**LITERACY CHALLENGE RULES**

1. **Game Format**: The game will be played in a question and answer format. Responses do not have to be in the form of a question. The seven (7) categories are: Literature, Sports, Social Studies (which includes History and Geography), Science, Current Events/Popular Culture, Art, and Music. Contestants do not choose categories.

**2.** **Responses**: a. After the question is read by the quizmaster, the teams may consult, but must signal within five (5) seconds. After the signal and the team is recognized, there will be a maximum of five (5) seconds allotted for the team to begin the answer. Consultation is allowed after the signal. If the answer is incorrect, the other team may signal to answer, or the quizmaster may ask them if they want to respond, but the incorrect team may not respond again to the same question. If both teams choose not to respond, the quizmaster will read the answer and go on to the next question.

b. If the answer is a person's name, the last name alone is acceptable. If it is a common last name, the quizmaster or judges may request that the answer be more specific. If an incorrect first name is given with a correct last name, the answer will be judged incorrect.

c. If a team rings in before the quizmaster finishes reading the question, the quizmaster will stop immediately and will not finish the question, and that team will have to respond on the information already read. If their answer is incorrect, that team will be penalized according to rule 4 below. The quizmaster will then read the question in its entirety for the other team.

**3.** **Repeating the question**: The question may be repeated at the discretion of the quizmaster, if he feels he did not read it clearly, or if a team requests repetition.

**4.** **Scoring**: Each question will be worth ten (10) points. An incorrect answer, or a ringing-in followed by no answer, will be penalized five (5) points. There will be bonus questions worth twenty (20) points. Bonus questions will be penalized ten (10) points if incorrect.

**5.** **Judges**: Sunrise Rotary will provide judges, who will also serve as scorekeepers, and timekeepers. **Any protests must be made to the judges, not to the quizmaster.** Judges' decisions on accepting an alternate answer are final.

**6.** **Affirming the score**: Teams are encouraged to keep score during the game. If there is a difference between the judges' announced score and the independently kept score, it should **immediately** be brought to the judges' attention.

**7.** **Tie score:** If there are any unused questions remaining, the first of those will be used as a tiebreaker. If there are no unused questions remaining in the game, tiebreaker questions will be used. There will be no penalty for a wrong answer. If the first team to ring in misses the answer, the second team will be invited to answer. If neither team answers correctly, the quizmaster will proceed to the next question. First team to score wins.

**8. Alternates:** Each team consists of up to 4 players and up to 2 alternates listed in our directory. Last minute changes are allowed up to the point of their first competition. Only alternates listed at the first competition will be allowed to substitute in later rounds. If no alternates are listed, they must play with fewer than 4 players.

 (REVISED 2012)