

# Mountain Valley Conference

East Stroudsburg-North – East Stroudsburg-South – Lehighton – Pleasant Valley  
Pocono Mountain East – Pocono Mountain West – Stroudsburg

## Mountain Valley Conference Scholastic Scrimmage Match Format

Team captains will randomly draw numbers to determine team seating.  
Response time is 10 seconds for math questions and 5 seconds for all others.  
No points are deducted for incorrect answers.

### ROUND 1

12 toss-up questions. The round ends when the questions are exhausted. Each question is worth 10 points. Each correct response results in a bonus question, also worth 10 points. No points are deducted for incorrect answers. Conferring is not permitted for toss-up questions, but is permitted for bonus questions. The team captain must give the official answer for bonus questions.  
(Question source: Question Unlimited; toss-up question #1-12; bonus questions #25-36)

### ROUND 2

There will be 4 categories, each containing 10 questions. The team with the lowest score at the end of round 1 has the first choice of categories and has 60 seconds to answer the questions. In the event of a tie for the lowest score, the last contestant who answered correctly (between those who are tied) will choose first. Teammates may confer, but the answer must be given by the team captain. The team may pass on a question, and return to it if time remains. The team will score 10 points for each correct answer and will score 120 points for 10 correct answers. Missed questions will be passed to the next team clockwise, which will have 6 seconds per question to respond and will receive 10 points per correct answer. After attempting these questions, this team will select a category and go through their 60 second round, passing missed questions to the third team. Questions missed during the third team's lightning round will be passed to the first team.  
(Question source: Questions Unlimited)

### ROUND 3

12 toss-up questions. The round ends when the questions are exhausted. Each question is worth 10 points. Every time a team answers 3 questions correctly, they get a four part bonus question. Each part is worth 5 points for a total of 20 points. No points are deducted for incorrect answers. Conferring is not permitted for toss-up questions, but is permitted for bonus questions. The team captain must give the official answer for the bonus questions.  
(Question source: Question Unlimited; toss-up questions #13-24; bonus questions #45-60)

### ALTERNATE QUESTIONS

Questions #37-44 may be used as replacement questions or if a tie-breaking question is needed.

# Mountain Valley Conference

## Scholastic Scrimmage

### Clarifications

1. Our season begins the first Monday of November.
2. In the case of a dispute, the three advisors, by vote, settle the issue between rounds.
3. If the buzzer system malfunctions, the entire question is replaced.
4. Replacement of toss-up questions:
  - a. In general, a toss-up question is replaced by a toss-up question and all teams may respond.
  - b. If the question is replaced because an answer was called out after a team has responded, the offending team loses its right to participate in answering the question; the replacement is offered to the responding team; and if answered incorrectly, it is offered to the remaining team.
5. If a student answers before he is recognized, the response is ignored and the remaining teams are given an opportunity to respond. Students must have name tags.
6. An immediate response is expected when the student buzzes in and is recognized. Once the question has been completely read, rebound answers must be immediate. The clock will not be reset.
7. J.V. and Varsity teams are to be separate teams for each match.
8. If the student responds in the middle of a question, the rest of the question is not read unless the responding student answers incorrectly.
9. A tie-breaking question will have the value of 5 points.
10. The first answer given by a student is to be counted. He or she cannot correct himself/herself.
11. If the answer to a question is a person's name, only the last name is necessary unless clarification is necessary (i.e., "President Roosevelt" is unacceptable).
12. If a student chooses to give more information than is necessary, it must be 100% correct.
13. The ONLY prompt the moderator may make is a request to "be more specific." Prompts such as requesting units of measurement, etc. are unacceptable.
14. For each match, first place gets 5 points; second place gets 3 points; third place gets 1 point. If there is a tie in the team standings, the total number of points earned in the matches will be used.
15. If there is a tie for first place, only the two teams that are tied will participate in the tie-breaker. If there is a tie for second and third, no tie-breaker will be used and each team will receive 2 points for the match.
16. In Round 2, the Lightning Round, the timer should be started when the moderator finishes reading the first question.
17. When attempting previously passed questions in the Lightning Round, a student may ask to pass to a specific question by saying "pass to #\_\_\_."
18. If the answers to a multiple choice question are prefixed by letters (a, b, c, etc.) or numbers (1, 2, 3, etc.) the student may answer by giving the prefix only.
19. End of season play-offs: The teams finishing in second and third place will compete in the semi-finals. The winner of this match will then play the first place team to determine the Mountain Valley Conference Championship.

## ***TIMING - SCHOLASTIC SCRIMMAGE***

### **Round ONE and THREE - Toss-Up**

5 seconds for each question.  
10 seconds for a math question.

Begin the timer AFTER the complete question is read. If a team interrupts, do not start the timer. Only begin the time when the question is finished.

If a team answers incorrectly, and the timer has already run out, DO NOT start the timer again. The remaining teams must give "immediate" rebound answers (and immediate ring in after the team has been signaled incorrect.)

If you make a mistake (5 seconds for math, hit button too early, etc.), press and hold the correct time button and let it go when the time is to start.

#### **"CLEARING"**

You should "clear" the responders when the moderator says "correct, yes, etc" or "incorrect, no, etc". No one will ring in if the team is correct...and if incorrect, clearing will give other teams a chance to give an "immediate rebound" answer as called for by the rules.

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### **Round TWO - Sixty Seconds**

Begin 60 second clock when the first question is completely read. If the team interrupts, then begin the time immediately. Let the clock run out.

Pick-ups are given 6 seconds per question. Be sure to ask how many seconds are needed if you are not sure how many pick-ups are available.

Begin the time when the first question is finished. You will probably be using a stop watch or a wrist watch for this, since we cannot set the clock for anything other than 5, 10, or 60 seconds.

Yell "TIME" when time is up.

**SCORING - SCHOLASTIC SCRMMAGE**

**Round ONE - Toss-Up**

Correct answer = 10 points  
...leads to one bonus question...  
Bonus Question = 10 points

**Round TWO - Sixty Seconds**

Correct answer = 10 points  
All 10 correct = 20 point bonus (120 total)  
Pick-ups are also 10 points

**Round THREE - Toss-Up**

Correct answer = 10 points  
...every three questions answered leads to a four part bonus...  
Bonus questions are 5 points each, for a possible 20 points.

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In round 1 and 3...use a "|" for a correct answer.

In Round 2...number 1 to 10. Above each question number, write "|" for correct, "X" for incorrect, and "-" for pass.

Be careful at the end of the 10 questions. Teams will have a chance to go back and answer 'passed' questions. If you get lost, talk to the moderator AFTER time has expired. The moderator usually keeps track (and the coaches should keep track too.)

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Each round in the grid is split into a top and a bottom half.

In rounds 1 and 3, the top is for correct toss-ups; the bottom is for bonuses.

In round 2, the top is for the chosen 10 questions, the bottom is for pick-ups.

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A box for scores is in the bottom right hand corner. This is the score for THAT round. Add up all rounds at the end for the Total score.