

US History Bee, USGO Quiz Bowl & National History Bee Nationals Playoffs Rules Sheet

Thank you for participating in today's USHB / USGO / National History Bee National Championships! This document is intended as **an outline of the rules for the playoffs** of the competition. If you have specific questions regarding more detailed aspects of the rules, please ask a tournament official.

The following scoring rules apply for the playoff rounds of the US Geography Olympiad, US History Bee, and the National History Bee only!

If you answer a question during the early part of the question correctly, you will receive 6 points.

If you answer a question during the middle part of the question correctly, you will receive 5 points.

If you answer a question towards the end of the question (note that this can happen before hearing "For the points"), you will receive 4 points.

If you answer a question correctly after it has finished being read, you will receive 3 points.

If you answer incorrectly during the question, you will lose 2 points.

If you answer incorrectly after the question is done, you will lose 1 point.

3 incorrect answers still kills the question.

The reader will wait three seconds after he or she has finished reading the question before calling it dead and moving on to the next. If someone rings in during this time, and is incorrect, then the three second count begins again. The reader will also allow you three seconds after you have buzzed in to give your answer. You need not be recognized before you give your answer, although it is advisable to wait. Timing decisions are not protestable. **If you wish to protest, you must bring it to the reader's attention immediately (i.e. before the reader gets more than a few words into the next question, otherwise you cannot protest) then fill out a protest form at the end of the round. You can only protest answers that were ruled against you, not questions that were ruled correct for another student. It is permissible to protest as well if the rules are not followed.**

If the reader botches a question, then there are makeup questions included with each round that can be used. If you speak out of turn, you do not lose a point, but you are disqualified for the question. The question is still alive for everyone else.

The top 32 Varsity and 32 JV students will make the afternoon playoffs in the National History Bee. The top 24 Varsity and 24 JV students will make the playoffs in the US Geography Olympiad and the US History Bee. Ties for the last playoff spot **ONLY** will be played off on buzzers (sudden death) if need be. Otherwise, highest overall round score, followed by 2nd highest, etc. will be dispositive in determining playoff seeds. For all tiebreakers throughout the weekend, 3 incorrect answers still kills the question, even if more than 3 students are competing.

National History Bee – Playoff Round Structure

The quarterfinals and semifinals of the National History Bee in both divisions have 35 questions. There are 8 students in each room; the top 3 Varsity students in each room advance, and the top 2 students in each JV room advance. The JV semifinals has one room of 8 students. The Varsity semifinals has two rooms, each with 6, so 12 students total. The top 3 students in the JV semifinals advance to the finals. In both the quarterfinals and semifinals, students “go out” if they hit 40 points in a round; the other students then keep playing. The top 2 students in each Varsity semifinal room, together with the higher ranked of the two 3rd place students (based on total points for the semifinal round; if both 3rd place students go out by reaching 40 points, then the student who went out on the earlier question advances. If both 3rd place students go out on the same question, they play a sudden death tiebreaker with no penalty for an incorrect response at any point). Before the cross-room tiebreaker, if needed, ties are broken within the room to determine who the top 2 automatic students advancing are, and then the 3rd place student if needed. Again, on all tiebreakers, there is no point penalty for an incorrect answer at any point.

Students’ final rankings are otherwise based on their point total in the last round in which they competed; if tied, then the rankings from the earlier playoff round, if applicable, and then the preliminaries, if needed are used to determine final placement.

The JV final is contested among 3 students who compete in a race to 50 points; it is otherwise capped at 35 questions. Once one student hits 50, that student exits as the National Champion. Unless the other two students are tied at that point, the competition is over; if they are tied, sudden death questions are used with no point penalty for an incorrect response at any point.

The Varsity final is contested among 5 students who compete in a race to 50 points; it is otherwise capped at 45 questions. Once one student hits 50, that student exits as the National Champion. Unless the other students are tied at that point, the competition is over; if they are tied, sudden death questions are used with no point penalty for an incorrect response at any point. Three incorrect answers still kill the question in the Varsity final.

US Geography Olympiad Quiz Bowl Tournament - Playoff Round Structure

The two playoff rounds of the US Geography Olympiad Quiz Bowl Tournament have 35 questions, and work the exact same way for both divisions. There are 24 students in each division, with 3 rooms of 8 students in the semifinals. The top 3 in each room advance into the finals. If a student gets to 40 points in the round, that student is finished, and advances automatically. The other students keep playing, with students exiting after they reach 40 points (if three students reach 35 questions, the round is still played to completion for everyone else.)

In the finals, there are once again 35 questions, and if one student reaches 50 points, that student wins outright, and the match is then over. Ties are then broken for the top 3 spots only by sudden death questions with no point penalty for an incorrect response at any point. Otherwise, ties are broken by placement in the previous playoff round (and then preliminaries, if needed). For students exiting in the first playoff round, the score in the playoff round determines their placement, with preliminary ranks being used as needed to further break ties.

US History Bee - Playoff Round Structure

Junior Varsity

The two playoff rounds of the US History Bee JV Division have 35 questions. There are 24 students competing with 3 rooms of 8 students in the semifinals. The top 3 in each room advance into the finals. If a student gets to 40 points in the round, that student is finished, and advances automatically. The other students keep playing, with students exiting after they reach 40 points (if three students reach 35 questions, the round is still played to completion for everyone else.)

In the finals, there are once again 35 questions, and if one student reaches 50 points, that student wins outright, and the match is then over. Ties are then broken for the top 3 spots only by sudden death questions with a correct answer being worth one point and no penalty for an incorrect response at any point. Otherwise, ties are broken by placement in the previous playoff round (and then preliminaries, if needed). For students exiting in the first playoff round, the score in the playoff round determines their placement, with preliminary ranks being used as needed to further break ties.

Varsity

In the Varsity, the first round (i.e. the Varsity quarterfinal round) works the exact same way as the first JV playoff round (i.e. the JV semifinal round). The second Varsity playoff round (i.e. Varsity semifinals) works again the same way, except the top 3 students (determined by sudden death tossups if needed, with no negative points for incorrect answers) move into the final stage which takes place during the Opening Ceremonies. The top 3 students then play 25 questions. If one student hits 40 points, they win outright, after that, the round is over, with ties broken by sudden death tossups (with no penalty points for an incorrect response at any point) for the other 2 students. Sudden death tossups are used after 25 questions if needed (again, with no negative points for incorrect answers).

Good luck!