

2026 MSHSAA STATE SCHOLAR BOWL CHAMPIONSHIPS SCHEDULE

Friday, May 8, 2026: Classes 1, 2 & 3

Saturday, May 9, 2026: Classes 4, 5 & 6

Memorial Union, University of Missouri, Columbia

Pre- Competition:

- 9:30 a.m.: Moderator Check-In (**North Stotler 2**)
- Meet: 9:30 to 11:45 a.m.
 - Lunch @ 11am
- 10:30 a.m.: Scorer/Timer Check-In (**North Stotler 2**)
- Meet: 10:30 to 11:00 a.m. (North Stotler 1)
 - Lunch @ 11am
- 11:00 a.m.: Coaches/Team/Spotter Check-In (**North Stotler 2**)
- 11:55 a.m.: All Teams and Officials Report to Assigned Game Rooms!

Pool Play Matches:

- 12:00 p.m.: First Round Games Begin
- Rooms: Class 1 & 4: **Stotler 1 and Stotler 3**
- Rooms: Class 2 & 5: **North 201A and North 204**
- Rooms: Class 3 & 6: **North 214A and North 214C**
- 1:00 p.m.: Second Round Games Begin (same rooms)
- 2:00 p.m.: Third Round Games Begin (same rooms)

Intermission & Calculations:

- 3:00 p.m.: Moderators given Final Round Questions (**North Stotler 2**)
- 3:00 p.m.: Championship and Third Place Teams Announced (**North Stotler 2**)
- 3:10 p.m.: All Teams and Officials Report to Assigned Game Rooms!

Final Matches:

- 3:15 p.m.: All Third-Place Games Begin
- Rooms: Class 1 & 4: **Stotler 3**
- Rooms: Class 2 & 5: **North 204**
- Rooms: Class 3 & 6: **North 214C**
- All Championship Games Begin
- Rooms: Class 1 & 4: **Stotler 1**
- Rooms: Class 2 & 5: **North 201A**
- Rooms: Class 3 & 6: **North 214A**
- Directly Following: Award Ceremony and Team Photos – All Classes
- Room: **North 201 B/C**

PLEASE NOTE: Each round of the tournament shall begin at the designated time. Teams not ready to compete at the designated time will forfeit. A forfeit will be determined by the judges in the room where the team arriving late is scheduled to compete. The only exception will be if the late arriving team's preceding game was an overtime game, to the extent that the team was unable to report to its next game. This should not occur because the time schedule of the tournament has been designed to allow for overtime games.