

2019 NCC PANEL QUIZ

a. General. Whenever possible, the Panel Quiz event should be conducted as a round-robin tournament. Each team plays every other team once. NCC will use four-person quiz teams. Each Panel Quiz will be conducted by a Moderator, who leads the proceedings and asks the questions, and a Judge, who serves as a timer, keeps the event on track, and is the final arbiter regarding the correctness of an answer. The moderator will brief each team concerning the rules.

b. Participation.

(1) Four team members on each team must participate in the Panel Quiz event.

(2) The tournament schedule will be provided to the individual teams with as much advance notice as possible.

c. Question Sources and Format.

(1) For the all-ranks class, the subject matter includes *Aerospace Dimensions (all modules)*; *Learn to Lead*, volumes 1, 2, and 3; CAPM 60-1; CAPP 60-31; cadet-related topics from CAPM 39-1; CAPP 60-33, chapters 1 through 4, and general knowledge from the *New Cadet Guide*. Questions will be written in an open-ended format. Specifically, true/false and multiple-choice questions will not be used.

(2) Games that are conducted simultaneously (i.e., in the same round) may use the same question set. Questions used in any round should not be re-used in later rounds.

(3) Each question set consists of at least twenty-five questions (ten toss-ups, ten bonuses, and five or more tiebreakers) per round.

d. Format of a Panel Quiz Game.

(1) General

(a) A Panel Quiz game consists of a group of four cadets (a "quiz team") from one team competing against a group of four cadets from another team.

(b) A game consists of a maximum of 10 "toss-up" questions. The event staff may optionally impose a maximum time limit for each game (15-20 minutes is recommended). If any team has signaled to answer a toss-up question when time expires, that toss-up question and its bonus question will be completed. Otherwise, the question will be discarded.

(c) The Moderator will begin by explaining the rules and testing each buzzer to ensure proper operation.

(d) Cadets are instructed to begin an answer only upon being **verbally** recognized by the Moderator. Upon being so **verbally** recognized, that cadet must begin their answer immediately.

(2) Game Flow (see Attachment 11, Panel Quiz Flowchart, as a guide). The Moderator will ask a toss-up question.

(a) If a team buzzes in prior to the completion of the toss-up question, the Moderator will stop and **verbally** identify the cadet who buzzed in. The cadet should provide the answer immediately.

1. Correct answers to the first 5 toss-up questions earn the team 10 points each and a "bonus question" will be offered by the Moderator. The team may confer for 10 seconds before providing an answer. The last 5 toss-up questions are worth 15 points each.

a. Correct answers to the bonus questions are worth 5 points each. The Moderator goes on to the next toss-up question.

b. If the bonus answer is incorrect, there is no penalty and the Moderator goes on to the next toss-up question.

2. Incorrect answers to the first five toss-up questions will take 10 points from the team's score and the toss-up question is re-read, in its entirety, for the other team, who will have 10 seconds to buzz in. A cadet who buzzes in within 10 seconds must answer immediately after being identified by the Moderator. If no member on the other team buzzes in within 10 seconds, the Moderator will move on to the next toss-up question. Incorrect answers to the last 5 toss-up questions carry a 15 point penalty.

a. A correct answer is worth 10 points in the first five questions (15 points in the last five). The Moderator will go on to the next toss-up question. There is no bonus question.

b. An incorrect answer results in a 10-point deduction in the team's score in the first questions (15-point deduction in the last five questions). The Moderator will go on to the next toss-up question.

(b) If a team does not buzz in prior to the completion of the toss-up question, the Moderator will allow 10 seconds for either team to buzz in and be recognized. If neither team buzzes in within 10

seconds, the Moderator will move on to the next toss-up question. If a team buzzes in within 10 seconds, the Moderator will identify the cadet who buzzed in. The cadet should provide the answer immediately.

1. If the answer to the toss-up question is correct, the team receives 10 points in the first five questions (15 points in the last five questions). A “bonus question” will be offered by the Moderator. The team may confer for 10 seconds before providing an answer.

a. Correct answers to a bonus question are worth 5 points. The Moderator goes on to the next toss-up question.

b. If the bonus answer is incorrect, there is no penalty and the Moderator goes on to the next toss-up question.

2. If the answer to the toss-up question is incorrect, 10 points are deducted from the team’s score in the first five questions (15 points in the last five) and the other team has 10 seconds to buzz in. A cadet who buzzes in within 10 seconds must answer immediately after being identified by the Moderator. If no member on the other team buzzes in within 10 seconds, the Moderator will move on to the next toss-up question.

a. A correct answer is worth 10 points in the first five questions (15 points in the last five questions) and the Moderator will go on to the next toss-up question. There is no bonus question.

b. An incorrect answer results in a 10-point deduction in the team’s score in the first five questions (15 points in the last five). The Moderator will go on to the next toss-up question

(3) Answering Toss-up Questions.

(a) As a toss-up question is read, either team may signal their desire to attempt an answer at any time. If the question is read in its entirety and no signal is given, the Moderator will wait 10 seconds before going on to the next toss-up question.

(b) Once a team has signaled, the Moderator will stop reading the question, identify the individual who signaled, and request an answer.

(c) Only the person that signaled may answer a toss-up question. They must begin their answer immediately upon being recognized by the Moderator. Drawn out replies, restatement of the question, “essay-type” answers, and any other tactic used to delay an immediate response will be deemed “incorrect” and the team penalized 10 points in the first five questions (15 points in the last five).

(d) Any answer given by a member of either team without buzzing in will be ignored. If an answer (even if correct) is tendered by a member of the team that buzzed in before that member is recognized by the Moderator or by a cadet other than the one recognized by the Moderator, the Moderator will state, “Incorrect” and penalize the team 10 points in the first five questions (15 points in the last five).

(e) No discussion is allowed on a toss-up question.

(4) Answering Bonus Questions.

(a) When a team answers a toss-up question correctly, they will be asked a bonus question; however, no bonus question will be asked if the other team previously responded to that toss-up question with an incorrect answer (See paragraphs 2-9d(2)(a)2a and 2-9d(2)(b)2a).

(b) Since only that team may answer a bonus question, the question will be read in its entirety.

(c) The team then has 10 seconds to discuss their answer and respond.

(d) A correct answer will earn the team five points.

(e) There will be no penalty for an incorrect answer. The other team will not have an opportunity to answer.

e. If the game ends in a tie, the tiebreaker questions will be asked until the tie is broken. These questions will be worth 15 points for toss-up questions and 5 points for bonus questions.

f. Challenges. The NCC Staff has instituted a mechanism whereby teams may challenge questions and/or answers. These procedures are outlined in the Judges' Briefing Notes (See Attachment 1) and may be supplemented or modified by the NCC Staff provided advance notification is provided to all teams.

g. Event Scoring.

(1) The Panel Quiz rank order score will be based on the number of games each team won.

(2) If two (or more) teams have the same number of wins at the completion of the tournament, the numerical scores derived from all games completed by the tied teams will be totaled to determine the rank order position for those teams. Teams still tied after this step will receive relative rank orderings as described in paragraph 1-4e.

2019 NCC PANEL QUIZ BRIEFING BEFORE EACH ROUND

1. WELCOME. Welcome to panel quiz round number _____. My name is _____ and our scorekeeper is _____.
2. RELAX. Cadets, relax for a minute while I remind you and the audience of the rules.
3. TEAMS. [Ensure the correct teams are represented. Know which is on the left and right].
4. BUZZERS. [Have the cadets test their buzzers, one at a time].
 - a. If your buzzer fails during the round, raise your hand and let us know.
5. TOSS-UPS. Toss-Ups questions test your “rapid-recall.” Some things to remember:
 - a. We’ll know if you were the first to buzz-in as indicated by the light on your buzzer.
 - b. Once I **verbally** recognize you, you must answer immediately. In other words, no drawn-out answers and no restatements of the question are allowed. Answer after I recognize you and only after I recognize you. If you shout out an answer before being recognized, even if you were the first to buzz in and your response was correct, the answer will be scored as incorrect.
 - c. Teammates cannot discuss a toss-up question or answer. The response must come from the person I recognize.
 - d. Answer correctly and your team earns 10 points in the first five questions (15 points in the last five questions). Answer incorrectly and your team loses 10 points in the first five questions (15 points in the last five questions) and the other team gets a chance to answer it. If you buzzed in prior to my completing the question, I will repeat it in its entirety for the other team.
6. BONUSES. If you are the first to buzz-in for a toss-up question and answer it correctly, your team will get a bonus question.
 - a. After I state the question, your team will have 10 seconds to discuss your response.
 - b. Before those 10 seconds expire, the team must begin its answer to the question. One cadet will answer for the team.
 - c. A correct answer earns the team 5 points, and there is no penalty for an incorrect answer.
7. PROTESTS. We will not respond to any protests during the round. If anyone wishes to protest an aspect of this panel quiz round, the team commander may take action in compliance with the manual.
8. SPECTATORS. Spectators, please refrain even from whispering. If we hear a spectator’s voice, I’ll be forced to disqualify their team. No recording devices are allowed in this room. And, if you have a beeper, cell phone, etc., please turn it off now. Once the round starts, you may not disturb the cadets by leaving the room. Thank you.

9. SCORING CONFIRMATION. At the end of the round, the Team Captain (or designee) and Lead Escort will review and sign the scoring sheet to confirm the score of the round. The score sheets will also be signed by the scorekeeper.

10. QUESTIONS. Any questions?

11. GET READY. Cadets relax, take a deep breath, and get ready to begin.

