



Slam-In for Brain Brawl

This document contains guidelines for setting Slam-In's Scoreboard software options and running the software in Play Mode to support the rules of Florida's Brain Brawl.

Round 1

- 1) Launch Slam-In.
- 2) Pass out Slammers 1-4 to one team and Slammers 5-8 to the other.
- 3) Set Slam-In's Scoreboard software settings to these values (or open a pre-saved Slam-In configuration file with these settings):
 - Question Point Value = 4
 - Wrong Answer Penalty = Custom, 2 Points
 - Timed Round? = Yes, 10 Minutes
 - Timed Ring-In? = Yes, 5 Seconds
 - Timed Answer? = Yes, 5 Seconds
- 4) Enter Team and Player names in appropriate boxes, click "Save", then click "Play".
- 5) In the Ready Check process that starts the round, have each Player test their Slammer.
- 6) Click "Play Question" and read the first Toss-Up Question.
- 7) If a team rings-in before you are finished reading, Slam-In will recognize that team. If they answer incorrectly, you may use the Award/Penalize operator menu to penalize that team by awarding points to their opponent.
- 8) If no one rings-in early, click "Done Reading" when you have finished reading the question.
- 9) Click "End Question" if no one rings-in before the Ring-In Timer expires.
- 10) If a team rings-in, recognize the Player who buzzes in by reading his/her name on-screen. If right, click "Right".
- 11) If wrong, click "Wrong" and the other team will now have a chance to ring-in and answer.
- 12) Once a Toss-up is answered correctly, Slam-In resets itself to play a Bonus Question. **Edit the Set Ring-In/Deliberation Timer to 0 and the Answer Timer to 20 on the first Bonus Question only. Slam-In will remember these settings for subsequent bonus questions in this round.**
- 13) Read the Bonus question twice and then click "Done Reading". The team that answered the preceding Toss-Up Question is automatically recognized. Award points using the Award/Penalize operator menu, then click "Save".
- 14) If the other team is given a chance to answer parts of the Bonus Question, click on that team's scorebox or on the slammer number for the captain of that team, and award points as appropriate. Click "Done" when finished.
- 15) At the end of Round 1, note team scores and click "End Game".
- 16) Return to the setup screen by clicking "Setup".
- 17) "Save Results" is optional.



Round 2

- 18) Change player name for player substitution, if needed.
- 19) Click "Play".
- 20) After the Ready Check slammer test sequence, click inside each team's scoreboard and edit their scores to reflect how Round 1 ended.**
- 21) Play Round 2 as you played Round 1.
- 22) Make note of scores at the end of Round 2, then return to setup.

Lightning Round

- 23) Adjust Slam-In's Scoreboard software settings to these values (or open a pre-saved Slam-In configuration file with these settings):
 - Question Point Value = 4
 - Wrong Answer Penalty = Custom, 4 Points
 - Timed Round? = Yes, 2 Minutes
 - Timed Ring-In? = Yes, 3 Seconds
 - Timed Answer? = Yes, 3 Seconds
- 24) Enter Team and Player names in appropriate boxes, click "Save", then click "Play".
- 25) Test the slammers in the Ready Check process, as before.
- 26) Click inside each team's scoreboard and edit their scores to reflect how Round 2 ended, then click "Play Question".
- 27) After the first correctly answered Toss-Up Question, use the dropdown menu on the Play Question operator menu to select Toss-Up rather than Bonus. This tells Slam-In that this round will contain only Toss-Up Questions.**
- 28) Click Play to play the 2nd and subsequent Toss-Up Questions in the Lightning Round.
- 29) Make note of scores after Round 3, then return to setup.

Don't Forget!

You can react to almost any game situation by adjusting Slam-In's settings prior to clicking the Play Question button. Just highlight the value you wish to change, and enter the new value. These adjustments can be made on-screen between questions:

- Type of Question (Toss-Up or Bonus)
- Question Point Value
- Ring-In Time
- Answer Time
- Team Scores

You can even edit a Round Timer that's counting down if you suspend the round by clicking Setup, then resume the round, then edit the Round Timer before clicking the Play Question button again.