

Quick Recall Rules

Quick recall is similar in concept to the television "college bowl." Students answer questions based on Kentucky school curriculum. Team members use a buzzer system and try to beat the clock—and the opposing team—with a correct answer.

A. Format

1. Competition is between two teams of four students from each school. **Exactly four students must compete at all times.** Students must be currently enrolled at the school and be in the grade level applicable to the match. In other words, there will be no 'playing up' allowed. Also, if a school has a 6th-only team during any given season, then 6th grade students may not play on the 6-7-8th team that season.
2. No photography, audio or videotaping is allowed during a match.
3. The **officials for Quick Recall** competition are two moderator/judges, a spotter, a scorer, and a computer operator. The moderator/judges (age 21 and older) must have attended a CSAL training session. The spotter and computer operator duties may be combined. The school hosting the match should provide the spotter, scorer and computer operator. These officials do not have to be certified, and the host school children are permitted to serve in these capacities.
4. Each team may have **alternates** eligible for substitution.
5. Matches begin promptly; **no match is delayed** for a tardy team member. CSAL recommends that the coaches communicate at least one day before a scheduled match, to discuss any items that may need to be addressed (e.g. parking issues, when moderator/judges will arrive, where teams should enter the building, etc.)

If there has not been any contact from opposing teams/moderators, and they have not arrived at the host school by the game time of 3:30, A FORFEIT MAY BE REQUESTED AND AUTHORIZED BY CALLING ONE OF THE CSAL COORDINATORS.

6. Five **extra questions** are included in each set of Quick Recall questions. These questions may be used in case of a correctable moderator error, to replace a discarded question, or if an additional tossup or bonus is needed after an inquiry. Never are more than five extra questions allowed, unless overtime ensues. Any question that is replaced must be replaced with a question from the same subject area, when available. If a question from that subject area is not available, use the next question in the extra questions.
7. **Pencils** and scratch paper are to be provided by the school hosting the match. Teams should bring their own name/team cards. No other items may be used by the participants. **All personal items must be placed out of sight until the match is completed. This includes all electronic devices (cell phones, Smart Watches, iPods, and calculators) which must be in a silent mode or turned off.** After the match has begun, participants are