

## Slam-In for IHSA Scholastic Bowl

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

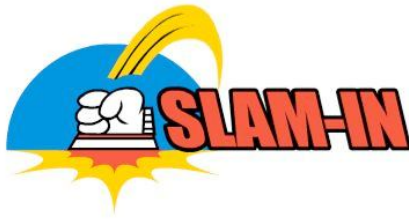
**These instructions assume that you are using the *Generic or Early Ring-In Detection* version of Slam-In. Visit our [Help page](#) to download the most current version of Slam-In for either Windows or Macintosh.**

### First Half

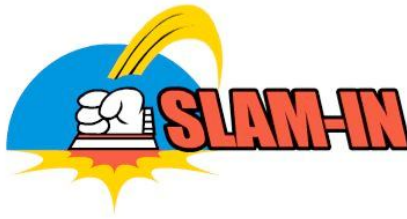
- 1) Launch Slam-In.
- 2) Distribute Slammers 1-5 to Team 1 and Slammers 6-10 to Team 2. If you're using a semi-wireless system, distribute the Team 1 Wireless Transmitter & 5 wired handheld buzzers to Team 1. Give the Team 2 Wireless Transmitter & 5 wired handheld buzzers to Team 2.
- 3) Edit the Game Name to say "First Half".
- 4) 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 = 10
  - Wrong Answer Penalty = None
  - Timed Round? = No
  - Timed Ring-In? = Yes, 10 Seconds
  - Timed Answer? = Yes, 3 Seconds

Leave the Wrong Answer Retry, Sound Mode, and Perform Ready Check options at their default settings for now.

- 5) Enter Team and Player names instead of their default/generic settings in their appropriate boxes, then click the "Play" button in the upper right-hand corner of the Setup screen.
- 6) In the Ready Check process that starts the round, have each Player test their slammer/buzzer. As each rings-in, their name will appear in their team's scorebox. Once all slammers/buzzers have rung-in, teams will go from "Waiting" to "Ready".
- 7) If the first Toss-Up Question requires computation time, enter the amount of time teams have to decide whether or not to answer by editing the value in the "Set Ring-In Time" box in the lower left-hand corner of the screen. **Repeat this step for any questions requiring longer than 10 seconds.**
- 8) Press the Spacebar (or click the "Play" button) and read the first Toss-Up Question.



- 9) If a team rings-in before you are finished reading, Slam-In will recognize that team. **Uncheck the “Early Ring-In” checkbox. Slam-In will now “remember” that there is no early ring-in penalty under IHSA rules. (It’s not critical that you do this on the first Toss-Up Question, but the sooner you do it, the sooner Slam-In “learns” that you don’t want it to pay attention to early ring-ins.)**
- 10) If no one rings-in early, press the Spacebar (or click the “Done Reading” button) when finished reading the question. This will start the Ring-In Timer countdown sequence.
- 11) Click “End Question” if no one rings-in before the Ring-In Timer expires.
- 12) If a team rings-in, recognize the Player who buzzes in by reading his/her name on-screen.
- 13) If their answer is right, press the “B” key (or click the “Right Answer” button).
- 14) If their answer is wrong, press the Backspace key (or click the “Wrong Answer” button). The other team will have a chance to ring-in and answer.
- 15) **As per the “Blurt Rule”, if a player answers correctly before being recognized by the Moderator, lower that team’s score by 5 points directly on-screen before playing the next question in the round.**
- 16) Once a Toss-up is answered correctly, Slam-In resets itself to play a Bonus Question. **Edit the Set Ring-In/Deliberation Timer to 30 and the Answer Timer to 0 on the first Bonus Question only. Slam-In will remember these settings for subsequent bonus questions in this round. (As with Toss-Ups, it’s not critical that you do this on the first Bonus Question, but the sooner you do it, the sooner Slam-In “learns” what you want it to do with all subsequent bonus questions.)**
- 17) Press the Spacebar (or click “Play Question”) and read the first Bonus Question. Press the Spacebar (or click “Done Reading”). This will start the Deliberation Timer countdown sequence.
- 18) **Slammers are not operational on Bonus Questions, so when a team captain (or someone designated by the captain) wishes to answer, use your mouse to click on the slammer number corresponding to that player.** This will start the Answer Timer. Enter the number of points they earned using the Award/Penalize operator menu, then click “Save”.
- 19) **If the other team is given a chance to answer parts of the Bonus Question, click on that team captain’s slammer by number on-screen (or on any of that team’s slammer numbers or simply somewhere on that team’s scoreboard) to designate that they’re “up to bat”.** This will start the Answer Timer again, this time for the second team. Just as important, quickly clicking on the second team’s scoreboard or on a second team’s slammer number will ensure that the second team does not get to use any remaining Deliberation Time unused by the first team. Use the Award/Penalize operator menu to award points as appropriate. Click “Done” when finished.
- 20) **Slam-In** will then “tee up” another Toss-Up Question. Continue playing Toss-Ups & Bonuses using these procedures until the end of the First Half.
- 21) At the end of First Half, note team scores and click “Setup”. Confirm that you want to suspend the game and return to Setup by clicking “Yes”.



## **Second Half**

- 22) Edit the Game Name to reflect "Second Half".
- 23) Change player names for player substitutions, if needed.
- 24) Click the "Resume" button.
- 25) Play the Second Half as you played the First Half.
- 26) At the end of the Second Half, note team scores and click the "End Game" button. Confirm by clicking "Yes" in the End Game dialog box.
- 27) Click "Save Results" and save them in a familiar location under a useful name.
- 28) 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
- Time Out = W key

If you need to test your slammers at any time (such as at the beginning of the Second Half or during either half), follow these steps:

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

## **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 also suspend play by calling a time out, and under IHSA rules, you may make player substitutions during any time out.