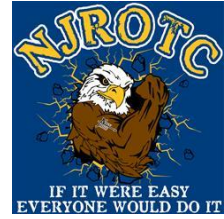




Eagle's Landing High School
NJROTC Battalion
301 TUNIS ROAD
MCDONOUGH, GA 30253



From: Senior Naval Science Instructor, Eagles Landing NJROTC
To: Area 12 Participating NJROTC Units

Subj: LOI - AREA 12 SANCTIONED BRAIN BRAWL MEET - EAGLES LANDING

1. **What:** Brain Brawl Academic Meet.
2. **Where:** Eagles Landing High School, 301 Tunis Rd, McDonough, GA 30253
3. **When:** Saturday, October 16, 2021 at 0800.
4. **Who:** 20 Five-cadet teams from Area 12 selected during draw at In-Service.
5. **Why:** Top four teams to qualify for Brain Brawl Championship.
6. **Contact Info:**
mark.middleton@henry.k12.ga.us (office: 770-914-9690 or cell: 678-542-5169)
7. **How much:** \$165 per team includes trophies and lunch for 5 cadets and 2 adults.
8. **Supplemental notes:** ***NO NOTES MAY BE TAKEN AT MEET!***

9. Rules and Matrices

A. Team Numbers: An NJROTC Instructor must accompany each unit's team. Each unit's team will consist of a maximum of five cadets, with four cadets being primary, and one cadet designated an alternate. A form will be provided in each team's packet to designate the primary team members, their NS level and also provide an alternate team member. In order to speed up the process, a link to an electronic form can be accessed [here](#). If you want, you can fill out your form through this link online (*see tabs along the bottom of the spreadsheet for your school*) and simply sign the form when you arrive at Eagles Landing the morning of the Brain Brawl. The alternate cadet will be allowed, but not required, to substitute between the normal round and the lightning round, at half-time or in the finals. Less than four cadets on one team playing in a round is an automatic forfeiture of score, but may be allowed to play in extreme circumstances, such as no standby team present, at the discretion of the host unit. However, if a four-person standby team is available, they must play since their score would count and they could qualify. If you are not present for your start time, the first standby team will be substituted. If you show up late you may elect to stay as the last standby.

B. Team Experience: Of the four primary cadets, their combined experience level may not exceed 10 points. Their experience level is designated by the class they are enrolled in currently, i.e., a cadet enrolled in NS3 counts for 3 points. It is allowed and encouraged to have an NS1 on a team, but it is no longer required. The former experience matrix is not mandatory. For competitions held in the first semester, any cadet that is simultaneously enrolled in two separate NS courses in a standard, two semesters 6-7 period schedule will be counted at the lower experience level, while in competitions in the second semester the cadet will be counted at the higher experience level. Block scheduling will continue to go with the current class enrolled at that time. Each cadet must declare their experience level before signing in to play and the experience sheet must be signed by the SNSI/NSI.

C. Competition Matrix: The first half of the meet will consist of five rounds, with each round consisting of a four team competition. Each team will participate in two rounds or essentially two halves. Each unit's four-cadet team will compete against three other four-cadet teams in each round. Each round will be made up of a 15-minute period comprised of toss-up and bonus questions and a 2.5-minute lightning round of toss-up questions only. At the end of the 15-minute period, all teams will be given a 30 second time out period to strategize prior to the lightning round. At that time, a single player substitution will be allowed that complies with the 10-point experience rule. A five-minute break/team swap will follow the end of the full round. After all twenty teams compete in the first half a one hour halftime will allow teams to strategize and eat lunch. Each team will then face three different teams during the second half as shown in the matrix below. Teams will be randomly assigned to slots prior to the meet. If a unit enters two teams, be advised that they may end up facing each other in one but never both rounds. Game times/scores will be projected visually, and kept updated manually on paper. Each round's results should be posted immediately after the round.

D. Toss-up Questions: All toss-up questions will be Naval Science questions from the current NS textbooks and materials to include current events. Each toss-up question will be read aloud to all four teams until an individual cadet buzzes in. At that time the reader will stop and give five seconds for the individual to answer. A correct answer to a toss-up question earns ten points for that team and a bonus question will then be read for the team that answered the toss-up question correctly. An incorrect toss-up answer will deduct five points from that individual's team score and preclude that cadet from answering again, although other team members may buzz in. The reader will continue to read the question in its entirety only after all of the priority incorrect answers are given. As the reader continues to finish the question, all remaining cadets may attempt to answer. If no correct answer is given by any team five seconds after the reader has finished the question, with up to six incorrect answers allowed, the reader will then state the correct answer and proceed to the next toss-up question. Conferring between team members is NOT allowed during Toss-ups, and a 5-point penalty will be awarded to any team doing so. Consequently, no members of that team will be allowed to answer that question. If a player shouts out an answer before the scorer calls his/her name out loud verbally, a 5-point penalty will be awarded and no other members of that team may answer that question. Any question may be thrown out by the moderator if they are duplicates, deemed incorrect, or for any other logical reason. No round can end on a thrown out question.

E. Bonus questions: A bonus question will be awarded to the team that correctly answers a toss-up question. Bonus questions consist of a variety of subjects including such topics as geography, sports, history, entertainment, current events, and general trivia. Bonus sources may include but are not limited to World Almanacs, Books of Lists, and various Internet factual knowledge sites. Each bonus question will be a four-part answer worth a total of 20 points with each answer being worth five points. Bonus question topics will typically be written with an approximate 2 to 1 ratio between general knowledge and entertaining trivia. The writer will strive toward a consistent difficulty level that would, depending on each team's intelligence and experience, allow some to most of them to correctly answer 1 or 2 parts, with increasing difficulty toward the 3rd and 4th correct answer. Each team will have 15 seconds to verbally confer with one another after the question has been read. Each team must designate a team commander who must give their entire

answer at the end of the time limit, unless the bonus question calls upon every team player to answer each of the four parts. A new toss-up question for all four teams will then follow the bonus answers.

F. **Championship Round:** The final round will consist of the four teams with the highest combined scores totaled from both halves, to include negative scores. If teams are tied for 4th place, a Tie-breaker will take place to determine which team will play in the championship round. Those four teams will start at zero in the championship round. Substitutions may again be made prior to the start of the championship round. The final round will be twenty minutes of toss-up and bonus questions followed by a 3.5-minute lightning round of toss-up questions only. First Tie-breaker for tied teams will be one 60 second lightning round consisting of NS toss-up questions. If at the end of that 60 second round, no clear winner is determined, a single final toss-up question will decide a second tiebreaker; a correct answer will win, an incorrect answer will lose. Single final toss-up questions will continue until a winner is determined (the judge should attempt to select more challenging questions for Tie-breakers, vice buzzer beaters). The highest scores in points will determine the place of finish and trophies awarded. All 20-cadet finalists will receive a uniform medal and each of the 4 finalist teams will receive a trophy. If you are not present for your start time, the first alternate team will be substituted. If you show up late you may elect to stay as an alternate. All other times following in the matrix are approximate.

G. **Challenges:** Any questions concerning scoring, validity of answers, etc, should be challenged immediately. Any cadet or instructor can “stop the clock” and then address the issue. It is almost impossible to address a question issue at the end of a round, especially if a bonus question is involved. Note: Cadets are allowed one answer validity challenge per team per round, instructors unlimited, however, repeated challenges or unfounded protests that are disruptive could result in a 5 or 10-point team penalty by the reader or possible team disqualification by the Area Manager. If an Area Manager is not attending, the host SNSI/moderator will make the call on penalties. Moderators may also make recommendations to AM and should caution teams/coaches that are disruptive.

H. **Uniforms/Cost:** Uniform for the brawl will be NJROTC athletic drill meet attire, unit warm-ups, navy sweats, or khaki pants and collared shirts. All cadets from each school should be dressed the same. If you have no such presentable gear, wear NJROTC uniforms. Standard NJROTC standard dress codes and grooming standards will be enforced. **Cost will be \$165 per team.** This will cover the entire cost of the meet including trophies (1st-4th place), gold/silver/bronze/bronze medals (cadets on top four teams) and lunch for up to five cadets and two adults from each school. If you wish to bring spectators or parents who will eat lunch, please make a note of that on the application and prepay another \$ 8.00 per person for lunch or pay at the meet in cash.

ENTRY FORM

School/Unit Name: _____

SNSI/NSI: _____

School/Unit Address:

Unit Email Address: _____

Phone: _____

Circle # Team(s): 1 or 2

Additional Lunch(es): _____ x \$8 = _____

Make \$165 check payable to “EAGLES LANDING HS NJROTC”

Mail to:

**EAGLES LANDING HS NJROTC
ATTN: *NJROTC BB*
301 TUNIS ROAD
MCDONOUGH, GA 30253**

Competition Matrix based on draw at In-Service

<u>TEAM</u>	U N I O N	P E A C H	S T O N E	M I D D L E	M I D D L E	H I L L	C E D A R	G R E E N	M L K	L U E L A	C O F F E	D U L U T H	S P R A Y B E R R Y	W O O D S T O C K	M C D O N O U G H	L I T H O N I A	D R U I D H I L L	S T O C K B R I D G E A	S T O C K B R I D G E B	C E N T R A L	
<u>TIME</u>																					
<u>0800</u>	I	N	B	R	I	E	F	:	F	O	R	:	A	L	L	T	E	A	M	S	
<u>0830</u>	X	X	X	X																	
<u>0900</u>					X	X	X	X													
<u>0930</u>									X	X	X	X									
<u>1000</u>													X	X	X	X					
<u>1030</u>																	X	X	X	X	
<u>1100</u>	L	U	N	C	H	:	F	O	R	:	A	L	L	:	T	E	A	M	S	:	
<u>1130</u>	L	U	N	C	H	:	F	O	R	:	A	L	L	:	T	E	A	M	S	:	
<u>1200</u>	X				X				X				X								
<u>1230</u>		X				X				X							X				
<u>1300</u>			X				X							X				X			
<u>1330</u>				X							X				X				X		
<u>1400</u>								X				X				X					X
<u>1430</u>	F	I	N	A	L	S	:	F	I	N	A	L	S	:	F	I	N	A	L	S	
<u>1500</u>	F	I	N	A	L	S	:	F	I	N	A	L	S	:	F	I	N	A	L	S	
<u>1530</u>	A	W	A	R	D	S	:	P	R	E	S	E	N	T	A	T	I	O	N	S	

FIRST STANDBY: DULUTH
SECOND STANDBY: NORTH COBB