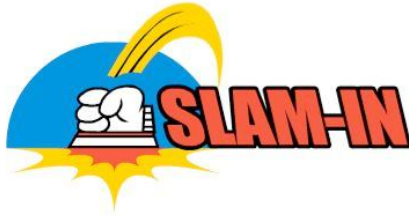


Slam-In for KAAC Quick Recall (High School)

This document contains guidelines for setting Slam-In's Scoreboard software options and running the software in Play Mode to support the rules of KAAC Quick Recall at the High School level.

FIRST HALF

- 1) Launch Slam-In.
- 2) Distribute Slammers 1-4 to Team 1 and Slammers 5-8 to Team 2.
- 3) Set Slam-In's Scoreboard software settings to these values (or open a pre-saved Slam-In configuration file with these settings):
 - Game Name = First Half
 - Question Point Value = 1
 - Wrong Answer Penalty = None
 - Timed Round? = Yes, 15 Minutes
 - Timed Ring-In? = Yes, 5 Seconds
 - Wrong Answer Reset = Checked
 - Timed Answer? = No
- 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) **Before the match begins, change the Question Type to "Bonus" and make these adjustments:**
 - a. Enter a Bonus Question Point Value of 1.
 - b. Edit the Set Deliberation Time value in the lower left-hand corner to 10 seconds.
- 7) **Change the Question Type back to "Toss-Up"**, then 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 KAAC rules.**
- 9) If no one rings-in early, click "Done Reading" when finished reading the question. This starts the Ring-In Timer countdown.
- 10) Click "End Question" if no one rings-in before the Ring-In Timer expires.
 - a. If a team rings-in, recognize the Player who buzzes in by reading his/her name on-screen. If right, click "Right".
 - b. If wrong, click "Wrong". The other team will have a chance to ring-in and answer.
- 11) Once a Toss-up is answered correctly, Slam-In resets itself to play a Bonus Question with the settings you entered in Step 6 above.
- 12) Read the Bonus question, then click "Done Reading". The team that answered the preceding Toss-Up Question is automatically recognized.
- 13) If their answer is correct, click "Done", and 1 point will be added to that team's score, and Slam-In will reset itself to play a Toss-Up Question.



- 14) If their answer is incorrect, then click in the shaded portion of the other team's scoreboard to allow the Bonus Question to "Bounce Back".
 - a. If their answer is correct, click "Done", and 1 point will be added to that team's score, and Slam-In will reset itself to play a Toss-Up Question.
 - b. If their answer is incorrect, click "End Question".
- 15) At the end of the First Half, note team scores and click "Setup".**

SECOND HALF

- 16) Change player names or player substitutions if needed.
- 17) Edit the Game Name to be "Second Half".
- 18) Click "Resume".
- 19) Edit the Round Timer to reflect 15:00, then click "Play Question".**
- 20) Play the Second Half as you played the First Half.
- 21) At the end of the Second Half, click "End Game".
- 22) "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.