

## Announcement for This Tournament Goes to Eleven Mirror at UCI

Hello all,

I am writing this announcement to erase confusion about the mirror that UCI will be hosting this fall. To the best of my knowledge, this tournament has never been mirrored on the West Coast (at least recently). This Tournament Goes to Eleven is quite different from most other tournaments, so please read the rest of this announcement. If you still have any questions, comments, concerns, etc., please feel free to email me at [r.g.anderson@gmail.com](mailto:r.g.anderson@gmail.com). As the tournament director, I want to ensure that all tournament participants have the best experience possible.

Sincerely,

Ray Anderson  
Tournament Director – This Tournament Goes to 11 Mirror at UCI  
[UCI Quizbowl](#)

### What:

The University of California, Irvine, Quiz Bowl Club will host a mirror of the University of Iowa Quizbowl Club's "This Tournament Goes to Eleven" (TTGT11). TTGT11 is different from most other quizbowl tournaments in three key ways.

1. All of the packets are either subject or theme packets. A subject packet is about a single subject (i.e. physics, poetry, Africa, etc.). A theme packet is where all of the questions are linked in some witty (or not so witty) way. A theme packet should be balanced between science, history, literature, etc. like a regular quizbowl packet. For more information see the [U of Iowa's team site](#) for a sample list of packet subjects and themes.
2. Each round consists of two packets read in two separate rooms. This means that you must split up your team to try to defeat the other team in both rooms. Since up to four players can play on a single team in a room, **each team can consist of up to eight players**. I give the following example using UCI's team as an example.

Example UCI team and player strengths:

Carl – Science and Sports

Jason – Psychology, Literature, Pop Culture

Marcus – Politics, Sports, Pop Culture

Ray – Geography, Science, Current Events

Tye – Art, History

Willie – Literature, Music

**Round 1** – UCI versus Team A (Room 1 – subject packet on Physics; Room 2 – theme packet on “fabulous fours”)

Room 1 – UCI would play Carl (because he is a physics grad student and can clean up physics questions). UCI would also play Marcus in this room because he cannot play in Room 2.

Room 2 – UCI would play Jason, Ray, Tye, and Willie (because this is the most balanced team of the remaining players and should do well on a balanced packet).

**Round 2** – UCI versus Team B (Room 1 – subject packet on Africa; Room 2 – subject packet on Japanese art, culture, and sports)

Room 1 – UCI would play Ray (because of his knowledge of African history and geography) and Willie (knowledge of literature and history).

Room 2 – UCI would play Carl (knowledge of sports), Jason, Marcus (because of their knowledge of pop culture), Tye (knowledge of art and history).

In short, teams split up to do as well as possible on the two packets in a round. Players may find that some rounds do not have a packet that is suited to their knowledge base, or they may find that some rounds have two packets suited to their strengths. Dividing up your team appropriately is a key strategy for doing well at TTGT11.

3. The third key difference between TTGT11 and other tournaments is that teams are scored on a points system as opposed to a win-loss record. Winning a match is worth one (1) points plus bonus differential points (I’ll explain this in a bit), losing a match is worth zero (0) points, and a tie is worth zero (0) points (ties at the end of a match will not be broken).

The bonus differential points work as follows: the winning team will receive an additional (1) point for every 40 game points that they beat the other team. The winning team must have a full 40-point differential for every bonus point they get; there is no rounding up of differential.

The maximum number of points a team can score in a match is 11. Using the example of the UCI team above, the tournament scoring would work as follows:

Say, for example that the results of Round 1 and Round 2 were as follows:

Round 1:

Room 1:

UCI defeats Team A: 500-20

Room 2:  
UCI defeats Team A: 175-100

UCI would get a total 13 points (in Room 1, UCI would score a maximum of 11 points despite the game point differential while, in room 2, UCI would get a point for the win and one bonus point). Team A would get 0 points for their losses.

Round 2:  
Room 1:  
UCI defeats Team B: 300-290

Room 2:  
UCI and Team B tie: 275-275

UCI would get a total of 1 point (1 for the win in room 1). Team B would get 0 points for their loss and tie.

Other than these three differences, TTGT11 is like other tournaments. You ring in, answer tossups and bonuses, and have a good time. Each match will be untimed and will consist of 20 questions. I will guarantee a minimum of 12 rounds of questions for all teams. Prizes will be awarded to the 1<sup>st</sup> and 2<sup>nd</sup> place teams. There will be no playoffs, and a tiebreaker round will be held at the end only if the top two teams are tied in the point standings. Individual statistics may or may not be kept depending upon staffing. Individual prizes may be given out if UCI keeps individual stats.

**Where:**

The tournament will be held on the campus of the [University of California, Irvine](#). While it has not been finalized, the tournament will most likely be held in the Humanities Hall (map of campus and visitor parking directions can be found [here](#)). Details will be confirmed via email and the club's [website](#).

**When:**

The tournament will be held on Saturday, October 21, 2006. While the exact times will be announced later, we will probably start match play around 9 AM.

**Eligibility:**

There are no eligibility restrictions for TTGT 11. UCI encourages all people who are interested in playing to come.

*Special note for individual players and collegiate teams who may be looking for additional players:*

TTGT 11 has, historically, permitted teams composed of players with different institutional affiliations (“bastard teams”). If you are a free agent looking for a team, or a team looking for additional players, email me, and I will put you in contact with each other.

### **Fees and Registration:**

To register, please email me at my email address ([r.g.anderson@gmail.com](mailto:r.g.anderson@gmail.com)).

Base registration fee:  
\$200/team

Discounts:

One packet submitted (see notes below on packet submission):

- \$25 if submitted by September 15<sup>th</sup>
- \$20 if submitted by September 29<sup>th</sup>
- \$10 if submitted by October 13<sup>th</sup>

Two packets submitted

- \$60 if submitted by September 15<sup>th</sup>
- \$50 if submitted by September 29<sup>th</sup>
- \$25 if submitted by October 13<sup>th</sup>

Additional teams from the same institution (comprised primarily of players from said institution)  
-\$15 for 2<sup>nd</sup> team on

Travel discount:

-\$0.10/mile for every mile over 100 miles that a team travels to reach UCI. This discount will be calculated using [Google Maps](#) directions from the town your club is located to Irvine, CA. This discount will also be capped at \$30/team.

Buzzer discount:

-\$10/buzzer – email me if your team wishes to bring more than one buzzer (I may be able to only give one buzzer discount per team)

Payment:

The club will accept either cash or checks made out to “College Bowl Club -- ASUCI”.

If you wish to send your payment ahead of time, please [email Ray Anderson](#) and he will send you the address.

If finances are a major issue for your club, email me, and we'll try to work something out.

### **Packet submission details:**

First, and foremost, I cannot guarantee any byes due to the nature of the large teams and potentially tight schedule with TTGT 11. **Therefore, it is highly advisable that your submitted packets are written by someone that is not playing at this tournament or by one player on your team, as this will minimize the restrictions on your team.** For example, say that UCI team member Willie wrote the Africa subject packet in the example Round 2. Willie, of course, could not play in the Africa room and would instead have to play on the Japanese packet or sit out. This issue would be compounded if both Ray and Willie had written the packet; thus further restricting the playing options for the entire team.

Packet writing options:

We want a packet with 22 tossups and bonuses. We prefer academic packets but will accept TRASH-style packets with advance approval. Please email me with the number of packets your team plans to submit, the packet author(s), packet style (theme or subject), and topic of your packet(s) as soon as possible (the U of Iowa and UCI clubs would like this information so that we know what packets we should or should not write to supplement submitted packets).

UCI has sample subject and theme packets from the 2005 version of TTGT 11 that it is very willing to share with other teams. If you would like these two packets, please email me.

Subject packet – write on one subject. I recommend that you try to balance out your packet within your subject. For example, don't write a "Physics" packet with all of your questions concentrated on string theory.

Theme packet – write a packet with some unifying element. The packet should be balanced as follows:

Four to five tossups and bonuses on the following categories: History, Literature, Science, and Miscellaneous Academic.

Two to three tossups and bonuses on TRASH-style questions or current events

There are no requirements for distribution within each category.

Packet deadlines:

To gain the packet discounts, packets must be submitted to me via email (in plaintext, html, or Word attachment) by **8 PM PDT** on the dates mentioned above. Packets sent after October 13, 2006, may be rejected for lateness at my discretion. Packets that grossly violate the packet guidelines above or generally accepted principles of question writing may be rejected at my discretion.

**Final notes:**

The UCI club and I will do what we can to ensure a high quality tournament. While we will try to make the tournament more academic we will not make any guarantee about question distribution.

Updates will be posted on the [club website](#) and via email.

If you have any questions, please email me at ([r.g.anderson@gmail.com](mailto:r.g.anderson@gmail.com)).

Otherwise, have a great day. We hope to see you in October.