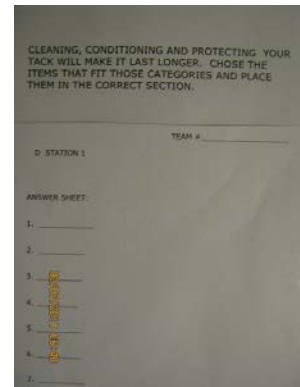




Stations



The Stations Phase of a Quiz Rally is about working as a team to put things together or into categories.

Note: The Boss of all things Quiz is the most recent USPC Quiz Rulebook and the USPC Quiz Newsletter. Rules occasionally change, so please, use the USPC Rulebook as the final say.

Sample Stations problems:

- The team correctly assembles a bridle
 - The team correctly identifies all the snaffle bits on the table
 - The team correctly identifies all the supplies needed to clean tack
 - Separate a pile of (toy) jumps between stadium type and cross country type.
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- ✓ A TEAM competition.
 - ✓ You work together to solve the problem. You are able to talk to each other.
 - ✓ You will have between 2 and 5 minutes to solve the problem; the table judge will tell you how much time you have.
 - ✓ Each station will have a 'table judge' who will:
 - Tell you the instructions
 - tell you when to begin

- tell you when to end
 - tell you if you are correct or incorrect
 - tell you the number of points earned at that station
 - tell you when to move to the next station
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- ✓ You are usually allowed to touch the items at the station. If you are not sure, ask the table judge.

 - ✓ If your team finishes before the time is up, the captain must tell the judge. You are not allowed to move to the next station until the judge tells you.

 - ✓ There may be 5 to 10 different stations.

 - ✓ Your team can receive a partial score for a partial correct answer.

 - ✓ Each station may have a different high score. The table judge will tell you the point value of the station.

 - ✓ At the end of each station, the TEAM Captain may verbally inquire about the score on that station with the table judge. Only the TEAM CAPTIAN may make this inquiry! (if you are not the captain, but think something might be wrong with your team's score – talk to your captain and other teammates about it. You are allowed to talk to your teammates in the Stations phase)
 - The table judge will NOT rule on the captain's inquiry, but will note it on the score sheet.
 - All inquiries are held over until the end of the Stations Phase and answered by the Stations Phase Coordinator.
 - If your team moves to the next phase without making this verbal inquiry, you forfeit the right to do so later. In other words, if you move on without asking, you can't ask about it later!

- At the end of all the stations, the TEAM CAPTIAN must tell the Stations Coordinator they wish to pursue their inquiry. The Team Captain has 30 minutes from the end of the phase to do this.
- See Inquiries at the end for the next step
- ✓ At the end of all stations, the Stations Phase is done. Before leaving the Stations room, the TEAM Captain must sign-out on the official score sheet. Once the captain has signed out and the team leaves, the team forfeits their chance to ask about any of the scores.
- ✓ Inquiries/Protest
 - If you made an inquiry at one of the stations, at the end of the phase, the TEAM Captain as 30 minutes to tell the Phase Coordinator you wish to pursue the inquiry. If the team signs-out and leaves the Stations room, or leaves the room without signing out, the inquiry will be disregarded and your team may not bring it up again.
 - The team will be sequestered in the Stations room until the inquiry is addressed.
 - The Stations Coordinator will address the inquiry.
 - If your team is satisfied with their answer, the TEAM Captain will sign-out the team and you all leave the room.
 - If you are not satisfied, the TEAM Captain may request a Quiz Protest Form and write up a formal protest of the decision. The team will remain sequestered.
 - The written protest form will be reviewed by the Ground Jury. The decision of the ground jury is final.
 - If the Ground Jury deems the protest frivolous or groundless, penalty points may be assessed for the team making the protest.

