

PACE 2021

National Scholastic Championship

Team Handbook



www.pace-nsc.org

Set Credits

NSC would be impossible without the hard work of these people.

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Message from the President

June 4, 2021



Victor Prieto

Welcome to the 2021 National Scholastic Championship! It is my genuine pleasure to welcome everyone to compete this weekend, especially under these adverse circumstances.

We've worked hard to ensure that you have an enjoyable and fair experience this weekend. We have 80 teams from 21 different states and provinces in attendance, some of whom are competing at NSC for the first time.

This tournament would not be possible for the staffers that have given their Saturday and Sunday to read and scorekeep. Please remember to treat all staff and participants at the NSC with respect and courtesy by adhering to our Code of Conduct.

There are countless people who deserve to be recognized for making NSC happen, but I would like to honor three in particular: Casey Bindas, Bernadette Spencer, and Mike Bentley. Case and Bernadette, our Vice Presidents of Tournament Direction and Event Management, respectively, together masterminded many of the logistical details of this weekend.

Mike Bentley, our Vice President of Editing, has overseen the production of a magnificent question set that we are confident will be a delight to compete on and will differentiate skill levels fairly.

This is our 24th national championship. We were hoping that this year would be the 25th anniversary of our first championship, but due to the unfortunate cancellation of last year's tournament, our 25th national championship will instead take place in 2022.

We are very hopeful that the 25th anniversary will in all likelihood be a triumphant return to in-person competition.

There are many other projects that we work on in addition to the NSC, and I'm proud to report that we have accomplished much this year despite the pandemic. Here are some of the highlights:

- Mentorship programs for female and nonbinary players of quizbowl.
- Panel discussion on inclusion and racism in quizbowl.
- Support for logistics as tournaments moved online, including a guide for tournaments on Discord, sponsorship of a Discord bot for tournament management.
- Developing an honor pledge for competitions to use freely.

Additionally, we continued several initiatives started in previous years, including our writer mentorship programs and the Morgan Costa-Rhodes Memorial Scholarship.

Thank you so much for your support. None of this would be possible without your attendance at this competition, helpful feedback, and generous donations.

We look forward to seeing you face to face next year!

-Victor Prieto

President, Partnership for Academic Competition Excellence

If you want to learn more about the work PACE does, please visit our website at <https://www.pace-nsc.org/donate-to-pace/>.

Tournament Information

Everything you need for Saturday and Sunday

Communication Station

Links to tournament websites and resources

[2021 NSC
Website](#)

[PACE NSC
Twitter](#)

[Info Desk
Twitter](#)

The most up-to-date information will be cross posted to the 2021 NSC website and the PACE NSC Twitter account, both linked above.

If you have questions about the tournament or otherwise need help, contact the PACE NSC Help Desk Twitter account linked above.

[Live Stats](#)

[Tournament
Timetable](#)

[Misconduct
Reporting Form](#)

Live statistics will be posted on the Live Stats page linked above.

Estimated timing of tournament events is available at the link above.

If you observe concerning behavior, during or outside a match, please use the reporting form linked above.

Tournament Format

NSC is divided into four stages

Stage I

During Stage I (Saturday morning into Saturday afternoon), each team is assigned to one of 10 groups of 8 teams, and plays each team in their group. A lunch break will occur between rounds 4 and 5.

Between Stage I and Stage II, teams may be asked to compete in tiebreaker gameplay if there is a tie in the group standings. If a pair of teams are tied in the standings, but advance to the same bracket, they will not be asked to play off the tie.

Stage II

During Stage II (late Saturday afternoon), each team is reassigned to one of 20 playoff groups of 4 teams based on their performance in Stage I. The top two teams from each of the Stage I groups advance to the top 5 groups of 4 teams each and remain in contention for finals, with one match result from Stage I carrying over into Stage II.

After Stage II, the only ties that will be broken by gameplay are those in tiers that remain in contention for the championship. Any ties between teams that have been eliminated from contention will be resolved using total points earned in matches against other teams in the same tier.

Stage III

During Stage III (Sunday morning into Sunday afternoon), all teams play 4 games over 5 rounds (rounds 10-14).

Stage IV

The top two teams from each championship group advance to Stage IV and compete in a double elimination bracket, with the lower two teams starting with a loss in the bracket.

The remaining teams in each championship group play a single crossover game to determine 5th, 7th, and 9th place.

If your team is not involved in Stage IV (after Tiebreaker C), or any JV/SS finals that need to be played, then either round 13 (Stage II and III) or 15 (Stage I) will be your last round of the tournament.

Game Format

Points and Procedures

Tossups

Powers in this format are worth 20 points. The portion of the tossup that is worth 20 points is in bold. Power ends at the (*) in the written question.

A correct answer during the remainder of the tossup is worth 10 points. A player must begin giving an answer within 8 seconds of buzzing in. If no one has answered a toss up correctly within 5 seconds of its completion, the tossup goes dead and the next tossup is read.

There are no point deductions for incorrect interrupts. However, if a team incorrectly interrupts a tossup, that team is locked out of answering that tossup.

A score check should be performed after 10 tossups. Teams also have the opportunity to make substitutions at this time.

Bonuses

After a team correctly answers a tossup, that team is awarded a bonus. Bonuses should be read in order; bonus number does not correspond to toss up number.

The controlling team will be prompted for an answer to each bonus part after 6 seconds, and must give their answer within 2 second safter the moderator prompts the team for the answer.

Ties After Tossup 20

In the event of a tie after regulation play, the teams will play one or more additional (sudden-death) tossups until the first change in score occurs, at which point the team with the higher score is immediately declared the winner.

Integrity Policy

Teams and players will be strictly held to the requirements of PACE's gameplay policies.

For Everyone

Applicable at all times

- + Recordings or screenshots taken by players, coaches or spectators are strictly prohibited.
- + Virtual backgrounds are not permitted.
- + Affiliation tags must be provided in the Zoom display name in the form of [XYZ-Player Name], [XYZ-Coach], or [XYZ-Spectator]

Players, coaches and spectators who deviate from these procedures will be asked by NSC staff to adjust their setup in compliance with our policies.

Any participant who refuses to comply with instructions from NSC staff regarding the integrity policy will be prohibited from competing or observing NSC.

For Competitors

Applicable to all players

- + Both hands of the player and the screen of the buzzing device must be visible at all times during active gameplay.

For Coaches & Spectators

Applicable to all Coaches & Spectators

- + Coaches and spectators are only permitted to watch matches if they are visible with an individual camera or in the same camera shot as a player.
- + Coaches or spectators affiliated with multiple teams are not permitted to observe more than one match at one time.
- + Coaches and spectators are not permitted to transfer between Zoom meetings mid-match.

It is never permissible for players or coaches to use phones or other electronic devices during a match other than those required by the online format.

Question content does not become clear for in-person or online discussion until the conclusion of the following round.

For example, do not share Round 3 answer lines until after the beginning of Round 5.

We encourage teams to be as safe as possible during the COVID-19 pandemic. Consider taking the following protective actions:

- + Minimize in-person interactions in the 10 days prior to NSC
- + Take a COVID-19 test prior to NSC
- + Become vaccinated against COVID-19
- + Use a large, well-ventilated room for team setup
- + Wash your hands frequently
- + Follow CDC mask guidelines with teammates
- + Maintain social distancing within the guidelines of the Integrity Policy

Setup 1

Teams may select one of three approved setups depending on their ability to meet the requirements.

Equipment (per player)

- A device with webcam and capability to connect to Zoom meetings (either laptops or phones are acceptable)
- A second device with webcam and capability to connect to Zoom meetings (either laptops or phones are acceptable)
- A device with microphone and capability to connect to Zoom meetings (optional)
- A phone or tablet for each player with capability to connect to BuzzIn.Live

- Charging cords for all devices
- Paper/notebook and writing utensil (optional)
- Snacks/beverages (optional)

Excluding the first webcam device (which should be at a distance from the players), these items are the only items permitted to be within reach of players during the match.

Preparation

- Arrange tables or desks so all players can sit and all face the same direction. Players cannot face away from the camera. Players should sit as far apart as practicable. Each player should have a surface in front of them to place a phone or tablet.
- Place the first webcam device as close as possible while still being able to capture all players in the camera shot. It may help to raise the height of the device by carefully stacking something underneath, or have the camera shot be at an angle rather than straight on.
- Place the second webcam device in a location where its screen is not visible to players, but still shows the screen of the first webcam device in the camera shot. Connect it to the Zoom call.
- Place the devices connected to BuzzIn.Live face-up on the table or desks, so that all the devices' screens are visible in the camera shot.
- If your team chooses to use an optional device to serve as a close-by microphone and speaker: connect the device to the Zoom call. The screen of the microphone device should be either visible to the camera, screen side down, or facing away from players. Mute the webcam device and set its volume to zero. Keep the second device's microphone unmuted during the match.
- If your team chooses not to use an optional device to serve as a close-by microphone and speaker: one of the webcam devices should remain unmuted during the match.

We strongly recommend testing equipment setups prior to gameplay to ensure that moderators will be audible through the speaker, player responses will be audible through the microphone, and there are no sources of feedback/echo.

Gameplay Rules

- Teams using this setup are not permitted to switch microphones between muted and unmuted during gameplay.
- If some or all players are unable to acquire a phone or tablet to connect to BuzzIn.Live, a computer (per player) may be used instead. However, screens of computers connected to BuzzIn.Live must remain in the camera shot of either the first or second webcam devices.
- Players must keep both of their hands visible to the camera during gameplay. The only times during the match when one or both hands of players may not be visible on screen are:
 - Between tossups and bonuses (but not between individual bonus parts).
 - During bonuses for opposing teams.
 - During halftime or timeouts.
- While tossups are being read, the screens of any devices within reach of players must remain visible to the camera at all times.



Setup 2

Teams may select one of three approved setups depending on their ability to meet the requirements.

Equipment (per player)

- A device with capability to connect to both BuzzIn.Live and Zoom at the same time (computer or tablet only)
- One of two possible devices:
 - An external webcam whose physical position is easily manipulated
 - A device with webcam and capability to connect to Zoom meetings (computer, phone, or tablet)
-

- Charging cords for all devices
- Paper/notebook and writing utensil (optional)
- Snacks/beverages (optional)

These items are the only items permitted to be within reach of players during the match.

Preparation

- Set up your main computer/tablet with only two things visible on the screen: the Zoom window for the call, and a browser window with BuzzIn.Live.
- If you are using a second device equipped with a webcam, log into the Zoom call with both devices. On the main computer, turn off your video, and on your second device, mute the microphone and turn the volume to zero.
- Whether you are using an external webcam or a second device equipped with a webcam, move it to a location where both the main computer screen and both of your hands are visible. This could be off to one side, above your head, or behind you entirely, as long as you are able to satisfy that requirement.

Gameplay Rules

- Players must keep both of their hands visible to the camera during gameplay. The only times during the match when one or both hands of players may not be visible on screen are:
 - Between tossups and bonuses (but not between individual bonus parts).
 - During bonuses for opposing teams.
 - During halftime or timeouts.
- While tossups are being read:
 - The screen of the device connected to BuzzIn.Live must remain visible to the camera at all times.
 - Both hands must be visible from the camera while the moderator is reading the question. It is not necessary for the player's face to be in the shot (although it is preferred, to enrich the online quizbowl experience).

Setup 3

Teams may select one of three approved setups depending on their ability to meet the requirements.

Equipment (per player)

- A device with the capability to connect to Zoom (computer or tablet only)
- A device with the capability to buzz on BuzzIn.Live (typically either a phone or tablet)
-

- Charging cords for all devices
- Paper/notebook and writing utensil (optional)
- Snacks/beverages (optional)

These items are the only items permitted to be within reach of players during the match.

Preparation

- Set up your main computer/tablet and log into the Zoom call. Make sure you can click the mute button on and off easily with one hand while keeping the other on screen.
- Set up your second device to prepare to connect to BuzzIn.Live. The entire screen of this device must be visible in the camera shot.

Gameplay Rules

- Players must keep their face, both of their hands, and the screen of their buzzing device visible to the camera during gameplay. The only times during the match when one or both hands of players may not be visible on screen are:
 - Briefly, to unmute your microphone (only one hand may be off-screen).
 - Between tossups and bonuses (but not between individual bonus parts).
 - During bonuses for opposing teams.
 - During halftime or timeouts.
- While tossups are being read:
 - The screen of the device connected to BuzzIn.Live must remain visible to the camera at all times.

We strongly recommend testing equipment setups prior to gameplay to ensure that moderators will be audible through the speaker, player responses will be audible through the microphone, and there are no sources of feedback/echo.

Small School and JV Titles

PACE recognizes the top three Junior Varsity (JV) and Small School (SS) teams at the NSC.

Qualification

Junior Varsity teams are teams without any players in 11th or 12th grade. A "small school" is a school with fewer than 700 students in 10th through 12th grades that is a public school and has a non-selective admission policy.

Magnet schools are not excluded based on the non-selective admission policy; schools from systems where every school is a specialized center and students may choose to attend any are eligible.

Ranking

Any Junior Varsity or Small School teams in the top tier (1st–20th place) will be ranked on the basis of their overall finish. The top finishing team eligible for JV/SS recognition will automatically win the title.

If there is a tie between such teams, there will be a tiebreaker to determine the JV/SS rankings. If no such team is in the top tier, there may be a final to determine the JV/SS champion.

If the second-ranked eligible team is within 8 places of the top-ranked team, there will be an advantage final. If the top-ranked eligible team is more than 8 places ahead of the second-ranked team, there will be no final and that team will be declared the JV/SS champions.



It is anticipated that all tiebreakers and finals for the JV/SS titles will be held during Rounds 15 and 16; this may be adjusted to ensure that a team eligible for both is allowed to play for both titles if necessary. PACE will update all teams in contention for JV/SS recognition at the start of Sunday play where they should go for finals. PACE reserves the right to modify the JV/SS procedures until the opening meeting.



Round Sponsorships

Your support makes NSC happen

- Ankit Aggarwal
- Connecticut Quiz Bowl Alliance
- Dedicated to Coach Father Ken Meehan, SJ
- Greater Pennsylvania Quiz Bowl
- Ian Drayer
- SCOP (pronounced “scope”)
- The Rhodes family
- Toutant Intellectual Competition Fund

2022 NSC

PACE is still evaluating the feasibility of in-person competition for the 2022 NSC.

- Further details about the 2022 NSC and PACE's plans for the 2021-2022 season will be announced online this summer.
- The decision regarding in person play for the 2022 NSC will be announced no later than November 1, 2021.
- Please direct any questions regarding the 2021-2022 season to PACE's Vice President of Communications at communications@pace-nsc.org.



Awards and Events

Annual recognitions and conference



Plaques and Awards Ceremony

All teams are invited to spectate the finals and awards ceremony.



Plaques

Your team will receive a plaque if you placed in the top 10, or was one of the top 3 JV/SS teams. A short awards ceremony recognizing the top teams will take place upon the conclusion of the final round (round 16 or 17).

Trophies will be shipped to teams after the conclusion of the tournament.

Benjamin Cooper Awards

Recognizing an individual or organization whose above-and-beyond contributions to the quizbowl community embody, by example, the ideals of academic competition.



Ben Herman

PACE is proud to present the 2021 Benjamin Cooper Academic Ambassador Award to Ben Herman, co-founder of Greater Pennsylvania Quiz Bowl (GPQB), for his longtime dedication to outreach in Pennsylvania, especially his support of many first-time hosts of competitions in Pennsylvania and his work increasing the profile of quizbowl via the GPQB blog.

Emily Gunter

PACE is proud to present the 2021 Benjamin Cooper Young Ambassador Award to Emily Gunter of Salem High School (Salem, VA), for her extraordinary commitment to outreach, both on a local level in central Virginia and on a national level by writing articles on outreach and helping tournament directors handle online logistics.



The original Cooper Award was named in honor of Benjamin Cooper, a student at Georgetown Day School who had been named captain of his team prior to his untimely death on August 12, 1997. The Cooper Academic Ambassador Award has been awarded at every NSC since PACE's founding.

Benjamin Cooper Awards

PACE would like to honor the 2020 Cooper Award recipients as they were not able to be recognized due to the COVID-19 pandemic.



Chris Johnson

PACE is proud to present the 2020 Benjamin Cooper Academic Ambassador Award to Chris Johnson, the coach of Itawamba High School in Fulton, Mississippi, for his admirable work expanding high school quizbowl in the area, both through outreach to local schools to create and develop new teams, and through hosting high quality, pyramidal events and encouraging other local hosts to do the same

Ashish Kumbhardare

PACE is proud to present the 2020 Benjamin Cooper Young Ambassador Award to Ashish Kumbhardare of Penn State University for his outstanding outreach and logistics work in Central Pennsylvania, which has included directing high quality events at Penn State, assisting with logistics of other local tournaments, and recruiting and advising new teams.



In 2004, PACE added the Benjamin Cooper Young Ambassador Award, which specifically recognizes the contributions of under the age of 25. Many winners of the "Young Cooper" are high school or college students at the time of their recognition.

Morgan Costa-Rhodes Memorial Scholarship

Annual scholarship awarded by a committee of PACE members to a high school senior with a demonstrated interest in quizbowl and a record of community service.



Chaney Scott McCorquodale

PACE is proud to present the 2021 Morgan Costa-Rhodes Scholarship to Chaney Scott McCorquodale. Chaney Scott served as captain of the varsity quizbowl team at UMS-Wright Preparatory School in Mobile, Alabama.

In the fall, Chaney Scott will be attending the University of Alabama. She plans to study News Media with the goal of becoming a political correspondent.

Morgan Costa-Rhodes made the most of her time in life. This scholarship serves to commemorate her spirit as a philanthropist, an intellectual force, and a person who was just all-around happy to be here.

During her short time at Parkersburg High School, Morgan achieved success in every area in which she was involved. In addition to serving as President of her school's Philosophy Club, Morgan was an active member of both the Debate team and Thespian Troupe #264.

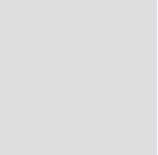
As a member of Parkersburg High School A, Morgan worked with her teammates to become West Virginia's state Quiz Bowl champions in 2011.

She was also an artist; Morgan's art was selected as the winner of the Young Authors Festival's cover art contest for their annual publication. Serving as artist for PHS'S journalism staff, she also drew the design used for her thespian troupe's t-shirts, made especially for their performance of Alice in Wonderland.

David Riley Conference

Coaches, players, tournament organizers, and others in the community speak on quizbowl and related topics.

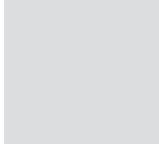
2021 Panelists



Ethan Ashbrook

Player, Editor, TD

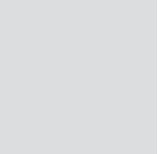
University of Minnesota,
Southeast-Midwest Housewrites



Aidan Leahy

Player, Editor, TD

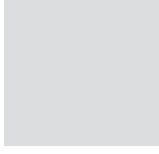
University of Georgia, Southeast-
Midwest Housewrites



Jessica Bowen

Coach

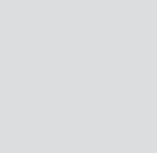
AMSA Charter School, MA



Akshata Pisharody

Player, Club President

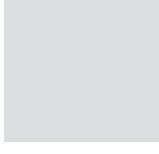
William & Mary, formerly Maggie L.
Walker Governor's School, VA



Bo Chi

Player, Statistician

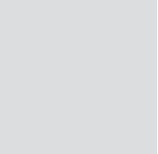
East Chapel Hill HS, NC,
AQBL



Kevin Wang

Community Moderator, Player

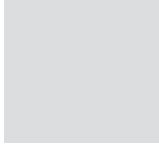
QB Discord, formerly
Amherst College



David Dennis

Coach

School District of
Washington, MO



Rachel Yang

Player, Editor

Hunter College High
School, NY, Prision Bowl

David Riley, a longtime coach at Loyola Academy in Illinois, coached Team Illinois to represent the state at both the Panasonic Championship and NASAT. In addition to coaching, he was heavily involved in the Illinois Scholastic Bowl Coaches Association for many years, serving as president and on the steering committee.

Riley remained committed to quizbowl even as his health declined, serving as a member of PACE and volunteering at national tournaments until shortly before his passing. David left a substantial impact upon both quizbowl in Illinois and everyone he met, leaving very warm impressions on those with whom he interacted.

Directory

Quizbowl Resources, Participating Teams

Quizbowl Resources

Adapted with permission from Greater Pennsylvania Quiz Bowl

Quizbowl Packet Archive

An archive of tens of thousands of questions from almost every quizbowl tournament since the 1990s available for free download. Question sets are organized chronologically and divided into “Middle School,” “High School,” and “Collegiate” sections. This is the ultimate source for practice material for both team practices and for motivated individual players who want to learn new clues and see what comes up. If you’re a novice player, click on the “novice questions” link for some good intro-level questions.

SCOP Study Guides

A series of study guides probably most appropriate for beginning teams and players (and good for middle schoolers of all levels as well). Once you’ve mastered these, move on to the NAQT “You Gotta Know” Lists for more of a challenge. Keep in mind, however, that study guides are only starting points; your goal should be not just to memorize the key points for each entry, but to use that as a jumping-off point for more learning.

QuizDB

A searchable and browsable database of quizbowl questions that is useful for finding questions from a certain subject, set, or difficulty. Has been recently updated with new questions and a new interface. Very useful to learn how old questions have been constructed around various topics to help “quizbowl-ify” your factual knowledge of a topic.

