



**DEPARTMENT OF THE NAVY**  
NAVAL JUNIOR RESERVE OFFICERS TRAINING CORPS UNIT  
NORTH COBB HIGH SCHOOL  
3400 HIGHWAY 293 NORTH  
KENNESAW, GA 30144

30 Sep 2017

From: Senior Naval Science Instructor, NJROTCU North Cobb High School  
To: Area 12 NJROTC Units  
Subj: LOI FOR AREA 12 SANCTIONED BRAIN BRAWL, NORTH COBB NJROTC

- 1. What:** Brain Brawl “North” Academic Meet.
- 2. Where:** North Cobb High School, 3400 HWY 293 N Kennesaw, GA 30144
- 3. When:** Saturday, JAN 6, 2018 at 0830.
- 4. Who:** 20 Five-cadet teams from Area 12 selected during draw at In-Service.
- 5. Why:** Top four teams to qualify for Brain Brawl Championship.
- 6. Contact Info:** Email - Joel.Reaves@Cobbk12.org or call us at (770)975-6685 ext. 801229.  
Cell: (678) 613.8373.
- 7. How much:** \$165 per team includes trophies, participation items, and lunch for 5 cadets and 2 adults. MAKE CHECKS PAYABLE TO: **NCHS – HHS NJROTC BOOSTER ORG, INC.**
- 8. Supplemental notes:** NO NOTES OF ANY KIND MAY BE TAKEN AT MEET!

**9. Rules and Matrices**

A. Team Numbers: An NJROTC Instructor must accompany each unit’s team. Each unit’s team will consist of a maximum of five cadets, with four cadets being primary, and one cadet designated an alternate. The alternate cadet will be allowed, but not required, to substitute between the normal round and the lightning round, at half-time or in the finals. Less than four cadets on one team playing in a round is an automatic forfeiture of score, but may be allowed to play in extreme circumstances, such as no standby team present, at the discretion of the host unit. However, if a four-person standby team is available, they must play since their score would count and they could qualify. If you are not present for your start time, the first standby team will be substituted. If you show up late you may elect to stay as the last standby.

B. TEAM COMPOSITION RULE. Of the four competing cadets, the 10 point total system being used, with NS1=1, NS2=2 NS3 = 3 and NS4 = 4 pts applies, with the total team points not to exceed 10 points. Each team must have four cadets at the competition table (i.e. you cannot just compete with three cadets totaling 10 points). Tie breakers will still use a one minute lightening round as the first tie breaker. The second will be single questions until a winner is determined. NOTE: If a cadet is dual enrolled in two NJROTC classes or takes two classes in one year, (EX: NS-II and NS-III) then they would count the most senior of those classes, in this example they would be counted as an NSIII. Each cadet must declare their experience level before signing in to play and the experience sheet must be signed by the SNSI/NSI.

C. Competition Matrix: The first half of the meet will consist of five rounds, with each round consisting of a four team competition. Each team will participate in two rounds or essentially two halves. Each unit's four-cadet team will compete against three other four-cadet teams in each round. Each round will be made up of a 15 minute period comprised of toss-up and bonus questions and a 2.5 minute lightning round of toss-up questions only. At the end of the 15 minute period, all teams will be given a 30 second time out period to strategize prior to the lightning round. At that time, a single player substitution will be allowed that complies with the 10 point experience rule. If one of the two experience levels is higher, it will be the one counted in case of a tie breaker. A five-minute break/team swap will follow the end of the full round. After all twenty teams compete in the first half, a one hour halftime will allow teams to strategize and eat lunch. Each team will then face three different teams during the second half as shown in the matrix below. Teams are assigned to slots **BASED ON DRAW AT INSERVICE**. If a unit enters two teams, be advised that they may end up facing each other in one but never both rounds. Game times/scores will be projected visually, and kept updated manually on paper. Each round's results should be posted immediately after the round.

D. Toss-up Questions: All toss-up questions will be Naval Science questions from the current NS textbooks and materials to include current events. Each toss-up question will be read aloud to all four teams until an individual cadet buzzes in. At that time the reader will stop and give five seconds for the individual to answer. A correct answer to a toss-up question earns ten points for that team and a bonus question will then be read for the team that answered the toss-up question correctly. An incorrect toss-up answer will deduct five points from that individual's team score and preclude that cadet from answering again, although other team members may buzz in. The reader will continue to read the question in its entirety only after all of the priority incorrect answers are given. As the reader continues to finish the question, all remaining cadets may attempt to answer. If no correct answer is given by any team five seconds after the reader has finished the question, with up to six incorrect answers allowed, the reader will then state the correct answer and proceed to the next toss-up question. Conferring between team members is **NOT** allowed during Toss-ups, and a 5 point penalty will be awarded to any team doing so. Consequently, no members of that team will be allowed to answer that question. If a player shouts out an answer before the scorer calls his/her name out loud verbally, a 5 point penalty will be awarded and no other members of that team may answer that question. Any question may be thrown out by the moderator if they are duplicates, deemed incorrect, or for any other logical reason. No round can end on a thrown out question.

E. Bonus questions: A bonus question will be awarded to the team that correctly answers a toss-up question. Bonus questions consist of a variety of subjects including such topics as geography, sports, history, entertainment, current events, and general trivia. Bonus sources may include but are not limited to World Almanacs, Books of Lists, and various Internet factual knowledge sites. Each bonus question will be a four-part answer worth a total of 20 points with each answer being worth five points. Bonus question topics will typically be written with an approximate 2 to 1 ratio between general knowledge and entertaining trivia. The writer will strive toward a consistent difficulty level that would, depending on each team's intelligence and experience, allow some to most of them to correctly answer 1 or 2 parts, with increasing difficulty toward the 3<sup>rd</sup> and 4<sup>th</sup> correct answer. Each team will have 15 seconds to verbally confer with one another

after the question has been read. Each team must designate a team commander who must give their entire answer at the end of the time limit, unless the bonus question calls upon every team player to answer each of the four parts. A new toss-up question for all four teams will then follow the bonus answers.

F. Championship Round: The final round will consist of the four teams with the highest combined scores totaled from both halves, to include negative scores. Those four teams will then start at zero in the championship round. Substitutions may again be made prior to the start of the championship round. The final round will be twenty minutes of toss-up and bonus questions followed by a 3.5 minute lightning round of toss-up questions only. In the event of any tie, first tiebreaker designating a winner will be the team with the least experienced team of cadets. A final toss-up question will decide a second tiebreaker; a correct answer will win, an incorrect answer will lose. The highest scores in points will determine the place of finish and trophies awarded. All 20-cadet finalists will receive a uniform medal and each of the 4 finalist teams will receive a trophy. If you are not present for your start time, the first alternate team will be substituted. If you show up late you may elect to stay as an alternate. All other times following in the matrix are approximate.

G. Challenges: Any questions concerning scoring, validity of answers, etc, should be challenged immediately. Any cadet or instructor can “stop the clock” and then address the issue. It is almost impossible to address a question issue at the end of a round, especially if a bonus question is involved. Note: Cadets are allowed one answer validity challenge per team per round, instructors unlimited, however, repeated challenges or unfounded protests that are disruptive could result in a 5-10 point team penalty by the reader or possible team disqualification by the Area Manager. If an Area Manager is not attending, the host SNSI/moderator will make the call on penalties. Moderators may also make recommendations to AM and should caution teams/coaches that are disruptive.

H. Uniforms/Cost: Uniform for the brawl will be NJROTC athletic drill meet attire, unit warm-ups, navy sweats, or khaki pants and collared shirts. All cadets from each school should be dressed the same. If you have no such presentable gear, wear NJROTC uniforms. Standard NJROTC standard dress codes and grooming standards will be enforced. **Cost will be \$165 per team.** This will cover the entire cost of the meet including the now famous painted Screaming Eagle trophies (1<sup>st</sup>-4<sup>th</sup> place), gold/silver/bronze/bronze medals (cadets on top four teams), participation items for all cadets, and all day food and drinks for up to five cadets and two adults from each school. If you wish to bring spectators or parents who will eat lunch, please make a note of that on the application and prepay another \$ 8.00 per person for lunch or pay at the meet in cash.

# **ENTRY FORM**

School/Unit Name: \_\_\_\_\_

SNSI/NSI: \_\_\_\_\_

School/Unit Address:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Unit Email Address: \_\_\_\_\_

Phone: \_\_\_\_\_

Circle # Team(s):    1        or        2

*Make \$165 check payable to “NCHS – HHS NJROTC Booster Org. Inc.”*

**Mail to:**

**North Cobb High School NJROTC  
Attn: SNSI  
3400 HWY 293 N  
KENNESAW, GA 30144**

## Competition Matrix based on draw at In-Service

TEAM TIME	W O O D S T O C K	U N I O N G R O V E	L U E L L A	E A S T H A L L	C R O S S C R E E K	S T E P H E N S O N	G R E E N B R I E R	C O L U M B I A	K E N N E S A W M T N	H I L L G R O V E 2	A L L A T O N A	E A G L E S L A N D I N G	L A S S I T E R	S W D E K A L B	M L K I N G	M C E A C H E R N	H I L L G R O V E 1	G A I N E S V I L L E	D U L U T H	D R U I D H I L L S
0830	I	N	B	R	I	E	F	-	F	O	R	-	A	L	L	T	E	A	M	S
0900	X	X	X	X																
0930					X	X	X	X												
1000									X	X	X	X								
1030													X	X	X	X				
1100																	X	X	X	X
1130	L	U	N	C	H	-	F	O	R	-	A	L	L	-	T	E	A	M	S	-
1200	L	U	N	C	H	-	F	O	R	-	A	L	L	-	T	E	A	M	S	-
1230	X				X				X				X							
1300		X				X				X							X			
1330			X				X							X				X		
1400				X							X				X				X	
1430								X				X				X				X
1500	F	I	N	A	L	S	-	F	I	N	A	L	S	-	F	I	N	A	L	S
1530	F	I	N	A	L	S	-	F	I	N	A	L	S	-	F	I	N	A	L	S
1600	A	W	A	R	D	S	-	P	R	E	S	E	N	T	A	T	I	O	N	S

**FIRST ALTERNATE – JEFFERSON COUNTY**  
**SECOND ALTERNATE – GREENBRIER**  
**THIRD ALTERNATE – LASSITER 2**  
**FOURTH ALTERNATE – UNION GROVE 2**