

Lincoln Cup Rules

General Rules/Scoring:

- Teams may not observe matches that are earlier than their match that day, as some questions are used for multiple matches.
- Except for the bonus question and final question, teams score 5 points for each title answered correctly. The correct author's name earns 1 point.
- Answers must be exact. Author's last name (and first name, if given) must be correct.
- Team members may confer, but the first response directed to the moderator is the only acceptable answer.
- **The moderator and the scorekeeper are the final authorities on the acceptability of an answer.**
- If a team does not show for a match, it will receive 0 points for its score and the remaining teams will compete. If only one team shows, they will have the option of competing solo OR receiving points equal to their previous match score.
- The winning team will have the **highest cumulative total score** at the end of two matches.
- Registered team members must compete in order to receive prizes.

Round One:

- Each team will be asked 10 questions.
- Each team will have 30 seconds to answer. If a team cannot answer, the question will be considered dead.
- There will be one bonus question and it will be determined by a member of the team ringing the bell before a question is read. It is worth 10 points for the title and 2 for the author. If the bell has not been rung before the 10th question is read, then question 10 will become the bonus.

Round Two:

- The moderator will ask 20 questions. The first team to buzz in answers the question. The person on the team who presses the buzzer **must** be the one to answer. They have 2 seconds to respond.
- If the first team does not respond or answers incorrectly, the other two teams will have 20 seconds to press the buzzer and answer the question.
- If no one presses a buzzer, after 20 seconds the question is dead.
- If a team answers a question before the moderator has read the phrase "Name the Book," but answers incorrectly, the question will be reread for the remaining team(s) and they will have 10 seconds to respond.

Final Question:

- Teams decide what point value to place on the final question, up to a maximum of 25.
- If a team has earned 10 - 25 points throughout a match, then they can place value only up to the points they've earned on the final question.
- If a team has earned less than 10 points throughout a match, they can still place up to 10 points.
- A team can choose to place zero value on the question.
- Only a title is necessary for the answer.
- If the team answers the question incorrectly, the points will be deducted from their score.

Lincoln Cup Tips from Niles-Maine District Library

MY WORD!

Pay attention to identifying character traits and places as you read. Many questions will have a character's dialog or description that can help you remember or at least narrow down which book the question is about.

Pay attention to unusual or unique words, for example, "leoponaires" in *Children of Blood and Bone* or "Deckers" in *They Both Die at the End*.

AUTHOR, AUTHOR!

You may want to have a few people memorize all the authors, or at least all the authors of the books they've read. Don't miss out on those author points!

LISTEN!

Listen carefully to the question. Wait until you have enough information to narrow down which book it's about before answering.

WHAT'S THE SAME?

Notice if two books have something in common that could be confused. This is especially important during Round Two, when you will rely on speed.

CONFERENCE!

Remember to confer and talk over each answer before you give it. You can use a team captain to give each answer if you wish. In round one, anyone on the team may answer the question, but the one announced directly to the moderator will be the one counted.

Remember, the person who presses the buzzer in the round two must be the person to answer the question.

I GUESS!

It never hurts to guess a book title. Your first thought is often the correct one.

TIME WAITS FOR NO ONE!

Be aware of how long twenty seconds is so that you give your answer before your time runs out. You may want to time each other during practice.

FUN!

Have fun! The Lincoln Cup should be fun. You're having a friendly competition to see how well you can answer a series of questions. You get to be on a team with friends, you use your brain, and you get to read!