Bonus Replacement Rule
For Non-Rebounding Bonuses

If a moderator reveals the answer to a bonus part before the team has answered or time has expired, **the entire bonus will be replaced by reading the next bonus in its entirety.** However, the scoring of any parts that were answered correctly or incorrectly before the previous bonus was spoiled will stand once the new bonus is fully read.

- The team is guaranteed to receive any points scored on unspoiled parts of the original bonus.
- The team is <u>not</u> given a second chance to score points for unspoiled parts answered incorrectly.

For example, on a bonus with 3 parts worth 10 points each, if:

- The first part is answered incorrectly.
- The second part is answered correctly.
- The moderator prematurely reveals the answer to the third part.

The team will be read a new bonus in its entirety.

- The team will receive a minimum of 10 points even if it scores 0 on the replacement bonus, because it answered one part correctly before the original bonus was spoiled.
- The team cannot be awarded more than 20 points even if it scores 30 on the replacement bonus, because it answered one part incorrectly before the original bonus was spoiled.

This matches the procedure specified by NAQT Rule H.8 and ACF Rule F.4, and a similar rule is used for rebounding bonuses at the PACE NSC.

Rationale

Each three-part bonus is written to be read in its entirety and should have an "easy", "medium", and "hard" part, but the parts are not necessarily in that order. For instance, the question and answer of a "medium" or "hard" first part frequently contributes to making a later part the "easy" part, such as if the first part asks for the title of a work from plot details without revealing the author because a later "easy" part asks for the author of that work.

If only the spoiled part were to be replaced with a single part from another bonus, a team could have a spoiled "easy" part replaced by a "hard" part from another bonus, or a spoiled "hard" part replaced by an "easy" part.

Replacing the entire bonus using this rule allows the easy/medium/hard philosophy to be maintained without removing points already earned or giving a second chance at points that a team failed to earn.