

Classical Archaeology Society

Certamen Rules and Guidelines

The organization of this contest is as follows:

- (1) The preliminary round follows a **round robin** format in which each team will play the other teams an equal number of matches.
 - a. Each match will consist of 20 toss-up questions divided into **2 sets of 10 toss-up questions**.
 - b. Each toss-up question will be followed by **2 bonus questions**. Only the team that won the toss-up question will be eligible to answer the bonus questions.
 - c. At the end of the first set of questions, there will be a **lightning round** in which each team will have the opportunity to choose a lightning round category (consisting of **10 questions each**) from one of three options. Whichever team wins the first set of toss-up questions will choose the category they wish to answer questions for. The other team will choose their category from one of the two remaining options.
 - d. After the first lightning round, the second set of toss-up questions will begin, following the same format as the first set of toss-up questions.
 - e. At the end of the second set of questions, the team who chose second in the first lightning round, will choose their category (from three options) first.
 - f. After the lightning rounds have been completed, the first match is done and the next match will begin following the same rules.
 - g. The two teams with the highest amount of points at the end of the round robin round will continue on to **finals**.
 - h. In the finals round, scoring starts over. The team with the most points at the end of the finals round be declared winner and receive a prize.

(2) Scoring:

- a. Each toss-up question is worth **10 points** itself. Each bonus question that follows is worth **5 points** each. A team can score 10, 15 or 20 points per question set!
Each lightning round question is worth **5 points**. A team can earn 50 point per lightning round if they answer all the questions correctly!

(3) Rules*:

- a. On toss-up questions, you may “buzz-in” at any time, even before the question is finished, but you must wait to give your answer until you have been acknowledged. If you buzz in before the question is finished, be aware that the scorekeeper will loudly say “stop,” possibly preventing you from hearing the final few syllables the reader might say before halting.
- b. If no one buzzes in during the reading of a toss-up question, then you have 10 seconds to buzz in from the time the question is finished.
- c. You have 5 seconds to begin your answer once you have been acknowledged.
- d. Your first answer is the one the reader will accept. Stalling with filler words (e.g. “uh”, “um”, etc.) does not constitute beginning your answer, and time will continue to run out.
- e. Be prepared to spell your answer if asked.
- f. If another team buzzes in and gives an incorrect answer, you may ask to have the question read again for your team, provided that no one from your team has buzzed in yet.
- g. Do not confer with your teammates on toss-up questions. Teammates may confer on bonus questions. The team captain must give the answer within ten seconds from the time the bonus question is finished.
- h. The team captain should always provide the team’s answer. In cases where the team captain is concerned about mispronouncing the answer, he/she may address the reader and request to defer to another team member.
- i. Vocabulary questions always require the following format unless otherwise directed by the question:
 - 1) Verbs: First principle part
 - 2) Nouns: Nominative singular
 - 3) Adjectives: Masculine nominative singular
- j. You may challenge a question, but do so with respect. Direct your challenge respectfully to the judge, and the question will be re-evaluated. If it is found to be unsuitable, it will be thrown out.
- k. Be respectful at all times to the reader, judge, timekeeper and other teams.
- l. Failure to comply with these rules may result in loss of turn, forfeiture of round, or expulsion from Certamen depending on severity of violation.

*Certamen Rules appear mostly as listed on OJCL website at http://ohiojcl.org/conv/07/OJCL_Certamen_Rules.pdf

Accommodations on the basis of disability can be made by contacting Rachel Dowell by phone at (405)202-5313 or through e-mail at RachelDanger@ou.edu.