



### **KNOCKOUT - OFFICIAL RULES**

Knockout is a non-buzzer-based quiz tournament that is played at the International History Olympiad, International Geography Championships, and International Environmental Science Olympiad. Each student should introduce themselves to each other at the start of the competition, and wear their nametag in a visible way. The students sit around a table or in a circle and should have a scoresheet with a writing implement.

One student (the designated top seed) begins by naming another student. That student then needs to answer the question correctly. If they are correct, then they get control, and pick another student for the next question. If they are incorrect, then they get a strike and control stays with the student who named the other, but they can't name the same student twice in a row. They have 5 seconds to answer each question and should be prompted at which point they have 2 more seconds to begin the answer (7 seconds total). If they start their answer and don't pause, they can go over this time frame, otherwise, they can pause within the timeframe. If they get 4 strikes (incorrect answers), they are out. The last surviving 3 students in each room advance to the finals.

Protests need to be done immediately (defined as before more than 3 words into the next question). The game waits until the protest is resolved (the reader should enter the protest on Slack to the Protest Committee). Protests can only be done by the student whose answer was deemed incorrect, and they can only protest the incorrectness of their answer; not the correctness of another student's answer. Students may ask the reader to repeat the question, but they can only do this once per question. If they ask the reader to repeat, that needs to be done within the first 5 seconds, and then students only have the balance of the remaining time (i.e. students cannot gain additional time by asking the reader to repeat.)

If, after the end of 150 questions or 55 minutes elapse (whichever happens first), more than 3 students remain, then ties are broken by how many strikes a student has, and the second tiebreaker is how many questions a student got right. If students are still tied after those two methods, then ties are played by having students writing answers down on paper. For written answers, phonetically plausible answers are okay, but all consonants, for example, need to be in the right order. Ties for 1<sup>st</sup> and 2<sup>nd</sup> don't need to be broken – only ties for 3<sup>rd</sup>. Keep playing until it is clear who the top 3 students in the room are.

There are 100 questions in the final round. The rules for the finals are the same, except there, it's 3 strikes and you're out. The game ends once either all students (except the winner) have been knocked out, once 35 minutes elapse, or once 100 questions have been played (whichever happens first). Ties are broken in the same way as in the prelims, but ties need to be broken for the top 3 spots (to determine gold, silver, and bronze medalists).