

In this webcast, "Game Format Overview," we will cover:

A summary of the new game format

How to properly set up the game room and equipment

How Face-Offs are played

Playing Bonuses

The Ultimate Challenge round

Each section will highlight the comparison between the new and the previous HCASC game formats.

Game Format

- Three players compete in each game.
- The game is played in categories with 4 rounds.
- Rounds 1 - 3 are Face-Off & Bonus rounds.
 - Rounds 1 - 3 are each 4 minutes long.
 - Face-Offs are all worth 10 points and may not be interrupted.
 - One player/team answers Face-Offs in each round.
 - Each player answers Face-Offs in 1 round.
 - Teams confer on Bonus questions.

Overview of the Game Format

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- The game is played in categories with 4 rounds.
- Rounds 1 - 3 are Face-Off & Bonus rounds.
- Rounds 1 - 3 are each 4 minutes long.
- Face-Offs are all worth 10 points and may not be interrupted.
- Only one player from each team may answer Face-Offs.
- Each player answers Face-Offs for their team in 1 round.
- The team confers on Bonus questions, worth 20 points each.

- Round 4 is the Ultimate Challenge round.
 - Each team plays its own Ultimate Challenge, selecting from new categories.
 - Ultimate Challenge rounds have 10 questions, each worth 50 points.
 - Each team's Ultimate Challenge round is 1 minute.
 - Teams confer on Ultimate Challenge questions and may interrupt.

Overview of the Game Format

- Round 4 is the Ultimate Challenge round.
- Each team plays its own Ultimate Challenge, selecting from 4 new categories.
- Ultimate Challenge rounds have 10 questions worth 50 points each.
- Each Ultimate Challenge round is 1 minute.
- Teams confer on Ultimate Challenge questions and may interrupt.



Format Comparison

New Format

- **3 rounds of 4 minutes**
- **Lightning round at end**
- **Game questions played in categories**
- **Face-Offs & Bonuses have related content**
- **Up to 92 questions per game**

Old Format

- **2 halves of 8 minutes**
- **Game end after 2 halves**
- **Game questions come up randomly**
- **Toss-Ups & Bonuses have unrelated content**
- **Up to 53 questions per game**

New vs. Old Format Comparison

New: 14 minutes of game.

Old: 16 minutes of game.

New: Each team plays the Ultimate Challenge for 1 minute each with 10 questions worth 50 points each.

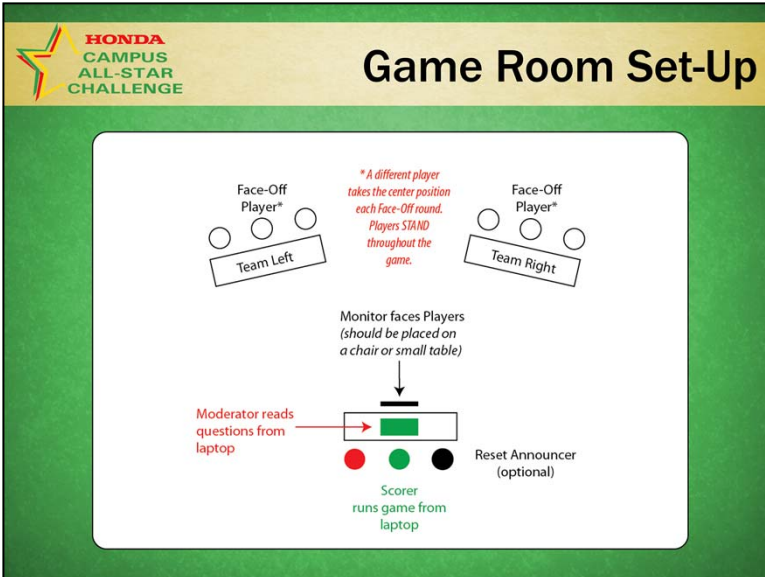
Old: No “end game” or “catch-up” round.

New: Face-Offs lead to related content in the bonus (for example a Face-Off about Toni Morrison might have her works as Bonus parts).

Old: Toss-Ups and Bonuses were not related (for example a Toni Morrison Toss-Up might be followed by a Physics Bonus).

New: Each round has 4 categories x 6 questions (3 Face-Offs and 3 Bonuses) = 24 questions x 3 rounds = 72 questions + 2 Ultimate Challenge rounds of 10 questions each = 92 questions (up to 1,580 points may be scored)

Old: 28 Toss-Ups + 25 Bonuses = 53 questions (an average of 905 points may be scored).



Game Room Set-Up

Team tables are set at an angle like an inverted V.

Game officials table is set straight-on to the teams.

Placement of game officials:

The moderator is on the left, standing, looking over the shoulder of the scorer to read the questions.

The scorer is seated in the middle of the table.

The reset announcer (if used) is to the right of the scorer.

Placement of teams:

The player in the center position is the only player to compete on Face-Off questions and the players rotate into that center, **always standing**, position between rounds.

Position of the monitor facing the teams:

It is attached to the laptop which the Moderator & Scorer use.

Once the game is ready to start, it is placed in front of the game officials, facing the teams so that they can see the categories, questions, score and clock.



Set-Up Comparison

New Format

- **Players stand**
- **Game questions read from computer screen**
- **Players hear and see questions on a screen**
- **Score & clock visible**
- **2-3 game officials**
- **Lockout system optional**

Old Format

- **Players sit**
- **Game questions read from printed games**
- **Players only hear the questions**
- **Score & clock hard to see**
- **4 game officials**
- **Lockout system required**

Set-Up Comparison

New: Players stand

Old: Player sit

New: Computer assisted game play with no printed game packets

Old: Printed game packets required

New: Players see the questions on screen as they are read

Old: Players only hear the questions as read

New: Score, clock and category board are visible to players on screen

Old: Score required a scoreboard which was difficult to keep in sync with official score; clock difficult to see

New: Moderator + Scorer at a minimum
Reset Announcer optional; No judge

Old: Moderator + Judge + Scorekeeper
+ Reset Time Announcer

New: HCASC "Easy Buttons" may be used instead of a lockout as only 2 players are eligible

Old: Lockout system is needed with 8 players eligible on Toss-Ups

Playing Face-Offs

- Each Face-Off/Bonus round starts with the selection of the first category.
- In round 1, a coin toss-determines which player selects the 1st category. In rounds 2 & 2, the team that is behind picks the 1st category.
- Face-Offs are all worth 10 points.
- Players may not interrupt Face-Offs
- Only the player in the center position for each team may answer Face-Offs.

Playing Face-Offs

Each Face-Off/Bonus round starts with the selection of the first category. In round 1, a coin toss-determines which player selects the 1st category. In rounds 2 & 2, the team that is behind picks the 1st category.

Face-offs are all worth 10 points.

Players may not interrupt 10 point Face-Offs and *only* the player in the center position may answer.

Playing Face-Offs

- If HCASC “Easy Buttons” are used, moderator ignores interrupts, recognizing a player *only* after the end of the Face-Off.
- If a lockout system is used, the reset announcer locks out the players during the Face-Off and resets after the last word of the question.
- Missed Face-Offs are turned over to the Face-Off player on the opposing team.
- After each Face-Off/Bonus pair, the player who last correctly answered the Face-Off picks the next category.

Playing Face-Offs

If HCASC “Easy Buttons” are used, the moderator ignores interrupts, recognizing a player only after the last word of the Face-Off has been read. If using “Easy Buttons,” the Moderator usually does the recognizing.

If a lockout system is used, plug 3 hand-held buzzers into the lockout control box -- one for each team’s Face-Off player and the 3rd for the reset announcer. As a player picks a category for the Face-Off, the reset announcer locks out the players by pressing their hand-held buzzer. After the last word of the question, the reset announcer hits the reset button to “open” the lockouts. After a player buzzes-in, the reset announcer recognizes the player.

If the 1st player to attempt a Face-Off is incorrect, the question is turned over to the Face-Off player on the opposing team.

After each Face-Off/Bonus pair, the player who last correctly answered the Face-Off picks the next category.



F-O/T-U Comparison

New Format

- **3 players per game**
- **Only 1 player per team answers Face-Offs in each round. Each player is in the “center position” for 1 round**

Old Format

- **4 players per game**
- **All players eligible on Toss-Ups**

Comparison of Playing Face-Offs vs. Toss-Ups

New: 3 players selected to play in a match (of the 4 on the team)

Old: 4 players all playing in matches

New: Head-to-head play on Face-Offs where a single player on each team is the only player eligible to answer Face-Offs (this means that each player is equally important to the team and allows the coach to select 3 of 4 players for each match, matching players knowledge base with the categories to be played in each round)

Old: All players eligible on Toss-Ups

Playing Bonuses

- Bonuses are all 20 points.
- Bonus may be single-part, 2-part or 3-part.
- Bonuses are read 1 part at a time.
- The team is allowed 5 seconds per part to confer.

Overview of Playing Bonuses

Bonuses are all 20 points, but they may be single-part, 2-part or 3-part questions. Moderators start each Bonus by reading the Bonus point distribution.

Bonuses are read 1 part at a time.

The team has 5 seconds per part to confer.

Bonuses may be partially interrupted. Players may “jump” only the part which has begun being read.

There is no judge. The moderator rules if an answer was correct; if not, s/he reads the correct answer(s).



Bonus Comparison

New Format

- Bonuses all worth 20 points
- Single, 2-part and 3-part bonuses

Old Format

- Bonuses worth 20, 25 or 30 points
- Single, 2-part and 3-part bonuses

Bonus Comparison

New: No more “variable point” Bonuses. All are worth 20 points.

Old: Points varied at the discretion of the writers.

New/Old: Same 1, 2 and 3 part Bonus structures.

The Ultimate Challenge

- Round 4 is the Ultimate Challenge round where questions are worth 50 points each.
- Each team plays its own Ultimate Challenge round of 10 questions in 1 minute.
- The team that is behind goes first and picks their category.
- Teams may answer or “pass” on each question.
- Teams continue answering until they get all 10 or until time runs out.

The Ultimate Challenge:

Ultimate Challenge questions are worth 50 points.

Each team plays its own Ultimate Challenge round in 1 minute.

The team that is behind goes first and picks their category.

If there is a tie going into the Ultimate Challenge, either:

Give the “first pick” to the team that did not win the coin toss to start the game.

OR, do a new coin toss.

The moderator reads the category title **and** the lead-in before reading the questions.

The team may answer or “pass” on each question.

The team continues answering until they get all 10 or until time runs out.

There is no comparison to the old format as this round is all new!

Question Content

- Questions are played in thematic categories.
- Subject areas for questions include:

Business	Literature*
Current Events	Pop Culture
Fine Arts	Religion
General Knowledge*	Science*
Geography	Social Sciences
History*	Sports

Question content:

Questions are played in thematic categories.

Some categories are subject area specific such as “All Cs in Chemistry,” “Classic American Fiction” and “African American History”

Other categories are multi-disciplinary such as “Mission M-Possible,” “Nobel Laureates,” “It’s All Relative” and “All that Glitters is Gold”

Content includes:

All the traditional topics from previous HCASC games.

Business topics have been increased.

The “big 4,” asterisked, remain the topics with the highest concentration.

African American-centric topics are features in all games.

There is no relevant content comparison to the prior format, but note that:

- The questions are much shorter (that’s how we can increase the number of Qs by over 50%).
- “Think quick” is even more important in answering the shorter and sharper questions.
- The questions are challenging as always and increase in difficulty from the campus level to the Pre-NCTs to the NCTs.

That’s it for this webcast. We strongly recommend that you have all your game

officials and players watch it before starting to play games. And if you have any questions, please call or email us. We're happy to help you!