

CONTEST FORMAT

There are four rounds of competition:

Round I – Earning Income and Protecting and Insuring

Round II – Using Credit and Buying Goods and Services

Round III – Saving and Financial Investing

Round IV – Quiz Bowl for the top two teams from rounds I-III



1. **There shall be three initial rounds of competition (Rounds I-III).**
 - a. These shall be 20-minute rounds with tests of 15, four-option, multiple-choice questions in each round.
 - b. In the first two rounds each member competes individually and the team score in each round is the sum of the top three individual scores.
 - c. In the third round members compete as a team and submit one answer sheet.
2. **Scoring in Rounds I-III is based on the following system:**
 - +10 points for each correct response
 - 5 points for each incorrect response
 - 0 points for no response.
3. **The score on the Round III test will be multiplied by three so that this round is weighted equally with each of the first two rounds (Rounds I and II).**
4. **The content covered in Rounds I through III is as follows:**
 - Round I: Earning Income and Protecting and Insuring
 - Round II: Using Credit and Buying Goods and Services
 - Round III: Saving and Financial Investing
5. **The two highest scoring teams after Rounds I-III advance to Round IV. Tie-breaker: total team score in Rounds I and II**
6. **Round IV has a quiz-bowl format covering all topics in personal finance.**
 - a. One point is awarded for each question answered correctly by a team.
 - b. Any team member may buzz in at any time while a question is being read; however, should they buzz in before the entire question has been read, they will have to answer based solely on the information they have heard up to that point and start their answer within 5 seconds after their name is called.
 - c. The individual that buzzes in serves as the spokesperson for that specific question, and is the only person from whom a response can be given.

- d. Once a team member has buzzed in, the team has 15 seconds to consult and have a response given by the spokesperson for that question.
- e. If an incorrect response is given, the other team will have the opportunity to hear the entire question and then have 15 seconds to buzz in. Time starts immediately after end of question. Spokesperson must buzz in to activate the microphone and will have 5 seconds once his/her name is called.
- f. Teams have five seconds after the question is read to buzz in or the question is dead.
- g. Round IV is over as soon as one team leads by more points than there are questions remaining.
- h. A maximum of 30 questions will be asked.
- i. In the event of a tie after 30 questions, the first team to correctly answer a tie-breaking question will be declared the winner.

7. Use of Support Materials

- a. The use of books, notes, calculators or other support materials is not allowed during the competition.
- b. Students will be allowed a pencil and a piece of scratch paper for rounds I-III. This will be provided by KCEE.

8. Competition Attire

- a. Please dress respectfully – no shorts, torn jeans, etc.
- b. Show your school spirit!

JUDGES HAVE THE FINAL SAY! ARGUMENTS AND INAPPROPRIATE COMMENTS, ACTIONS OR GESTURES ARE NOT ACCEPTABLE AND WILL BE CONSIDERED GROUNDS FOR DISQUALIFICATION.