2015 METRO ATLANTA ACADEMIC WORLDQUEST

February 7, 2015

Rules and Regulations

- The competition will start promptly at 12:00 Noon. If a team arrives after competition begins, they may be seated at the completion of the current round of questions. They will not be permitted to make up questions missed.
- There are 10 rounds of 10 questions each.
- All questions are multiple choice or true/false questions.
- If a school has more than one team, captains should ensure their team is correctly identified on each answer sheet. Schools with two teams will be identified as “School Name” A or B.
- Answers are marked on the team’s answer sheet by circling the selected response.
- Once the moderator has read aloud all of the question with answer options, teams will have 30 seconds to discuss and mark their answer.
- Judges will collect answer sheets after each round.
- After each round, the correct answers will be displayed by PowerPoint.
- The top five teams’ standings will be announced and displayed after intermission. At the Awards Ceremony, the top three will be displayed as the winners are announced.
- A team consists of four (4) players. (New in 2015: An alternate may be inserted one time only during the competition. Once inserted, that alternate may not be removed from the competing team for the duration of the event. (This rule applies to the Atlanta competition only, not DC.)
- Teams may not consult coaches, audience, wireless devices, cell phones, other teams, books, or other written material during competition. A team found by Metro Atlanta Academic WorldQuest moderators, judges, runners, or staff to be in violation of this rule will forfeit that round.
- If one team believes another team is cheating, the accusation must be immediately brought to the attention of a Metro Atlanta Academic WorldQuest representative. If the challenged team is found not to be in violation of any rules, the accusing team will forfeit five (5) points.
- Challenges to answers should be lodged at the end of rounds 5 and 10. If a team wishes to challenge an answer, only the Team Captain may bring the challenge calmly and politely to a judge. The decision of the head judge is final. If a team’s challenge is unsuccessful, that team will forfeit ten (10) points.
- Scoring:
  - 1 point for each right answer.
  - No penalty for wrong answers or answers left blank
  - In the event two or more teams are tied at the end of Round Ten, the tying teams proceed into a “sudden death” playoff with one challenge question presented at a time to all tied teams. If a team fails to answer correctly, that team drops out, and so on, until a 1st, 2nd, and a 3rd place team is determined.