

WHITE 324

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The 1998 Great Lakes Regional Academic
Championship Tournament

March 28, 1998
College Trivia Club
Case Western Reserve University
Cleveland, Ohio

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It's all because of El Nino.

Case Western Reserve University College Trivia Club

Team Members for 1997-98

Michael J. Hake, President (1998)
Travis Simpkins, Vice President (2000)
Ryan Siebel, Secretary (2000) — 4/11 HQ
Anthony de Jesus (1999)
Toby M. Betts (2001)
Shanti Greene (2000)
David A. Hanneke (2001)
Hunter Hammersen (2001)
Tim J. Peshek (2001)
Emil Thomas Chuck, Graduate Advisor (Ph.D., 1998)
Martin J. Dunlap, Staff Advisor

Colleen Barker-Williamson, Student Activities Advisor
Professor William T. Bogart, Faculty Advisor
Professor Christopher Butler, Faculty Advisor

Questions are written by the members of the College Trivia Club during the 1997-98 academic year,
The Club would like to express its appreciation for contributions by these individuals:

Robert Book, formerly Duke University Academic Team
Matt Bruce, Boston University Academic Competition Team
Samer T. Ismail, Yale Student Academic Competitions
Joe Kincaid, Peru State College (Nebraska) Quiz Bowl Team
Long Nguyen, Georgia Tech University Academic Team
Ohio Wesleyan University Trivia Club
Robert Whaples, Wake Forest University Quiz Bowl Team

Great Lakes Regional Academic Championship Rules of Play

Abstract

by Samer Ismail

Yale Student Academic Competitions

GENERAL PRINCIPLES

Each tossup is worth 10 points, or in specific cases, as explained below, 20 points.

There is *NEVER* a penalty for a wrong answer.

A correct answer *ALWAYS* earns first chance at a bonus question.

Opponents can *ALWAYS* steal on missed bonus opportunities.

CONSULTATION on tossups is not allowed on tossups but is allowed for bonus/team questions.

PART ONE: RELATED TOSSUP/BONUS [300 points total]

Ten tossups will be asked, each worth 10 points.

Correct answers earn first chance at a bonus worth 20 points, related in some manner to the tossup. For example, a tossup on "The Old Man and the Sea" could be followed by a question on other works by Ernest Hemingway, or by a question on seas, or even Jack Lemmon & Walter Matthau (Grumpy Old Men).

Bonus questions will consist of multiple parts and/or multiple answers required.

No one-part, one-answer "20 points all-or-nothing" questions will be used, but there may be "20 points on the first clue, 10 on the second (5 on the third?)" questions.

PART TWO: THE CATEGORY QUIZ [200 points total]

[This is the most unique feature of the tournament.]

Eight tossups will be asked, worth 10 each.

Correct answers earn the right to choose a category for a one-part bonus question worth 15 points.

There are 10 categories (out of 13 standard) in each round (e.g., Mathematics, World History, etc.); some may be more specific (e.g., Asian History, American Poets). Each category can only be used once, as there is only one question per category.

PART THREE: THE STRETCH ROUND [500 points total]

Ten "power" tossups: tossups are worth 20 points until the moderator completes the phrase "for 10 points", after which it is worth 10. Thus, at all times, everyone knows the tossup's value.

A correct answer earns a chance at a 30-point bonus question, which is not related to the tossup. The bonus questions require multiple answers and/or multiple parts, as in the Opening Round.

The Category Quiz

For this section, there will be 13 different categories corresponding to areas in which most academic teams should be fairly knowledgeable. None of these categories will change during the course of the entire tournament.

Standard Category Quiz categories

American Literature	American History	Biological Sciences
Fine Arts	General Knowledge and Trivia	Mathematics
Physical Sciences	Religion, Mythology, and Philosophy	Social Sciences
Sports and Entertainment	World Geography	World History
World Literature		

10 of the 13 categories will be available in any one game. Each category contains only one question. Before the Category Quiz begins, each team will be notified which the ten categories are in play during this part of the match. Subcategories may also be listed to further describe the topics involved with a category quiz team question, e.g., World History (Asia) or American Literature (Poets).

Eight more tossups will be read, each worth 10 points. If a team gets a tossup right, the team can decide a bonus question to be picked from the available Categories. Each Category Bonus question is worth 15 points, and usually will involve one answer. There is only one question available per category, so once a category has been selected, no one can pick that category again. However, if the quiz question is answered incorrectly, the opposing team can steal the points if they can answer that question correctly.

A detailed breakdown of the curriculum into these categories may be found on the CWRU Trivia Club web page at <http://www.cwru.edu/orgs/trivia/glrac/>.

