



**2019 Individual Player
National Championship Tournament
High School Division
Format**

(Copyright © 2019 NAQT, LLC)

Overall Format

The high school division of the 2019 NAQT Individual Player National Championship Tournament, powered by LetterOne, will begin with five rounds of group matches (in which up to ten players compete in each room). All players will compete in the first four of these matches, but some will be eliminated prior to the fifth. The fifth group match will eliminate all but 32 players. Those 32 remaining players will play head to head matches to crown the champion.

Round 1 (Group Match, 48 tossups)

The (approximately) 140 participating players will be seeded by NAQT and assigned to 14 balanced competition rooms. In every group match, players will be ranked by the order in which they buzz out at 60 points (or by their total points if they haven't buzzed out by the end of the round). Each player's rank will determine his or her next competition room.

Round 2 (Group Match, 72 tossups)

Each of the 14 rooms in this round will have a balanced field based on its players' ranks in Round 1. The threshold for buzzing out increases to 90 points for this (and all subsequent) group matches.

Round 3 (Group Match, LetterOne, each player and his or

given a ticket for a free buffet at O H American Grill at the conclusion of Round 3.

Round 4 (Elimination Group Match, 72 tossups)

The 14 rooms in this round will have balanced fields seeded in a serpentine fashion based on the rankings (and room tiers) of Round 3. This is the spot (by total points) will be broken by three tossups,

then sudden death tossups if necessary) rather than by power tossups.

Round 5 (Elimination Group Match, 72 tossups)

The eight rooms in this round will have balanced fields of eight or nine players each seeded in a serpentine fashion based on the results of Round 4. The top four players from each room will advance to the head to head rounds. A maximum of three players may buzz out : The other players will hear the remaining tossups (as was the case in Round 4). As in Round 4, ties for the final spot will be broken by further play.

Flip this page over for the head to head matches and other information.

" " "

Rounds 6-12 (Head-to-Head Matches, 24 tossups each)

The 32 players that advance from the Round 5 Elimination Group Match will be seeded into a 32 slot single elimination bracket (with a limited number of consolation rounds).

These head to head matches will be administered using a card system (just like at NAQT's High School National Championship Tournament). Each player can consult his current card to find the location of his or her next match, but the card isn't a traditional schedule because players may exchange cards as a result of a game. In particular, the winner of each head to head match will take the card closer to #1 (regardless of