



NOSB VOLUNTEER TRAINING: COMPETITION OVERVIEW



OFFICIALS

- Moderator:** Asks the questions
- Science Judge:** Rules on answer acceptability
- Timekeeper:** Keeps the game clock
- Scorekeeper:** Tallies up the scores
- Rules Judge:** In charge of procedure

TYPES OF QUESTIONS

Toss-up questions are multiple choice questions read out loud to the teams and answered by the first player to buzz in, after the player is *verbally recognized* by the Moderator. If the answer is not acceptable, the Moderator gives the other team the opportunity to answer. When a team answers a toss-up correctly, a **bonus question**, typically a short answer question or more complex multiple choice question, is read out loud to that team. Team members may consult with each other for 20 seconds before answering their bonus question, but the team captain has to be the one to give the answer. Questions are multiple choice or short answer.

The **Team Challenge Questions (TCQs)** are team based critical thinking questions that are given on paper to each team twice during a competition round. The students have 2 to 5 minutes to complete each question. Team members are encouraged to collaborate and anyone can fill in the answer sheet, but only the copy handed in by the captain is accepted.

ANSWERS

Responses can be the **letter** (W, X, Y, or Z), or the answer **exactly as presented** in the question, or both. Anything else is unacceptable, including synonyms, broader terms, and more specific terms. The **first answer stated is the one that counts**.

PLAYERS

Each team will be represented in matches by three players and a team captain. At the half of a match, other players and captains rotate in.

WHEN DO PLAYERS USE THE BUZZER?

The buzzer is used only for toss-ups. Players can buzz in while the question is being read or afterwards.

TYPES OF ANSWERS & POINT ALLOCATION

The student that buzzes in first, is **recognized** by the moderator, and gives the:

- Correct Answer = +4 pts
- Incorrect Answer = 0 pts

If the student **interrupts** the moderator by buzzing in before the question is completely read, but is **recognized** and gives the:

- Correct Answer = +4 pts
- Incorrect Answer = -4 pts

(When answered incorrectly, the question is then reread to the other team)

If the student **blurts out** the answer (is **not recognized** by the moderator) they receive: **0 pts** (If question was not read in its entirety, it is reread to the other team.)

If the student answers the toss up question correctly, the team is then asked a bonus question worth: **+6 pts**

TCQs are worth: **0-20 pts** (Partial credit is given)

COMPETITION STRUCTURE & TIMING

- 2 Buzzer question sections (6-min. halves)
- 2 Team Challenge Questions (2 to 5 min)
- 2 minute break given between halves
- 5 sec. after toss-up question is read to buzz-in.
- 3 sec. from being recognized to answer
- 20 sec. from reading bonus to answer.

CHALLENGES & WARNINGS

Players may “challenge” the Moderator’s decisions on game answers as well as the rules. The Science or Rules Judge will make a ruling or will take the challenge to the Judges’ Appeals room. **No challenges are allowed on Team Challenge Questions.**

Competition officials may also issue warnings to individuals or teams for poor behavior. If a player or team receives **two (2) official warnings** that player or team will be disqualified from competing.

WHERE CAN I GET MORE INFORMATION?

Please visit our website: WWW.NOSB.ORG

