

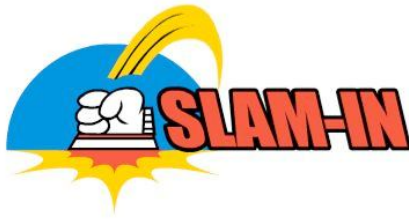
Slam-In for Florida's Commissioner's Academic Challenge (CAC)

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

These instructions assume that you are using the *Florida-specific version of Slam-In* that was created specifically for use in CAC matches. Visit our [Help page](#) to download the most current version of Slam-In for either **Windows or Macintosh.**

5 POINT ROUND

- 1) Launch Slam-In.
- 2) Distribute Slammers, 1 to each team.
- 3) Edit the Game Name to say "5 Point Round".
- 4) Verify that Slam-In's Scoreboard software settings correspond to these values:
 - Question Point Value = 5
 - Wrong Answer Penalty = Question Value
 - Wrong Answer Retry? = No
 - Timed Round? = No
 - Timed Ring-In? = Yes, 60 Seconds
 - Timed Answer? = Yes, 3 Seconds
- 5) Change the Number of Teams setting to correspond to the number in your match.
- 6) Click on team tabs and customize team names in appropriate boxes.
- 7) Click the "Play" button in the upper right-hand corner of the setup screen.
- 8) In the Ready Check process that starts the round, have each Team test their Slammer. As teams press their slammers, Slam-In will recognize that team by playing a team-specific sound ("Team 1", for example). These sounds are customizable as well.
- 9) Click "Play Question" (or press your computer's SPACEBAR) and read the first Toss-Up Question.
- 10) If no one rings-in early, click "Start Ring-In Timer" (or press the SPACEBAR) when you have finished reading the question. This will start the 60 second Ring-In Timer.
- 11) Click "End Question" if no one rings-in before the Ring-In Timer expires.
- 12) If a team rings-in, click the "Start Answer Timer" button (or press SPACEBAR).
 - a. If their answer is correct, click "Right Answer" (or press the B key).
 - b. If it is wrong, click "Wrong Answer" (or press the BACKSPACE key).
- 13) Click the "Play Question" button (or press the SPACEBAR) again and proceed in the same fashion through all 20 of the Toss-Up Questions in the round.



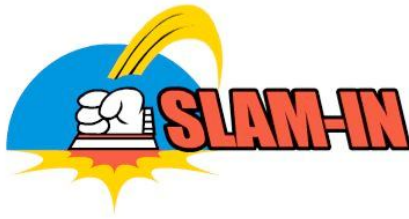
- 14) When it is time to play a Team Question at the conclusion of the round:
 - a. Change the Play Question dropdown option to “Team”.
 - b. In the lower left-hand corner of the screen, Slam-In highlights the “Set Deliberation Time” field, allowing you to edit Deliberation Time to 2:00 for 2 minutes, 3:00 for 3 minutes, etc. to correspond to the time being given to the teams to complete the question.
 - c. Do **not** enter a Team Question Point Value. Team scores are entered all at once after teams’ score sheets have been graded.
 - d. Distribute any materials that are required to support the Team Question.
 - e. Click the “Play Question” button.
- 15) Read the Team Question and/or instruct the teams to open any materials you have distributed, then click “Start Deliberation Timer” (or SPACEBAR). This will start the Team Question’s Deliberation Timer.
- 16) Once the Deliberation Timer expires, collect all teams’ answers and grade them.
 - a. **Using the keyboard – not the mouse** – enter the number of points that Team 1 should receive in the Award/Penalize operator menu at the bottom of the screen, then press the “Enter” key on your keyboard. Slam-In then “jumps” to Team 2 and highlights their point value entry field.
 - b. Enter the number of points Team 2 has earned and press the “Enter” key again.
 - c. Repeat these steps to enter Team Question scores for each team.
 - d. Click “Done” to end the Team Question.
- 17) Note team scores and click “Setup”. Confirm that you want to suspend the game and return to Setup by clicking “Yes”.

10 POINT ROUND

- 18) Edit the Game Name to reflect “10 Point Round”.
- 19) Change the Question Point Value to 10.
- 20) Click “Resume”.
- 21) Play the 10 Point Round as you played the 5 Point Round.
- 22) Make note of scores at the end of the round, click “Setup”, then return to Setup.

15 POINT ROUND

- 23) Edit the Game Name to reflect “15 Point Round”.
- 24) Change the Question Point Value to 15.
- 25) Click “Resume”.
- 26) Play the 15 Point Round as you played earlier rounds.
- 27) Make note of scores at the end of the round and click “End Game”. Confirm by clicking “Yes” in the End Game dialog box.
- 28) Click “Save Results” and save them in a familiar location under a useful name.
- 29) Return to Setup.



Keys to Success

It is much faster and, we think, much more effective to operate Slam-In using the keyboard rather than the mouse. Just 1 touch of these keys on your keyboard performs the listed function immediately, without the possibility of your clicking inadvertently on the wrong on-screen button:

- Play Question/Start Timer = SPACEBAR
- Right Answer = B key
- Wrong Answer = BACKSPACE key

If you need to test your slammers at any time (such as at the beginning of the 2nd or 3rd rounds or during a round), follow these steps:

- 1) Start a Toss-Up Question (by clicking "Play Question" or pressing SPACEBAR).
- 2) Let a team ring-in.
- 3) Click the "Cancel" button.
- 4) Let another team ring-in.
- 5) Repeat this process until every team has tested their slammer.