

**CALL TO REMEMBRANCE**  
**Nova Scotia/Nunavut Command**  
**PROGRAM RULES**

**ELIGIBILITY:**

- 1) Any student who is enrolled in grades 7, 8 or 9 at the beginning of the school year and has been continuously enrolled in secondary school is eligible.
- 2) In areas where the new middle school is in place, grade 6 students may participate.
- 3) During actual play the team consists of four players from the same school. A competition team may have as many players as the team organizer agrees to allow.

**RULES OF PLAY:**

- 1) In reply to questions from the Moderator, the player who first pushes his button which activates the lock-out system is the only player allowed to answer. If the answer is incorrect or no answer is given, the player and his team are eliminated from the play and the question is automatically offered to the opposing team. (If one player on a team activates the lock-out system and another player on the team answers the question, the answer will not be accepted and the question will be passed over to the opposing team.)
- 2) Except in the case of assigned questions, the players may consult each other prior to the activation of the lock-out system. The instant the system is activated all consultation must cease on the team activating the system. (Players on the opposing team, while allowed to consult, are cautioned to stop their consultation for fear of passing an answer to the opposition.)
- 3) Players must answer all questions as directed. If a question requires an answer in particular terms, then the answer must be so phrased. **(Players would do well to listen to the entire question so that they understand completely what is required.)**
- 4) Players may interrupt the Moderator at any time during the reading of the question. They do, however, interrupt at their own, and their team's peril. If the player's answer is incorrect or no answer is given after activating the lock-out system, the question will be offered in complete form to the opposing team.
- 5) In the event of a tie at the official end of the game, the Moderator will caution both teams to be alert to the next question. The first correctly answered question will decide the game.
- 6) The first audible answer from a player is the only one acceptable and **MUST** come from the player designated by the Moderator. All players **MUST** wait to be recognized by the Moderator before answering, any questions answered out of turn will be considered incorrect answers and the entire question will then be offered to the opposing team.

- 7) All teams and players are expected to conform with any additional rules which may be required in the case of additional circumstances.
- 8) At the end of each break, Coaches will be allowed to substitute team players.
- 9) In Round 2, Team 1 and 5 will play, Team 2 and 6 will play, Team 3 and 7 will play and Team 4 and 8 will play. If any of these teams have already played together an adjustment will be made at the time of the competition.

#### **TYPES OF QUESTIONS:**

- 1) **LONG STEMMED & SNAPPERS.** These questions are open to any player on either team. If a player interrupts the Moderator and is wrong, the question will be continued for the opposing team who will have the sole right to answer it.
- 2) **ASSIGNED QUESTIONS.** These questions (if used) are directed to individual players. The player to whom the question is directed is the only one eligible to answer, no consultation is allowed.
- 3) **WHO OR WHAT AM I? QUESTIONS.** These questions are open to any player of either team. Each team is allowed one answer for each clue given. Point value diminishes with each additional clue given.

#### **GAME FORMAT:**

- 1) Twelve (12) minutes of long stemmed, assigned type questions followed by one (1) minute of short snappers. A short break will follow the end of questioning in order to allow the judges to verify the scores.
- 2) Twelve (12) minutes of long stemmed, assigned type questions followed by one (1) minute of short snappers. A short break will follow the end of questioning in order to allow the judges to verify the scores.
- 3) Three (3) minutes of short snappers.
- 4) Tie breaker if required.