

TEAM:

Starting Quizzers		Substitutes		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
1																									
2																									
3																									
4																									
CURRENT SCORE																									

ERRORS	1	2	3	4	5	6	7	8
-10								

FOULS	1	2	3	4
-10				

TIME OUTS	1	2
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FIVE-QUESTION OVERTIME

21	22	23	24		25	

SUDDEN VICTORY

26	

FIVE-QUESTION OVERTIME

21	22	23	24		25	

SUDDEN VICTORY

26	

FIVE-QUESTION OVERTIME

21	22	23	24		25	

SUDDEN VICTORY

26	

SCORING

Correct Answer to Regular Question	+20 pts
Correct Answer to Toss-Up Question	+20 pts
Correct Answer to Free Question	+10 pts
Incorrect Answer to Regular Question #1 to #13	0 pts
Incorrect Answer to Toss-Up Question #1 to #13	0 pts
Incorrect Answer to Regular Question #14 to end	-10 pts
Incorrect Answer to Toss-Up Question #14 to end	-10 pts
Incorrect Answer to any Free Question	0 pts

BONUS & PENALTIES

Quizzer Answers 4 Regular Questions Without an Error (Quiz-Out)	+10 pts
Quizzer Incorrectly Answers 3 Regular Questions (Error-Out)	0 pts
Three Different Team Members Answer Regular Questions (Each Additional Member)	+10 pts +10 pts
Team Accumulates Three or More Errors on Regular Questions #1 to #13	-10 pts
Team Accumulates 2, 4, or 6 Fouls on Questions #1 to end	-10 pts

FOULS ARE CALLED FOR

- ...not jumping to full stature with continuous motion.
- ...verbal communication after "Question" is called.
- ...touching chair after "Question" is called.
- ...jumping after "Question" is called but before the question begins.
- ...using a hand motion other than:
 - keep moving because time is running out.
 - contest.
 - time out.
 - sign indicating quizzers to slow down or speed up their jumping.

TIMING

- Thirty seconds to complete answer.
- Thirty seconds for Time Outs.