

## General Information for Competitors

1. All players must attend all competitions, even when they are not playing. Players must also attend all official events.
2. Players must be on time to all competitions and events. Competitions and activities will start on time. Being late may result in disqualification and forfeiture of prizes and standings.
3. Captains are responsible for the team's name cards that will be used during competition. Players will bring their name cards on stage and place the cards on the table in front of them. Please do not mark on these cards – officials need to easily read your name.
4. Wear your nametag at all times. It is your official identification as a team member. It is also your ticket to all meals and events.
5. Good sportsmanship is expected at all times. Please support and respect all the participants and officials. Disrespect, harassment, name calling, pushing, shoving, smoking, controlled substances, weapons, physical contact, etc., will not be tolerated and will be cause for immediate disqualification. A participant engaging in prohibited behavior will be sent home immediately at the participant's own expense.
6. Decisions of the officials are final. Limited challenges to their decisions will be permitted under the new LifeSmarts National Competition format. Please see "LifeSmarts is Changing Slideshow" document for details.
7. Questions about rules and procedures will not be permitted during any competition.
8. No audio or videotaping is permitted by any participant, guest, or official. The media is invited and permitted to tape.
9. Turn off cell phones, PDAs, etc., while in a competition room.
10. During competitions the audience should remain seated. No one, other than League staff and the media, will be permitted to enter the room during play. Entry will be permitted at the break.
11. During competition, competitors must dress appropriately. Wear what you are comfortable in, but please, no torn, ragged, or cut clothing; no halters, clothing with corporate logos; no hats, purses or bags on stage.
12. Do not chew gum or bring food or beverages on stage.
13. During competition, competitors must keep hands away from their faces and mouths.
14. Your Captain will draw to determine the team's first competition. After that, follow the grid or ask staff at the registration desk to determine your subsequent competitions.
15. When competing, teams will be seated in alphabetical order by state. When looking at the stage, the team first in the alphabet will be to the left.
16. When called to the stage, use the steps to the stage. Do not jump on or off the stage. Do not walk between officials' tables and the stage.
17. Alternates should sit at the front of the room to make rotating in easy and quick. Alternates can rotate in at the end of the round. Players may rotate in at two points during a Winner's Bracket match – after the individual questions and after all team questions. Players may rotate in at one point during Consolation Bracket matches – after all team questions.
18. During some matches coaches and alternates should come to the stage for introductions then move quickly back to their seats.
19. Captains may not rotate in and out of play. The Captain must be on stage with the team at all times. Captains should sit toward the center of the team.
20. During introductions, please give people information about you and what you like to do.
21. Speak into the microphone when giving your answers. The judges must hear your response.
22. Only your first response to an answer will be accepted. Judges may ask you to repeat your answer. They will not ask you to expand upon an answer.
23. Guests should be directed to the LifeSmarts registration desk. Guests may attend the competitions (all competitions are free of charge and open to the public). If guests wish to join the team for meals, guests must purchase meal tickets in advance.
24. Only announcements that apply to the entire group will be made at general sessions. Advanced approval is needed. Materials intended for distribution at LifeSmarts must be approved by the Program Director prior to distribution or display.
25. **SAFETY TIPS**
  - Never travel alone. Stay with groups and walk in public, well-lit areas. Avoid being out after dark unless you are with an adult chaperone.
  - Do not walk down back streets, alleys or in secluded areas at any time.
  - Do not talk to or give money to strangers.
  - Remove name badges when outside the hotel and meeting space.
  - Never give your room number to a person you don't know.
  - Bolt your hotel room door. Open the door only when you know the person on the other side.
  - Know where the stairs are located in case of a fire.
  - Guard valuables.