



HIGH SCHOOL

2026

QUIZ BOWL

**April 15, 2026**

Lifelong Learning Center



NORTHEAST  
COMMUNITY  
COLLEGE

# QUIZ BOWL

## Previous Champions

**2025**

O'Neill High School

**2024**

Norfolk Catholic High School

**2023**

Crofton Community Schools

**2022**

Lutheran High Northeast

**2021**

Madison High School

**2019**

Oakland-Craig High School

**2018**

Howells-Dodge Consolidated School

**2017**

West Point-Beemer High School

**2016**

Neligh-Oakdale Public Schools

**2015**

Oakland-Craig High School

**2014**

Wisner-Pilger High School

**2013**

Lutheran High Northeast

### ENTRY

Northeast Community College Quiz Bowl entries must be received by the Northeast Community College Educational Services Office on or before January 24, 2026. All entries must be submitted electronically via the link provided. The first 28 teams to register will be entered into the competition. Any schools who registers after that, will be placed on a wait list. In the event a team cancels, the next school on the list will be notified. In the case of emergencies, please contact Marissa Sudbeck at [msudbeck2@northeast.edu](mailto:msudbeck2@northeast.edu).

### ELIGIBILITY

Team members shall be a bona fide high school student from the same high school in grades 9 through 12.

### CHECK-IN

Check-in for the Quiz Bowl will be done according to assigned arrival times. Sponsors will be notified of arrival and check-in times via email on or before March 12, 2026.

### EVENT CANCELLATION

If weather conditions are severe, it may result in cancellation of the Scholastic Contest and Quiz Bowl events. Weather-related announcements will be broadcast via the Northeast Community College website ([northeast.edu](http://northeast.edu)), the college automated phone system (1-800-348-9033), and all area radio and TV stations. The decision to cancel will be made by 5:00 a.m., or shortly thereafter, on the morning of the event. If Northeast Community College is closed, all student events are also cancelled. High school officials should use their discretion to determine if weather and road conditions in their immediate area make travel to Norfolk hazardous for their students.

# Schedule

8:00 am.- 11:00 am	<b>Quiz Bowl Check In</b> <i>Lifelong Learning Center Atrium</i>
8:00 am - 12:00 pm	<b>Opening Matches</b>  Matches will run simultaneously until the Quarter-Final matches.
12:00 pm	<b>Lunch</b> <i>Break for all staff and teams</i>
1:30 pm - 2:30 pm	<b>Matches Continued</b>
2:30 pm - 3:00 pm	<b>Runner-up &amp; Championship</b>
	<b>Awards</b> <i>Presented immediately following the championship match</i>
* A final bracket will be released on or before March 12, 2026.	



## **GENERAL INFORMATION**

1. Matches will run simultaneously until the competition concludes.
2. Quiz Bowl matches will not be delayed in order for team members to arrive for a match. Teams must be ready when called for a match.
3. There will be a maximum of 20 questions per match - 10 toss-up questions and 10 bonus questions, with a tie-breaker if needed.
4. Championship and runner-up teams will receive plaques at the Awards Ceremony. The Championship team members will receive individual medals.

## **DESCRIPTION OF OFFICIALS**

The Quiz Bowl is played under the supervision of these officials whose duties are as follows:

**MODERATOR:** Is in general charge of operations and asks questions.

**ANNOUNCER/TIMER:** Observes players during asking of questions so he/she may properly identify and announce the name of the school who first signals readiness to reply to each toss-up question. The score is announced occasionally during the game. He/she also turns the Electronic Control System on and off. The timing system is built into the Electronic Control System and automatically locks out the system at the end of the 15-second time period.

**CONTENT AND PROCEDURAL JUDGES:** Are familiar with all questions and answers and ready to rule, upon request, on any variables in answers that may be accepted. Observes play to guard against illegal procedures, such as prompting, team conferences when disallowed, or inappropriate challenges made by anyone other than Team Captain.

**SCORER:** Has the responsibility to keep the team score throughout a match.

**ALL OFFICIALS:** Will closely observe to assure against illegal procedures by players or spectators during the match.

## RULES FOR COMPETITION

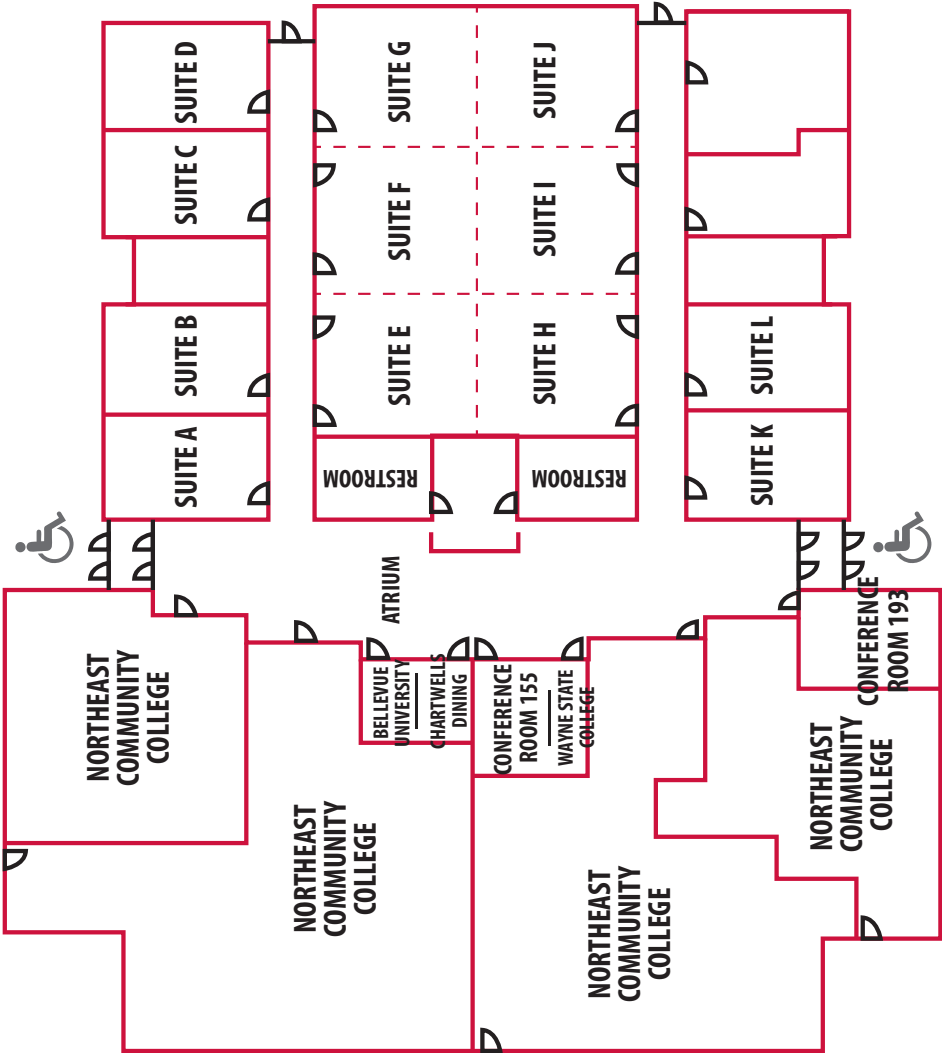
1. The Quiz Bowl competition is between two teams of four players; a captain and three other members. 1 - Alternate player and 1 - Sponsor per team is allowed. The players on each team must be from the same high school and enrolled in grades 9-12.
2. A team is not required to use the same four players for each match during tournament play, but substitutions during a match are forbidden. Alternates can enter play only at the beginning of a new match during the tournament.
3. Points are scored by correct answers to questions. Each question has a predetermined value. The questions will range from the trivial to the profound, and cover all areas of academic knowledge. Questions will include the following categories:
  - Social Studies - American and World History, Government, Geography, Sociology, Psychology*
  - Language Arts - English (Spelling), Literature, Grammar, Vocabulary*
  - Science - Chemistry, Physics, Earth Science, Geology, Astronomy*
  - Mathematics - Formulas, Terms, Time, Geometry, Square & Cubes, Algebra, Measurement, Computers*
  - Current Events & Popculture*
4. Two types of questions are used during a match-toss-up and bonus. There will be 10 toss-up questions per match; these are considered "easy questions". They will be followed by "more difficult" bonus questions which will be given to the team correctly answering the toss-up questions. Points are scored by giving the correct answers to questions.
  - 5 points = correct answer to toss-up questions
  - 10 points = correct answer to bonus questions
5. After the toss-up question is given, 15 seconds will be allowed for any team member to respond. To answer a toss-up question, a player must be the first to signal by pushing his/her signal switch from the Electronic Control System. Team members are required to sit with their hand beside or above the signal switch. There cannot be any conferring among team members during a toss-up question response.
6. The toss-up process consists of four (4) parts: the questions, the signal, the recognition of the player by the Announcer, and the answer. If a player gives the answer without either of the two middle parts, the answer is treated as an incorrect answer. In other words, the players must wait until his/her number is called before giving the answer.
7. A team member giving a correct toss-up answer entitles the team to a bonus question. The team members have 15 seconds to confer on bonus questions before the answer is given. Discussion is allowed. The answers to bonus questions MUST be given by the Team Captain. Answers from other team members are treated as incorrect answers.
8. When a player gives an incorrect answer to a toss-up question, the question will be read again and the other team then has 15 seconds to answer by the normal sequence of signaling, being recognized, and answering. If neither team gives the correct answer, the next question will be read.

9. If a team presses the signal switch from the Electronic Control System before the toss-up question has been completely read, the Moderator will stop reading the question at the point of interruption. If the question is answered incorrectly, the question will be repeated in its entirety for the other team and they may answer the question for the full points.
10. Calculators, paper and pencil can be used during the competition.
11. If a team feels that a challenge is necessary, the Team Captain is the only one who may make the challenge and must make the challenge at the time of the answer (before the next question is given). Be sure that you have a legitimate challenge as each challenge lengthens the day. There shall be no questions raised by anyone except the Team Captain, Moderator, or Officials. The decision of the Content Judges will be final.
12. In case of a tie at the end of a round, a toss-up question will be used. The first team to correctly answer the toss-up question will win the round.
13. Violations of the rules (such as consulting after pressing the signal button or blurting out an answer before being recognized) will disqualify a team on that question and:
  - a) on the toss-up question the other team will be given the option of answering the question for the full point value.
  - b) on the bonus question, no points will be awarded.
14. Decisions of the Judges will be final. Judges have authorization to substitute a question if unsuitable for any reason.
15. The round will be stopped if the following differences in team scores occur:

After 6th toss-up/bonus question	65 points
After 7th toss-up/bonus question	50 points
After 8th toss-up/bonus question	35 points
After 9th toss-up/bonus question	20 points

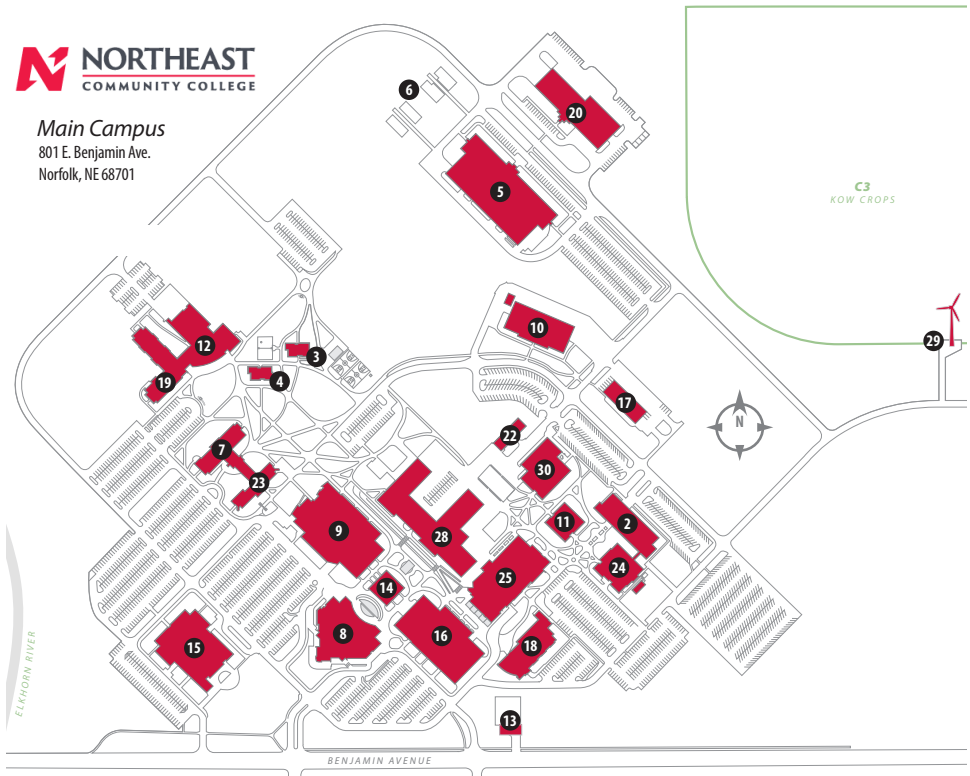


# Lifelong Learning Center





**Main Campus**  
801 E. Benjamin Ave.  
Norfolk, NE 68701



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|---------------------------------------|--|---|
| 1. Acklie Family College Farm (Map 3) | 11. Echtenkamp                         | 21. Pohlman Agriculture Complex (Map 3) |
| 2. Agriculture/Allied Health          | 12. Hawks Point                        | 22. Surplus Building                    |
| 3. Apartment A                        | 13. Law and Public Safety Training Lab | 23. Simon Hall                          |
| 4. Apartment B                        | 14. Office Space                       | 24. Science                             |
| 5. Applied Technology                 | 15. Lifelong Learning Center           | 25. Union 73                            |
| 6. Student Built Homes                | 16. Macday                             | 26. Utility Line/Truck Driving (Map 2)  |
| 7. Burkhardt Hall                     | 17. Maintenance                        | 27. Veterinary Clinic (Map 3)           |
| 8. College Welcome Center             | 18. McIntosh College of Nursing        | 28. Weller                              |
| 9. Cox Activities Center              | 19. Path Hall                          | 29. Wind Turbine                        |
| 10. Diesel Technology                 | 20. Physical Plant                     | 30. Wirth                               |

**NORTHEAST.EDU/MAPS**

*Northeast does not discriminate based upon any status protected by law or college policy. Please go to [northeast.edu/nondiscrimination](http://northeast.edu/nondiscrimination) for details.*