**BATTLE OF THE MINDS**

**GRADES 5 & 6**

RULES AND GUIDELINES

PLEASE READ ALL RULES TO THE TEAMS AT THE START OF ROUND ONE.

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**OVERVIEW**

1. One of the adults in the room will serve as the judge/question reader. The other adult may be the timekeeper or scorekeeper, if needed. The adults may switch roles between rounds, if they wish.

B. Each team will identify its captain, who will be the team’s only spokesperson for the round.

C. The judge will select a team to call the coin toss. Winning call selects the first question. Each round ends when all the questions have been read.

1. Use of alternates: An alternate may substitute for one of the four team

 members only at the beginning of a round and must remain on the team

 until completion of a round. Each team may use two alternates during the

 competition.

1. Final Round: Up to six team members may compete, but teams must be

 equal in number.

**FORMAT**

A. Each team will compete in two rounds. Scores will be combined at the completion of both rounds.

B. The two teams in each grade level with the highest scores will advance to the final round.

1. Each round will consist of questions from six categories:

 Social Studies

 Language Arts

 Math

 Science

 Fine Arts

 General Knowledge (sports, current events, entertainment, etc.)

Five questions will be asked in each category with varying degrees of difficulty and varying point value.

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**RULES AND GUIDELINES continued….**

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**FORMAT continued…**

 D. Team captains will select a category and point value.

E. The judge will read the question twice in succession. The question will NOT be repeated after two readings.

 F. A 30-second time period will begin after the second reading.

G. Team members may confer. Teams may use pencil and paper, but they may not consult printed material or previously prepared notes. Each team may use a calculator for math and science questions. One calculator will be provided for each team.

H. The captain has 30 seconds to provide an answer. **The timekeeper will notify when 10 seconds are remaining.** If the captain has begun to answer as time is called, he/she will be allowed to complete the answer. AFTER THE TIMEKEEPER CALLS “TIME,” NO RESPONSE IS PERMITTED IF IT HAS NOT BEGUN.

1. If a team answers incorrectly or does not provide an answer, the opposing team will have an opportunity to answer. **The opposing team must answer in 10 seconds.** The opposing team will receive THE COMPLETE POINT VALUE for a correct answer. A team does not lose points for incorrect answers.

J. Teams will take turns selecting categories regardless of correct or incorrect responses. The round ends when all questions have been asked.

1. If any team wishes to challenge the correctness of an answer, the

 challenge must be presented during the round in question.

 **The decision of the adults in the room is final**.

L. **Team Advisors will be the only adults permitted in the competition rooms during the two preliminary rounds.** Allteams, advisors, parents, and othersare invited to watch the final rounds.