



TCI's premier science showcase

NATIONAL PRIMARY SCHOOL SCIENCE QUIZ

Hosted by TCI Ministry of Education and sponsored by FortisTCI.



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SHOWCASING BRIGHT MINDS

FortisTCI National Science & Technology Fair is one of the company's largest and longest running sponsored events. Launched in 2009, the fair is held in conjunction with the Education Department within the TCI Ministry of Education and brings together some of the country's brightest and most creative young minds.

Tournament Rules

Below is an overview of the National Primary School Science Quiz format. These rules are adopted from National Academic Quiz Tournaments, LLC.

A. Tournament Officials

1. All decisions of the tournament director are final.
2. The term "tournament director" includes the director's designated agents or committees.
3. Each game will have a moderator. The moderator will read the questions, enforce time limits, supervise the clock, determine the correctness of answers, awards and points and otherwise enforce the rules of competition.
4. Other officials may be provided to assist the moderator with his or her duties including, but not limited to, keeping a running score, recognizing, and supervising the clock. The moderator may consult with other officials at any time to assist in determining the correctness of an answer.

B. Equipment

1. Matches should be played with a lockout system ("buzzer"), electronic equipment which determines which player signals first. Should no working lockout systems be available, tournament officials may require players to signal by physical means.
2. Teams may agree to use a partially working lockout system. If either team objects, the game will be played or resumed without a lockout system.
3. In the absence of a completely functioning lockout system, a designated official (who might be the moderator) will be the final judge of which player signaled first. These determinations are not protest able.

C. Participants

1. All participants are presumed to be responsible individuals and will be treated as such. Players and schools are responsible for any liability arising from their conduct while at the tournament, or while traveling to or from such events.

A team consists of two (2) players, one from grade 4 and one from grade 5.
Teams may play short, one player.

D. Questions

1. Each game uses tossup questions worth 5 points each.

E. Time

1. Lateness of more than 5 minutes will result in a forfeit, unless this lateness is the fault of the tournament, or the tournament director is satisfied with other good cause.
2. A game consists of two (2) rounds. The first round will allow each team to answer five (5) questions without using the buzzer. The second round, the buzzer round, will be 10-minute, or until all of the tossup questions provided for the game have been read, whichever comes first. If the score is tied at the end of the game, an additional 2 minute round period will be played.
3. The clock starts when the moderator begins reading the first tossup question.
4. When the clock sounds the end of time, game shall end with the conclusion of the current tossup. In particular:
 1. If the moderator has an unanswered tossup question and has not yet begun the next tossup, then the game is over. A tossup is considered to have been begun when the first syllable of the actual question is read. Preliminary statements (e.g., "Here's the next tossup" or "Tossup 23") do not count as having started the tossup.
 2. If the moderator is reading a tossup question, then he or she shall continue reading it, giving both teams a chance to answer, and their full time allotment to signal. If the tossup goes unanswered, then the game is over.
 3. The team with more points at the end of the game wins.

F. Tossups

1. A player may signal to answer a tossup question at any point after the moderator has begun reading the question.
2. When a player has signaled, a game official will acknowledge ("recognize") the player by name, by number, by pointing toward the player, or merely by looking at the player. There is no penalty if a player who has signaled answers before being acknowledged.
3. If a player signals before the moderator has finished reading the question, the moderator will stop at that point. If the response given is incorrect, the moderator will finish the question for the other teams only (if it is still eligible to answer the question). The moderator need not reread the entire question, but should resume at a natural point in the question.
4. An answer to a tossup must begin within 5 seconds after the player has been recognized. An answer begun after the moderator has said "Time" will be treated as no answer. Ties between the player and the moderator are decided in favor of the player.
5. Players have 5 seconds to signal after the moderator has finished reading the tossup. If the player answers incorrectly, the other teams (if it is eligible to answer), will then have 5 more seconds to signal.
6. Decisions as to whether players have exceeded the allotted time to signal or to answer may be rendered only by the game officials of a given match and cannot be protested.
7. If the moderator inadvertently reveals the answer to a question after one team has given an incorrect answer, but before the other teams have had a chance to answer, the moderator will read a tossup for the other teams only, off the clock. If neither team has had a chance to answer, the tossup is thrown out and replaced off the clock.
8. Players may engage in verbal conferral with teammate on tossup questions. Illegal conferring on a tossup question will be treated as an incorrect answer.

G. Protests

1. Protests may be lodged only by the official coach within 5 minutes of the end of the game and before the protesting team leaves the game room.
The only protest that may be lodged while the clock is running is that the moderator has just accepted a tossup answer from a player other than the one who has signaled.
2. Official coaches may indicate their *intention* to protest during a match by quickly saying "protest" after an answer or action they deem to be incorrect. So long as this does not disrupt or delay the game, the moderator should acknowledge the intent (by saying "noted") and continue with the match. The nature of the protest should be taken up at the end of the game.
3. The person making the protest should briefly explain the nature of the protest to the moderator, other game officials, and a representative of the other teams. Protest matters include the acceptability of an answer, the execution of game procedures, scoring errors and like factors that have a concrete and quantifiable effect on the game.
4. Technical protests, such as an incorrect score, as well as protests that can be quickly resolved, may be handled by the staff in the affected game. Insofar as possible, the game must not be delayed because of protests.

