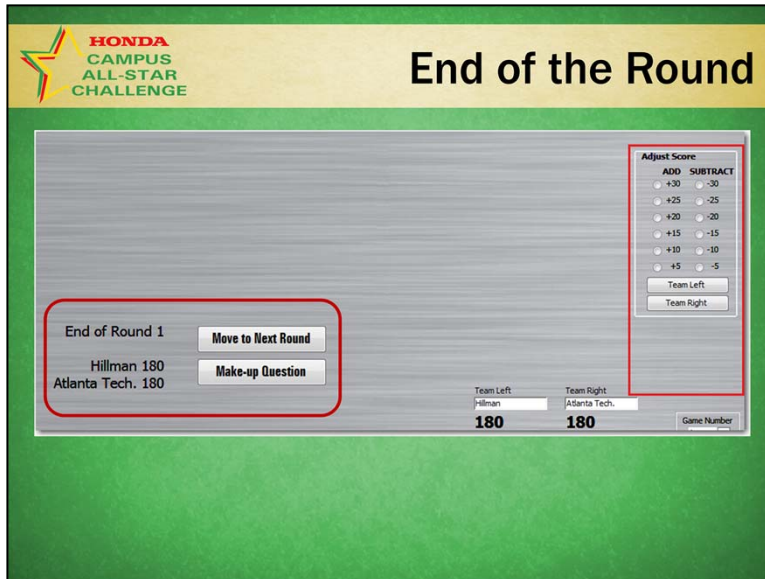
End of Round

The End of Round procedures are different in this format! At the end of the round, when the sound effect plays:

If a player has selected a category for the next Face-Off, the Face-Off is played. If the Face-Off is answered correctly, the team whose player answered it correctly plays a bonus question.

If the first player to signal on that Face-Off is incorrect, the question is turned over to the other team and if the players answer correctly, that team plays a Bonus.

If neither player answers the Face-Off correctly, the round is over.



End of Round

After the round is complete, the control screen will display the current status.

At this point, the game officials need to confirm whether there are:

- Scoring corrections to be made.
- Discrepancies to be reviewed. Review any issues and determine whether any “Score Adjustments” are needed and/or “Off the Clock” questions need to be played.

End of the Round

Adjust Score

| ADD | SUBTRACT |
|---------------------------|---------------------------|
| <input type="radio"/> +30 | <input type="radio"/> -30 |
| <input type="radio"/> +25 | <input type="radio"/> -25 |
| <input type="radio"/> +20 | <input type="radio"/> -20 |
| <input type="radio"/> +15 | <input type="radio"/> -15 |
| <input type="radio"/> +10 | <input type="radio"/> -10 |
| <input type="radio"/> +5 | <input type="radio"/> -5 |

Team Left

Team Right

To adjust scores:

- First select the points to be awarded (+) or removed (-).
- Click either the “Team Left” or “Team Right” button.

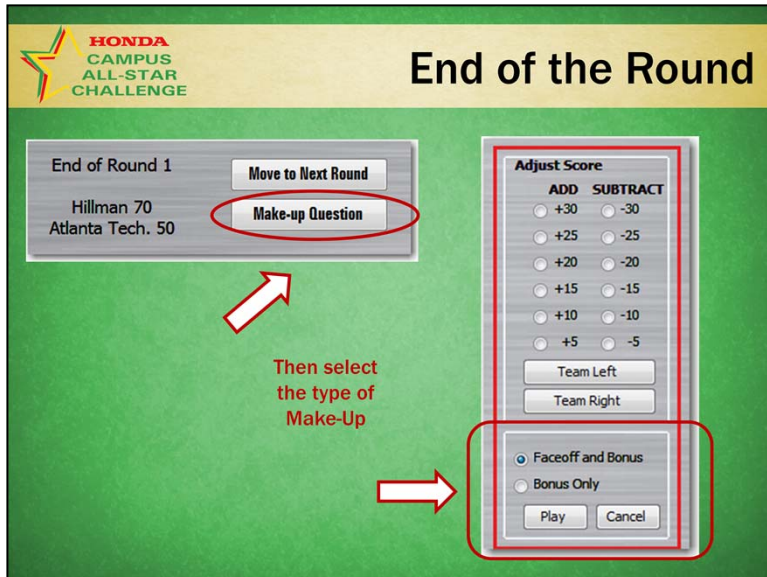
Do this one team at a time.

End of Round

To adjust scores:

- First select the points to be awarded (+) or removed (-).
- Then click either the “Team Left” or “Team Right” button.

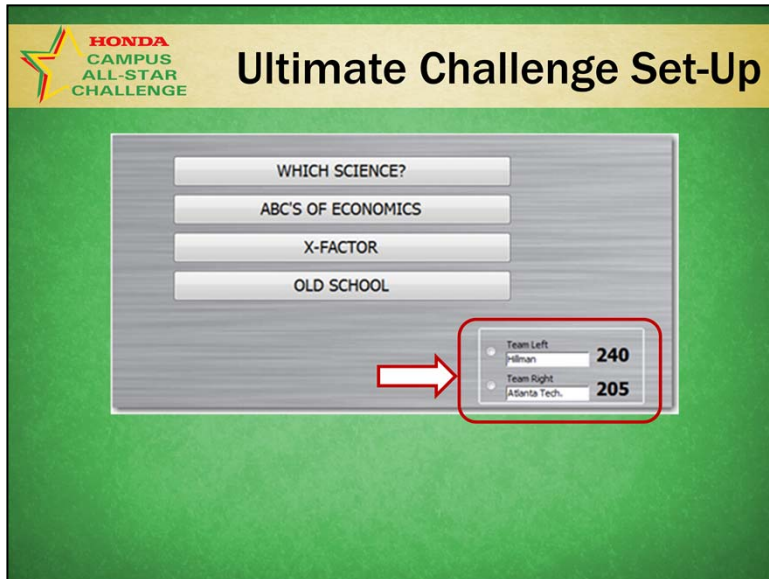
Do this one team at a time.



End of Round

To play a question (off the clock) at the end of a round, click the “Make-up Question” button. Once you click that button, select “Face-Off and Bonus” pair or “Bonus Only”:

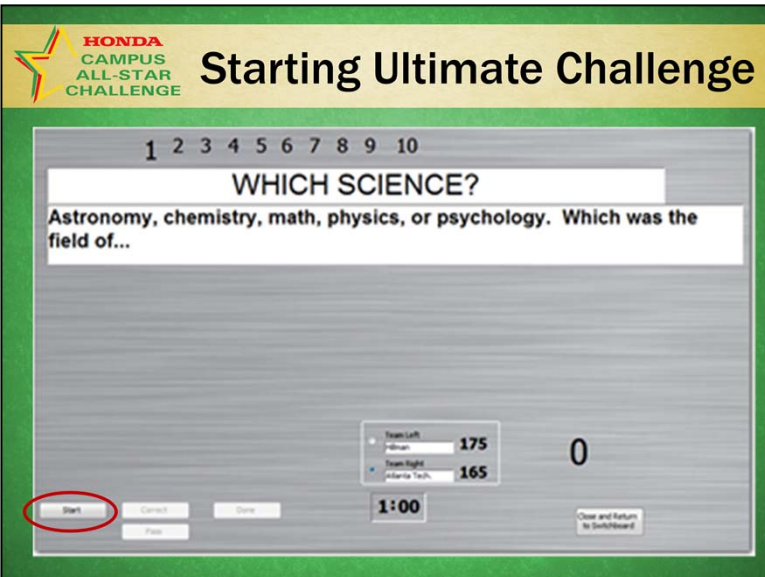
- If a **Face-Off and Bonus** are to be played, you will play and score it for the affected team just like normal round play.
- If it is only a **Bonus Only Make-up Question**, the moderator will read the displayed Face-Off **and answer** for the team. Score it as correct to advance to the Bonus (no points will be added for the Face-Off) and then the team will play the Bonus question.
- After any end of round adjustments are complete, click the “Move to Next Round” button. This will record any score adjustments and load the categories for the next round.



Ultimate Challenge Set-Up

After you confirm the end of Round 3, the Control Screen and the Players Screen will display the category choices for the Ultimate Challenge.

The team that is behind goes first. Click the circle button immediately to the left of the team that will play the first Ultimate Challenge round. Then, select the category they have chosen.



Starting the Ultimate Challenge

After clicking the category chosen, the Ultimate Challenge category title and description will be displayed.

After the moderator reads that title and description, click the "Start" button.

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Playing Ultimate Challenge

1 2 3 4 5 6 7 8 9 10

WHICH SCIENCE?
Astronomy, chemistry, math, physics, or psychology. Which was the field of...
Pythagoras and France's Pierre de Fermat?

MATH

Team Left: 175
Team Right: 165
Score: 0
Time: :56

Correct
Pass

- If the answer is correct, click the “Correct” button.
- If the answer is incorrect, click the “Pass” button.
- If the team says “PASS,” click the “Pass” button.

Playing the Ultimate Challenge

After clicking “Start,” the 60 second clock will start and the 1st question will be displayed.

As the team plays the Ultimate Challenge you score each question. Scoring the question automatically displays the next question.

- If the answer is correct, click the “Correct” button.
- If the answer is incorrect, click the “Pass” button.
- If the team says “PASS,” click the “Pass” button.

After the team answers or passes the 10th question, if there is time remaining on the clock, they may re-attempt answering the questions that were missed. Those questions come up in sequence as you press the “Correct” button or “Pass” button.

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Playing Ultimate Challenge

2 5 7 10
 OLD SCHOOL
 Which hip hop or rap artist, producer, or DJ...
 A member of NWA, discovered Eminem?
DR. DRE

Recap missed questions

Then make any scoring corrections

+50 -50
 Team Left
 Team Right

Start Correct Done
 Pass
 Team Left 245
 Team Right 520
 :00

Click the "Done" button

Playing the Ultimate Challenge

At the end of 60 seconds, a sound effect ends the Ultimate Challenge round. The moderator will review missed questions for the team. You click on the un-answered questions numbers (they remain in black) at the top of the screen to display those questions.

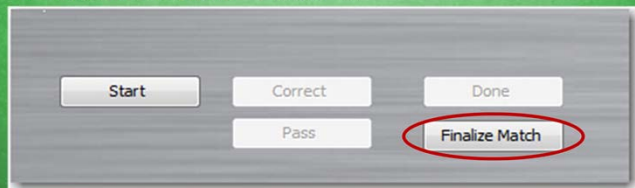
If there are score corrections to be made, use the Score Correction box to adjust the score. First pick a point value (50 points at a time, either plus or minus) then select the team to which to apply the correction.

Complete the scoring of the first team's Ultimate Challenge round by clicking the "Done" button.



Playing Ultimate Challenge

- Repeat the process to play the Ultimate Challenge round for the second team.
- After clicking the “Done” button for the second team, to end the game, click the “Finalize Match” button.



Playing the Ultimate Challenge

- Repeat the process to play the Ultimate Challenge round for the second team.
- The final score will be displayed on your Control Screen.
- After clicking the “Done” button for the second team, to end the game, click the “Finalize Match” button.
- The scoresheet for the match will then automatically be displayed. If you have a printer attached, you may print the scoresheet (the process will depend on which printer you are using or whether you are printing it to a PDF). Closing the scoresheet returns you to the Main Switchboard.

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Playing a Tie-Breaker

The screenshot shows two parts of the game interface. The top part is a 'Tie-Break' selection screen with 'Team Left' (Hilman, 740) and 'Team Right' (Atlanta Tech, 740). Below are two drop-down menus for 'Tie-Break' players, currently showing 'Friedman, A' and 'Cunningham, T'. A red arrow points to these menus with the text: 'Use the drop-downs to select the 2 players for the Tie-Breaker question.' The bottom part is a 'Face-Off Question' screen with buttons for '<--Correct', 'Correct-->', '<--Incorrect', 'Incorrect-->', and 'No Answer'. A red circle highlights the 'Play Tie-Break Question' button, with a red arrow pointing to it and the text: 'Click "Play Tie-Breaker Question" and play Face-Offs until a player answers a Face-Off question correctly.'

Playing a Tie-Breaker

If a game ends in a tie, you will be prompted to play a Tie-Breaker question. Click the OK button to proceed.

- Use the drop-down to select the players who will play the (head-to-head) Tie-Breaker question(s).
- Click the “Play Tie-Breaker Question” button and play Face-Off questions until one player answers a Face-Off question correctly.

Be rehearsed and ready:

- Have all game officials practice with the database using games 1 and 2.
- The tournament director must know all game procedures, including those of the moderator and scorer.
- The tournament director stays in the game room with a printed copy of the game to assist with any discrepancies.

Tips

Be rehearsed and ready:

- Practice with the database using games 1 and 2.
- The tournament director (TD) should be familiar with all the game procedures, including those of the moderator and scorer.
- The TD should stay in the game room during games and have a printed copy of the game in play to assist with any discrepancies.

That's it for this webcast. If you have any questions, please call or email us. We're happy to help you!