



# Battle Buzzers & Questions:

## Buzzer System / Tracking Results

Our portable buzzer system / software allows two teams with a maximum of five players to compete against each other OR a maximum of ten individual players to compete against each other.

The buzzer system can track the regular "in which book" type of questions, but not the "huddle" questions. We try to have a second person tracking all the points on paper in case of computer / human error, as well as to help with tracking the huddle questions.

## Practice Questions / Replacement Questions

Each battle will begin with three practice questions [and one huddle question for the Grand Finale]. During the battle, if there is an error with the technology, reading of the question, etc. a replacement question may be drawn at random.

## Asking & Answering "In which book..." Questions [worth one point each]

Hands must be flat on the mat, beside the buzzers, before the question begins. [During the In-School Battles, we may offer a "hand break" - to shake them out / wipe them off, etc. During the Grand Finale, the interspersed huddle questions provide a break for the hands.]

There will be a minimum of one question from each book.

It is okay to interrupt the quiz master when they are reading the questions BUT the quiz master will stop reading the question once he/she has been interrupted so the player won't have any more clue words. It's a risk [but if you don't buzz in soon enough the other team might beat you... that's risky too - so choose your strategy carefully]! The player will have 20 seconds to answer the question.

If the first team / individual doesn't get the answer right, the question will be turned over to the other team / individual but ONLY IF the other team / individual has buzzed in in time [within approximately 5 seconds]. We highly recommend the second team / individual buzz in because there is no penalty for getting the answer wrong. The second team / individual will be asked if they would like the question reread [again, we would recommend this] because they will then be able to hear the question in its entirety. [The player / quiz master will just have to wait a second while the appropriate buttons / sounds happen from the technology before the question is reread. This is required to restart the timer for the second / individual team to answer.]