



Slam-In for OJABA Academic 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 OJABA Academic Bowl.

First Quarter

- 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 = 10
 - Wrong Answer Penalty = None
 - Timed Round? = No
 - Timed Ring-In? = Yes, 10 Seconds
 - Timed Answer? = Yes, 4 Seconds
- 4) Enter Team and Player names in appropriate boxes, click "Save", then "Play".
- 5) In the Ready Check process that starts the round, have each Player test their slammer.
- 6) If the question requires computation time, enter the amount of time teams have to decide whether or not to answer in the "Set Ring-In Time" box in the lower lefthand corner of the screen. **Repeat this step for any questions requiring longer than 10 seconds.**
- 7) Click "Play Question" and read the first Toss-Up Question.
- 8) 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 OJABA rules.**
- 9) If no one rings-in early, click "Done Reading" when finished reading the question.
- 10) Click "End Question" if no one rings-in before the Ring-In Timer expires.
- 11) If a team rings-in, recognize the Player who buzzes in by reading his/her name on-screen. If right, click "Right".
- 12) If wrong, click "Wrong". The other team will have a chance to ring-in and answer.
- 13) **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.**
- 14) Click Play to play the 2nd and subsequent Toss-Up Questions in the round.
- 15) If teams are tied at the end of 20 Toss-Up Questions, play an additional Toss-Up Question.
- 16) **At the end of the First Quarter, note team scores and click "End Game".**
- 17) Return to the setup screen by clicking "Setup".
- 18) "Save Results" is optional.



Second Quarter

- 19) 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
 - Wrong Answer Retry? = No
 - Perform Ready Check? = No
 - Timed Round? = No
 - Timed Ring-In? = Yes, 60 Seconds
 - Timed Answer? = No
- 20) Enter Team and Player names in appropriate boxes, click "Save", then "Play".
- 21) Select "Bonus" using the Play Question operator menu.
- 22) Select which team will play first by clicking on their scorebox, which will now be highlighted.
- 23) Click "Play Question".
- 24) Read the first question in the category, then click "Done Reading". This will begin the 60 second countdown.
- 25) When the 60 second timer expires, enter the number of points to be awarded using the Award/Penalize operator menu, then click "Done".
- 26) Repeat this procedure for the second team.
- 27) Make note of scores at the end of the Second Quarter, then return to setup.
- 28) "Save Results" is optional.

Third Quarter

- 29) Use the same options, settings and procedures as in the First Quarter.
- 30) Play 20 Toss-Up Questions.
- 31) Do not play a Tiebreaker Question in the event of a tie.**
- 32) Make note of scores at the end of the Third Quarter, then return to setup.
- 33) "Save Results" is optional.

Fourth Quarter

- 34) Use the same options, settings and procedures as in the Second Quarter.
- 35) Play one 10-part Bonus Question for each team.
- 36) If teams are tied at the end of the Fourth Quarter:
- 37) Change the Set Ring-In Time in the lower lefthand corner of the screen to 10.
- 38) Change the Set Answer Time to 4.
- 39) Play Toss-Up Questions until a team answers one correctly.
- 40) Make note of scores at the end of the Fourth Quarter, then return to setup.
- 41) "Save Results" is optional.



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.