

PACE BOWL

ELIMINATION/PERFORMANCE EVENT

All contestants are to abide by the dress codes for nonathletic events. **Shirts and ties are required for male contestants. Suits or sports coats are optional.**

Each school may enter **only ONE TEAM** consisting of four students. Teams compete against each other in regular tournament elimination procedure. Competition order will be arranged prior to beginning the match according to the bye system. The team earning the most points in each round of competition shall move to the next round until first through sixth places are determined.

Each school team must consist of four students proficient in math (including Algebra I and II, Geometry, and Trigonometry), English and literature (through PACE 1144), science (through Physics), social studies (world geography, American and world history, civics, and economics), and electives. Each team will designate a spokesperson or captain.

IMPORTANT: For toss-up questions, each team member chooses two categories in which to answer questions. He/she may only answer questions in these categories. Everyone may answer elective questions. If an unqualified team member answers the questions before the judge realizes he was not qualified, then his team loses the toss-up and the points even if the answer was correct. Questions are taken from PACEs starting with PACE 1073. Questions may be visual (such as pictures, maps, etc.).

Competition will consist of two types of questions:

1. Toss-up questions

- a. For toss-up questions, each team member chooses two categories in which to answer questions (math, English, science, or social studies). He may only answer questions in these categories. Everyone may answer elective questions. If an unqualified team member answers the question, then his team loses the toss-up and the points even if the answer was correct.
- b. A subject area ("Math Toss-up", "Science Toss-up", etc) and the point value of the Bonus question to follow ("With a fifteen point bonus question") will be announced before reading each toss-up question.
- c. There is a thirty second maximum time limit to "buzz in" with no discussion, written or verbal. If there is discussion among the team members, five points will be deducted from the team's score.
- d. Time starts as soon as the question is read once. Repeated questions count against the thirty seconds.
- e. If a player hits the buzzer before the question is read completely, the reader will stop and the player must answer.
- f. Any undue hesitation after "buzzing in" is a wrong answer.
- g. A player should wait until he is recognized by the reader before giving the answer to the toss-up question. He may not have been the first to "buzz in" as he thought. If an answer is given before he is recognized, the question is tossed out and the team loses five points.

2. Bonus questions

- a. If the contestant responds to the toss-up question correctly, his team earns the opportunity to try a bonus question.

- b. Bonus questions have varying point values and time allotments. A repeated question counts against the allotted time for the question.
- c. Communication among team members is permitted. However, the answer comes from the team spokesperson or captain, unless he designates another team member to give the answer (e.g. if the answer is too long or too complicated to easily communicate to the spokesperson).
- d. Allow the full allotted time and then ask for one response.
- e. No points are deducted if the team responds incorrectly.

Questioning continues until there are ten correctly answered toss-up questions. The team with the highest score is declared the match winner. If there is a tie after ten correct toss-ups, then an additional toss-up question is asked to determine a winner. In the event a team misses the tiebreaker toss-up and loses five points, the match **DOES NOT END**, but continues until a toss-up is answered correctly. The team that correctly answers the tie breaking toss-up will be permitted to answer the accompanying bonus question.

A.C.E. provides the following: tables, chairs, and stopwatch; pads, pencils, and buzzers for each table. A.C.E. provides all PACE Bowl questions. Each round will be supervised by the moderator, timer, and scorekeeper.