

Consensus Trivia Rules Summary

Behaviour

- All attendees of a tournament are expected to treat others at the tournament with respect and dignity and to compete honestly. Tournament staff and directors, as well as Consensus executives, are the only authority on whether behaviour falls outside these bounds, and on whether it requires discipline of any kind. Attendees are also required to follow any rules or codes of conduct of the institution where the tournament is taking place.

Gameplay

- A team should consist of at least four players, all of whom are current full-time students at the same school. Only four players may play at a time, but substitutions are allowed in between quarters of a game. Depending on the tournament, a school may field multiple teams.
- Games consist of four quarters, with short breaks and score checks in between.

Answering Questions

- Players must buzz in to provide an answer. After they buzz, they must begin their answer within one second of the buzz. Players may buzz before the question is over.
- For questions open to both teams, if one team answers incorrectly, the reader will finish the question (if it is unfinished) and the other team will have a chance to answer.
- After the reader finishes the question, players have three seconds to buzz. If the first team to buzz is incorrect, then the other team has three more seconds to buzz.
- Some questions indicate that players have a different number of seconds. That number replaces both instances of "three" in the above bullet point. Players must still begin their answer within one second of the buzz.
- Players may consult with their teammates at any point during the question. Consultation can be verbal or non-verbal. However, once a player buzzes, further consultation by that team is prohibited and that player must provide their answer.

Judging and Correctness

- Any valid or phonetically plausible pronunciation of the correct answer is acceptable.
- Commonly used English translations of foreign-language answers are generally acceptable unless the question asks specifically for a foreign-language term.
- Surnames are usually sufficient for real people. First or last names are usually sufficient for fictional people.
- Any question that requires the player to calculate a fraction or radical must be answered in lowest terms.
- Any answer not specific enough may result in a "prompt", which requires the player to give a more specific answer.
- In general, titles of works must be given verbatim, with the exception that the player will not be penalized if they add, remove, or change the leading article of a title.
- If a player, coach, or spectator believes that there is a mistake in the pack or that the reader has made an incorrect ruling, they can lodge a challenge with the reader anytime before the final score is announced. The exceptions to this rule are Streaks, Jailbreaks, and first jumps of Double Jumps, where challenges must be lodged immediately. The tournament director and/or judge(s) will assess the challenge and adjust scoring as needed.

Category Types

Questions are worth 10 points unless specified otherwise.

- A **Blitz** consists of a specified number of assorted-subject questions. All of the questions are open to both teams.
- A **Set** consists of a specified number of questions. Most sets will have a specific title, but some will instead establish their subject with their first question. All of the questions are open to both teams.
- A **Mystery** consists of a specified number of questions whose answers all fit an undisclosed theme. All of the questions are open to both teams.
- A **Linked Set** consists of a specified number of assorted-subject questions in which the answer to each question is somehow related to the subsequent question. All of the questions are open to both teams.
- A **Double Jump** consists of two thematically-linked questions, referred to as a first jump and a second jump respectively. The first jump is open to both teams. If the first jump is answered correctly, the second jump is only open to the team that provided that answer. Otherwise, the second jump is open to both teams.
- A **Streak** asks players to name multiple items that satisfy some given criteria. The first player to buzz may give answers one at a time, and may continue doing so until they either give an incorrect or repeated answer – at which point the reader will inform them – or they choose to pass by either saying "pass" or "done". Running out of time is treated as a pass. If they gave an incorrect or repeated answer, they score 0 points. If they did not give an incorrect or repeated answer, they score 5 points for each correct answer they gave. In either case, a player from the second team may then buzz in and name any remaining answers in the same manner as the first team, subject to the same scoring.
- A **Jailbreak** consists of at least 12 assorted-subject questions open to both teams. When a player answers a question correctly, they may no longer buzz in. Once the four players on a team have each correctly answered a question, all four players “break out” and may buzz again. No consultation between players is permitted, either verbal or non-verbal. If a player communicates, signals, or motions to their teammates before buzzing, it will be treated as if a wrong answer had been given.
- A **Split** consists of two sets of four questions each, where each set is on its own subject. Before the split, the reader will announce the two subjects, and the active players on each team will assign two players to the first set and the other two players to the second set. The players may not share information about the subjects or any possible answers before play begins. Their consultation during the assignment process must be out loud and cannot be whispered or otherwise hidden from the reader and/or scorekeeper. Only the players assigned to a particular set may buzz on questions within that set. Consultation between members of different duos is not permitted during splits.
- A **Jackpot** is a single question consisting of four parts of descending difficulty. Teams have a chance to buzz in on each part of the Jackpot until the question is answered correctly, or until their team has made two buzzes in total. If the teams have each used up both of their two buzzes, the question ends. The Jackpot question has the following point values depending on when the correct answer is supplied:
 - Part 1: 40 points
 - Part 2: 30 points
 - Part 3: 20 points
 - Part 4: 10 points