Science Bowl Officiant Materials

- **Science Bowl training agenda**
- **Where do I need to be and when?**
- **Roles and responsibilities: moderators**
- **Roles and responsibilities: judge/timekeeper**
- **Roles and responsibilities: scorekeeper**
- **Mock competition skit script**

Science Bowl Officiant Materials

Moderators, judges, and score-keepers are required to attend one of the training sessions in the fall/winter. In-person attendance is encouraged.

The trainings take place at the Rates Hearing Room and Ross.

Reading Homework for Officiants:

- Roles and Responsibilities
- Officiant Tipsheet for Challenges
- Officiant Tipsheet for Game Play and Penalty Points
- Where Should I be and When

Where do I need to be and when?

Moderator/Judge Timekeepers

When	Where	Why
6:30 a.m.	Volunteer corner, 1st floor of Franz Hall	**Check in -** Get your officiating team number from giant sign-in sheet (need this number for later).
7 - 8 a.m.	Shiley Hall, room 319	**Question review/refresher** - Get last-minute errata, pronunciation advice, comic relief.
8:15 a.m.	Volunteer Corner, 1st floor of Franz	**Get round robin schedule from Volunteer Room Coordinator** (Use officiant team number to find room assignment on round robin schedule.)
8:30-12:30 p.m.	**Assigned Room**	**Competition! Float teams will provide breaks.**
12:30 p.m.	Volunteer corner, 1st floor of Franz	If you're on a tie-breaker officiant team (teams 8 and 7), find out if there's a tie-breaker round needed. Get lunch/snacks.
1 p.m.	Franz Hall, Room 107	Afternoon review, prep, pick-up team movement table, tie-breakers and a pep talk.
1:20 p.m.	**Front steps of Franz Hall**	**All volunteers group picture!**
If you aren't staying for the rest of the competition, please have a wonderful afternoon and thank you!		
1:30 - 4 p.m.	**Assigned Room**	**Competition! Float teams will provide breaks.**
4 - 5:30 p.m.	Buckley Auditorium	Feel free to stay and watch Final Rounds to see who wins.

Scorekeepers

When	Where	Why
6:30 a.m.	Volunteer corner, 1st floor of Franz Hall	**Check in -** Get officiating team number from giant sign in sheet (need this number for later).
7 - 8 a.m.	Franz Hall, a TBD competition room	**Scorekeeper Review** – Optional but encouraged. Review Scorekeeping process, experiment with the buzzer kit, find out any late-breaking information and get your questions answered.
8:15 a.m.	Volunteer corner, 1st floor of Franz Hall	**Get round robin schedule from Volunteer Room Coordinator** (Use team number to find room assignment on round robin schedule.)
8:30-12:30 p.m.	**Assigned Room**	**Competition! Float teams will provide breaks.**
12:30 p.m.	Volunteer corner, 1st floor of Franz Hall	If you are on a tie-breaker officiant team, find out if there's a tie-breaker round needed. Get lunch/snacks.
1:20 p.m.	**Front steps of Franz**	**All volunteers group picture!**
If you aren't staying for the rest of the competition, please have a wonderful afternoon, and thank you!		

1:30 - 4 p.m.	Assigned Room	Competition! Float teams will provide breaks.
4 - 5:30 p.m.	Buckley Auditorium	Feel free to stay and watch Final Rounds to see who wins

Interruptions: A player buzzes in before the Toss Up is read in its entirety.

What Happened:	Variable:	Outcome:
Player buzzed in before Q was read in its entirety.	Answer was **correct**.	No Penalty. **Award 4 points for the Toss Up** to answering team; proceed to Bonus for answering team. (See rule 6-2)
Player buzzed in before Q was read in its entirety.	Answer was **incorrect**.	**Award 4 Penalty points** to opposing team; reread the Toss Up in its entirety (if opposing team is eligible to answer). (See rule 6-2)
Players from *both* teams buzz in before Q is read in its entirety.	Answer was **incorrect** both times.	**Award 4 penalty points to both teams**; proceed to next Toss Up, which both teams are eligible to answer. (See rule 6-3)

Distractions: A team *ineligible to answer* engages in distracting behavior.

What Happened:	Variable:	Outcome:
A non-playing team engages in behavior that is visually, verbally, or audibly distracting, including mouthing words and tapping sounds.	On a **Toss Up.**	Award 4 points **in the Toss Up Column** to the eligible team; offer the option of having 20 seconds run off the clock. Proceed to the Bonus for the answering team. (see rule 3-10 part a)
A non-playing team engages in behavior that is visually, verbally, or audibly including mouthing words and tapping sounds, distracting *including deliberately buzzing in on a Bonus*.	On a **Bonus.**	Award 10 points **in the Bonus column** to the answering team; offer the option of having 40 seconds run off the clock. Proceed to the next Toss Up (both teams are eligible for the next Toss Up). (see rule 3-10 part b)

Stall: Answers not verbalized in time are treated as a *wrong answer*.

What Happened:	Variable:	Outcome:
Player is recognized and does not answer a **Toss-Up** within a natural pause (up to 2 seconds).	Time exceeded natural pause (up to 2 seconds).	Treated as a wrong answer; the team is no longer eligible to answer the Toss Up question. Question is not reread, but if eligible the opposing team may buzz in, be recognized, and answer. (See rule 5-3)
Team captain begins the response before timekeeper calls "TIME" but does not proceed through it.	Response begun before "Time" but didn't complete answer.	Team is disqualified from answering. Proceed onto next Toss-Up Question; both teams are eligible for the next Toss Up. (See rule 5-5)

Blurt and audible communication: Any audible comments during Toss Ups from players other than the recognized player are treated as a *wrong answer.* No penalty points are awarded unless a *wrong answer* would result in penalty points (e.g. Interrupts).

What Happened:	Variable:	Outcome:
Player buzzes in, is eligible to answer, but they state the answer before being recognized.	Toss Up was read in its entirety.	Treated as a wrong answer; the team is no longer eligible to answer the Toss Up. Q is not reread, but, if eligible, the opposing team may buzz in, be recognized, and answer. (See rule 4-2)
Player buzzes in, is eligible to answer, but they state the answer before being recognized.	The Toss Up was **not** read in its entirety.	This is an ***interrupt*** with an incorrect answer, see the rule for **interrupts with an incorrect answer** above**.**
Player buzzes in, is eligible to answer, but someone else on the same team states an answer.	The Toss Up was read in its entirety.	Treated as a wrong answer; the team is no longer eligible to answer the Toss Up. Q is not reread, but, if eligible, the opposing team may buzz in, be recognized, and answer. (See rule 4-2)
Player buzzes in and someone on the opposing team states answer.	Both teams are ***eligible*** to answer.	No penalty points are awarded; however team that communicated is now ineligible to answer. (See rule 4-3)
Player buzzes in and someone on the opposing team states answer.	Speaking player's team is ***ineligible*** to answer (e.g., already got the Q wrong).	This is a ***distraction***. See the rule for Distractions on Toss Ups above. (See rule 4-3, referencing 3-10a)

Officiants Roles and Responsibilities Moderators

High-level duties:

- **Control the proceedings — the mood and tenor, the pace, the quality of the experience.**
- **Read the questions and manage the competition.**

Note: Before beginning a competition round, make sure that the correct teams are in your room. Each team will have a table tent card identifying their school and if their school has multiple teams.

Control the proceedings

Mood and tenor. Remember that you are representing the Bonneville Power Administration and we want this to be a good experience for everyone involved. Mutual respect, professionalism, fairness, having fun, and sometimes humility are the keys to being successful in this task.

The pace. Two 8-minute halves with a 2-minute intermission. No time for chit chat.

Secure the questions. Control your notebook of questions at all times! This means you should always have it with you and close/cover it before and after competitions and during halftime.

Beginning each round

- Officiant introductions: Start with the three members of your competition management team (your name, your role and who you work for).
- Testing the buzzer kits and team introductions: Ask the members of the two competing teams their names and grade in school.
- Coach introductions: Ask the coaches to introduce themselves.
- Rules review: Read the one-page rules at least during the first two rounds to ensure that every team hears them at least once (note: for half the teams, Round 2 is their first round.). By Round 3, let the captains decide whether they wish to defer reading the rules.

REMINDER – NO TALKING, TURN YOUR CELL PHONES OFF, NO SMART WATCHES, NO CAMERAS, NO TAKING NOTES.

BPA photographer/media. Please be aware that our staff photographer may come into the rooms to take pictures during the breaks. They will have already been instructed to not do anything to distract the competitors while the match is in progress.

Notes about coaches:

- The coaches and co-coaches are the only people in the audience allowed to write and only on the green All Stars form (n/a since 2023) or a pink tracking form. Only these forms are approved in the competition rooms.
- Coaches sit together in the back of the room.
- Coaches should wear their “Coach” name tag label sticker. Typically each school is given two “Coach” labels.

Note: If you have a buzzer kit malfunction, you must STOP the competition and send a runner to the Score Room so we can send someone with replacement parts.

Read the questions and manage the competition

Reading the questions:
Read the whole question, including whether it is a toss-up or bonus, and the subject matter. Announcing the subject matter is important, as a question becomes “live” once that occurs. If time runs out before a toss-up question becomes “live” you stop at that point, otherwise you continue for that question as though time had not expired (including letting the second team buzz in).

Tips on presentation:
Enunciation, *pronunciation* and *appropriate emphasis* are critical: please practice the unfamiliar words beforehand; read the questions loudly and with appropriate pace, using pauses in the phrasing whenever appropriate. Read the math questions particularly slowly so that the competitors can write them down.

Word phrases are included in most math questions.
Pause slightly after reading the multiple-choice letters: W, X, Y and Z. Try not to give any clue in your voice inflection about the correct answer or incorrect answers.

Managing the answers:

- Acknowledge the team member buzzing in. TIP: avoid *looking that person in the eye until AFTER you have acknowledged them*. Look at the lights on the box on your judge's table to identify the team member.
- On a toss-up question, if someone buzzed in before you finished reading the whole question and the answer was incorrect, first state whether the answer was correct or incorrect, then confirm with the judge about whether the buzz-in was prior to finishing the question, and if so, then describe that judgment and the penalty points involved. Then say, "I will now read the toss-up question in its entirety to Team [A or B]."
- Be respectful when stating that an answer is incorrect. It's OK to have fun in acknowledging correct answers!
- When the answer to a toss-up is correct, begin reading the bonus by stating something like, "The bonus question for Team X is . . ."
- If neither team gets the answer to a question, give the answer, but don't spend time explaining it. Sometimes the answer sheet will provide a solution to the problem. Don't bother with it unless a challenge needs to be settled. It takes time and distracts the teams from where their attention should be - the next question.
- When a challenge occurs, confer with the Judge, who makes the final decision.
- Sometimes the best course of action is to throw away the question.

At the end of each round:

- Acknowledge the winner and final score.
- Congratulate both teams on a good competition.
- Get the captains or coaches of *both* teams to sign the score sheet.
- Ensure that the runners pick up the score sheet (they turn it in to the score room).
- If you notice tangled buzzer cords, please straighten them.
- If you take a break or leave the room, take your question notebook with you. Never leave it in the room.

At the end of the day:
Take your personal belongings and return the question binder to the Volunteer Room. A tear down & inventory volunteer will pack and clean up the room.

Officiants Roles and Responsibilities
Judge/Timekeeper

High-level duties:

- Helping the Moderator
- Making judgements
- Managing the buzzers
- Managing the clocks
- Managing the crowd

Helping the Moderator

- Offer help with pronunciation.
- When the Moderator makes a mistake of any kind, you should intervene and take whatever action you feel is appropriate.

Common mistakes: forgetting that it's a multiple choice question and stopping before the choices are read; giving away the correct answer somehow.

Making judgments

If a buzz-in occurred before a question was completely read on toss-up questions, and the answer was wrong, your role is to announce your judgment and state that the other team will be awarded 4 points.

Make determinations about any violations of the rules. On the resolution of any challenges:

- 1st Stop the clock.
- 2nd Confer with the Moderator.
- 3rd Make a determination right then and announce it.
- 4th Restart the clock and resume the match.

Note: Sometimes the best course of action is to throw away the question.

Managing the buzzers

- On toss-up questions, if the answer is *correct*, leave the buzzer light on through the reading of the Bonus question. If the answer is *incorrect*, then clear the buzzer immediately so the other team can buzz in.
- On toss-up questions, if the question was <u>not completely read</u> before the buzz-in occurred, <u>and</u> their answer is wrong:
- The Moderator confers with the Judge to confirm that there was an interruption, and announce that and state that 4 points will be awarded to the other team;
- The Judge immediately clears the buzzer so that the other team can buzz in.
- Clear the buzzer after <u>any</u> Bonus question answer, whether right or wrong.

Note: If you have a kit malfunction, you must stop the competition and send a runner to the score room so we can send someone with replacement parts.

If you notice tangled cords, please straighten them between rounds.

Managing the clocks

Game clock:

- Set the game clock at the beginning of each half for 8:00 minutes and hit “start” to begin.
- Stop the game clock if there’s a challenge or other significant issue.
- Start the game clock after it is stopped during the competition for any reason. Be careful not to reset it back to “0:00” (always a good idea to note the time on the clock before you touch the buttons in case you accidentally clear it).
- At the beginning of halftime, set the clock to 2:00 minutes and start it.

Stop watch:

- For toss up questions, most judges do not use the stop watch for the 5 second count, as it is too cumbersome to continually stop/start/reset.
- **Tip:** watch the seconds on the play clock and mentally count to five as the seconds change.
- On toss-up questions, say “time” at the end of five seconds if no answer has been given by that time.
- On bonus questions, say “five seconds” when 15 seconds have passed after the Moderator finished reading the question. Say “time” when 20 seconds have passed and no answer has been given.
- **Note:** they only have to BEGIN their answer before the 20 seconds is up.
- The mechanical challenge with the stopwatch is that you need to be very familiar with the “start,” “reset” and “stop” buttons. After you’ve started the stopwatch, to clear it you need to hit the “stop” and “reset” buttons in that order. Not every room has the same model of stopwatch, so be sure to try it out a few times when you get to the competition room.

Managing the crowd

You should help with controlling audience noise, with an appropriate tone and tenor.

Officiants Roles and Responsibilities
Scorekeeper

Controlling room access
Shut the door at the beginning of the competition, open it at the halftime break so that people can come in and then close it again at the beginning of the second half.

When necessary, or requested by the Moderator, remind people in the hallway to be quiet.

Note: When the door is closed, it does not open.

Keeping score
On the scoreboard: In all the boxes for every question, put the appropriate mark: either the points or a dash mark like "—". The latter is optional, but it can help people keep track.

Tip: If you're ever confused about what points should be awarded, feel free to interrupt and ask the Judge before the next question is read.

Note: The students and the audience will keep you honest on the scores.

Assisting the Moderator and Judge
- Help monitor the audience for rules violations and for noise.
- Regarding any rules violations, always go to the Moderator with any concerns you have. The Moderator and Judge are responsible for making any determinations about your concerns. Sometimes the best course of action is to throw away the question.
- On noise control, you can sometimes help by just putting your finger to your lips (…with a 🙄 smile) to help folks be quiet at appropriate times.
- Pick up any notes or scrap paper from the competition tables at halftime and at the end of the competition.
- Fill out the score sheet at the end of the competition and give it to the Moderator.

Transitioning between rounds
- Double check the (pink) scoresheet matches the scoreboard (total scores, correct team names, etc.).
- Before the scoresheet leaves the room, ensure that both teams have initialed it and the scores are *legible* before runners take it to the score room.
- Make sure the teams take their name table tent cards with them when they leave.
- Greet new teams coming in – make sure they are the right teams.

Note: It is very important that the correct score is written with the correct team. If scores are flipped, this can stop the competition.

Science Bowl Mock Competition Skit Script

Abstract: This training demonstrates how to run a competition for the Moderator, Judge and Scorekeeper. Five scenes highlight some basic scenarios.

- Scene 1: Getting each round started.
- Scene 2: Sample questions (when everything goes right).
- Scene 3: Intermission; starting the second half of the round.
- Scene 4: Interrupts and Challenges.
- Scene 5: The Blurt.

THE ROLES:

TRAINER/NARRATOR
MODERATOR
JUDGE
SCOREKEEPER

PLAYER A1
TEAM A CAPTAIN
PLAYER A2
PLAYER A3

PLAYER B1
TEAM B CAPTAIN
PLAYER B2
PLAYER B3

[ROOM IS SET UP LIKE AN ACTUAL COMPETITION, WITH CONTESTANTS, BUZZERS, TIMER, SCORESHEET IN PLACE]

A TOOC-MATT PRODUCTION

SCENE 1: Getting Started

TRAINER: To my participants, you should each have a script in front of you with your role highlighted.

- There may be some blanks in your lines, if that happens you should just speak whatever would naturally go in that blank—your name, or if you're playing a student, make up a grade, et cetera.
- You will also notice some directions in *italics*. Please don't read those portions out loud, but definitely do what they ask you to do.

This first scene is what happens at the start of the beginning rounds of competition. There is a new round every 30 minutes, with a break for lunch.

The team of Moderator, Judge and Scorekeeper start every round by verifying that the room setup is ok. So, officiants, please verify:

- the scorekeeping sheet is available, visible, and cleared of scores (you can take the time to fill in the next two teams, if you already know them…)
- that *both* timing devices are present and working. There should be a timer on the light up answer box, and there should be a handheld stopwatch.
- The Moderator and Judge both have questions; they must be sure to keep the questions hidden.

It's ok to leave the door open during the introductions, but by the time the first question is read, the door must be closed.

So, let's begin the first round of the day!

MODERATOR: It is time to begin!

TRAINER: The Moderator waits a few seconds for the room to get quiet.

MODERATOR: Good morning everyone, and welcome to round 1, featuring Camas vs. Lincoln High schools!

TRAINER: The Moderator will know which schools should be in the room in the morning rounds based on the schedule we'll hand out before round 1, so this is an opportunity to confirm that you have the right schools in the right rooms. If you don't—get them to the right room ASAP!

The Moderator pauses for applause (maybe? Sometimes… they get very excited.) and then starts introductions.

MODERATOR: My name is_____, and I am your Moderator for this round. I am a _____ at Bonneville Power Administration. Our Judge and Scorekeeper will now introduce themselves.

JUDGE: My name is _____ , and I am the Judge for this round. I am a _____ at Bonneville Power Administration.

SCOREKEEPER: My name is _____, and I am your Scorekeeper for this round. I am a _____ at Bonneville Power Administration.

TRAINER: Note: if you don't work for BPA, then feel free to edit that part of the script! The idea is to tell a little about what you do.

MODERATOR: Welcome to the first round of BPA's Regional Science Bowl! I will now read a short selection of some of the rules…

TRAINER: At this time, the Moderator will pick up the rules that will be present in each competition room in a brown folder and reads them aloud. Quickly.

MODERATOR: *[Finds the folder located within the competition room's bin with the rules and reads them out loud fairly quickly, stopping just before the "testing buzzers" section.]*

TRAINER: This portion of the rules is only *required* in each team's first round. Since half the teams compete in the odd rounds, and the other half compete in the even rounds, the rules will need to be read for all Round 1 and Round 2 matches. After that, the Moderator can instead say:

MODERATOR: Does either team need any portion of the rules re-read, or have any questions before we begin? Team A? Team B?

TRAINER: Usually teams will say no, because they want all the time they can get, but we need to give them the opportunity to ask questions if needed. Regardless, on to the buzzer check! In <u>every</u> single round for the rest of the day, this next part must be done: verify that the buzzers are working. Even if they were working in the previous round, verify that the buzzers are working. Someone could have tripped on the cords, or fidgeted with the connection, or somehow introduced a gremlin or poltergeist. Here's how that goes.

MODERATOR: It is now time for the contestants to test the buzzers and introduce themselves. As we do that we will practice me recognizing you before you respond. Starting with Team member A1, please buzz in, wait until you are recognized, and then tell us your name, what grade you are in....

TRAINER: It's a good idea to ask them to answer a simple question to ease the tension. Some examples include "your favorite subject", "your favorite scientist", "are you a cat or dog person?", or "who is your favorite superhero", "favorite element", "favorite compound"…?

And to the moderator, this is a chance to have a bit of fun, while also demonstrating some of the rules. Let's watch what happens.

MODERATOR: …tell us your name, what grade you are in, and your favorite subject. So, let's start here with A1.

[A1 buzzes in]

MODERATOR: A1.

A1: My name is _____, I am in grade 11, and my favorite subject in school is Math.

[JUDGE resets the buzzer]

TRAINER: You'll see here the Judge has reset the buzzer. Let's continue.

[A Captain buzzes in]

MODERATOR: A Captain.

A CAPTAIN: My name is _____, I am in grade 11, and my favorite subject in school is _____.

[A2 buzzes in]

[Moderator looks at A2 with eyebrows raised, without saying anything]

A2: My name is _____, I am in grade—

MODERATOR: I'm sorry, you responded without being recognized, so I cannot accept that answer.

[JUDGE resets the buzzers]

[MODERATOR looks at A2]

[A2 buzzes in]

[MODERATOR and A2 stare at each other for a few seconds, to see if A2 blurts again until MODERATOR gives in.]

MODERATOR: A2!

A2: My name is _____, I am a sophomore, and my favorite subject is _____.

[Note to all: continue around the rest of the players, to A3, then B1, B Captain, B2, and B3: buzz in, be recognized by the MODERATOR, give the answer, and the JUDGE clears the buzzers.]

TRAINER: This is a good opportunity, too, to make sure you, as the Officiating Team, can hear the players. If anyone answers too softly, remind them to speak loudly.

MODERATOR: The Coaches will now introduce themselves.

TRAINER: The Coaches sit together in the back of the room. They should introduce themselves, maybe shake hands. Rule 8-6 says that no one, including Coaches, are allowed to write down the questions or answers. But, Coaches will be provided with a team score sheet to track the number of questions answered by each individual player on their team. No one else is allowed to write or take notes.

MODERATOR: At this time, please TURN OFF all electronic devices, including phones, smart watches, and game systems. This applies to everyone in this room. This INCLUDES during the 2-minute half time. Violators will be asked to leave the room and will NOT be allowed to return.

MODERATOR: *[looks at A's Team Captain]* A Captain, is your team ready to begin?

A CAPTAIN: Yes.

MODERATOR: *[looks at B's Team Captain]* B Captain, is your team ready to begin?

B CAPTAIN: Yes.

MODERATOR: *[looks at JUDGE]* Judge/timekeeper, are you ready to begin?

JUDGE: *[JUDGE verifies that their binder is open to the same round as the Moderator, that the timer on the box top is set for 8 minutes, and stopwatch timer is reset to zero; places finger on the start button for the 8 minute timer]* Yes.

MODERATOR: *[looks at SCOREKEEPER]* Scorekeeper, are you ready to begin?

SCOREKEEPER: Yes.

MODERATOR: *[If the door is still open, ask the scorekeeper to close it]*. Let's begin. Round 1:

TRAINER: What you just saw begins every round, with the exception of the reminder of the rules. After this introduction part, each half is 8 minutes,

with a 2-minute intermission, so that's 18 minutes of competition. Each round has 30 minutes to get through everything. Since the contestants and float officiating teams need time to get to their next competition, and there may be a need to stop the clock to address issues, as we'll see in future scenes, keep this introduction portion to around 5 minutes.

Are there any questions about this scene?

END SCENE 1

SCENE 2: the Questions

TRAINER: This scene shows what happens during a question when everything goes smoothly. Note that the Moderator reads the kind of question (TOSS UP or BONUS), then the type of answer (MULTIPLE CHOICE or SHORT ANSWER), and the subject of the question BEFORE asking the question itself. These items are in the question binders, so the Moderator just reads them. The Judge follows along in their binder to verify that the Moderator reads the right question and reads it correctly.

Note to the audience: the questions, so you can follow along, are on page 2 of today's agenda.

MODERATOR: First question *[looks at both teams]* for BOTH teams. Toss-Up, Earth and Space,

[Note: here, after the MODERATOR has announced the subject, JUDGE starts the 8 minute timer to start the round. For the sake of the skit, just pretend to, though.]

Multiple Choice *[brief pause].* What is the primary reason for the movement of mass downslope during erosion?

W) Friction

X) Electricity

Y) Gravity

Z) Buoyancy

TRAINER: The students have 5 seconds to buzz in to answer the question. The Judge is silently counting off the 5 seconds. Many judges watch the round timer to make sure they don't count too fast. Moderator, you should focus on the lights on the box. If you look at the players, sometimes they take that as a cue to answer.

[MODERATOR focuses on the lights on the box.]

[JUDGE silently starts counting]

[A1 buzzes in]

[JUDGE stops silently counting]

MODERATOR: A1. *[Now MODERATOR looks at the player.]*

A1: Y.

MODERATOR: *[checks the answer]* That is correct.

TRAINER: At this point, the scorekeeper should add 4 points to the Toss Up column for team A on line 1. It can also be helpful to draw a small dash in the Toss Up and Bonus columns for team B, since they will no longer be able to score points in either column for this question. It can also be helpful if the Judge and Moderator mark in their books which team got this correct, just in case there's a dispute later.

[SCOREKEEPER writes 4 points for team A on line 1 in the TOSS UP column and draws a dash in the TOSS UP and BONUS columns in line 1 for Team B]

MODERATOR: *[looks at Team A]*

Bonus question for Team A: Earth and Space *[Brief pause].* Short Answer *[Brief pause].* The main asteroid belt is located between the orbits of what two planets?

[MODERATOR looks only at the CAPTAIN]

[JUDGE starts hand held timer—it should be counting up from 0, so keep an eye on it. The judge will call "5 seconds" when it gets to 15 seconds, and "TIME" when it gets to 20.]

TRAINER: For the Bonus, the team has 20 seconds to BEGIN their answer. Because only the Captain's answer matters, the Moderator looks directly at the Captain and ignores anything the other team members say. The Judge times them, so is paying attention to their timer, but both the Judge and the Scorekeeper are monitoring that Team B isn't being distracting. We'll get into that example in a future scene.

A1: I think it's Jupiter and…

A CAPTAIN: And Saturn.

A2: No, it's Mars and Saturn. Isn't it?

A3: Are you sure? I mean, they aren't even next to each other.

A1: I think it's Mars, because that's the last, like, rocky planet, and Jupiter because that's the first, like, *not*-rocky planet.

A CAPTAIN: Any other ideas?

[Team looks at each other and gives thumbs up. After a few seconds, the A CAPTAIN deliberately looks at the Moderator]

A CAPTAIN: Mars and Jupiter.

MODERATOR: That is correct.

TRAINER: At this point, the Scorekeeper enters a 10 in the Bonus column for Team A, and a 14 in the cumulative score column for team A. For team B, the Scorekeeper should also put a dash in their cumulative score. Doing this consistently will prevent accidentally entering the scores in the wrong rows in later questions.

[SCOREKEEPER writes in 10 points to team A on line 1 under BONUS, and a 14 in row 1 for Team A under CUMULATIVE TOTAL; and puts a dash on team B under CUMULATIVE TOTAL.]

TRAINER: Note that the Judge did NOT reset the buzzers after the toss up question, since the bonus question is always offered. Before the beginning of the next toss up, however the Judge resets the hand held timer and the buzzer.

[JUDGE resets the stopwatch timer and then resets the buzzers.]

MODERATOR: Next question, for both teams. Toss Up, question 2, Biology, Short answer. Mushrooms are parts of organisms that are contained in what kingdom of life?

[MODERATOR focuses on the lights on the box; JUDGE starts silently counting to 5]

[After 3 seconds, B1 buzzes in.]

MODERATOR: B1.

B1: Fungi.

MODERATOR: That is correct. That's 4 points for Team A, and now I'll read the Bonus for Team A only.

[SCOREKEEPER enters a 4 in row 2 for Team B under TOSS UP; enters a dash for Team A in row 2 for Toss UP and BONUS.]

TRAINER: Note that there's no script for the Moderator to announce the point values, but since the Scorekeeper can't see the question numbers, or Toss Up/ Bonus, it helps them to say those things out loud. Also, this is a reminder for the judge NOT to reset the buzzers, and to prepare with the stopwatch to time the Bonus question.

MODERATOR: Bonus for Team A, Biology, Short answer: What group of airborne chemicals do insects use to communicate with each other?

TRAINER: Moderator should focus on the team Captain; The Judge should start the stopwatch and be prepared to call out "FIVE SECONDS" when the timer reaches 15 seconds. Scorekeeper should keep an eye out on the rest of the room.

[MODERATOR focuses on team Captain; JUDGE starts the stop watch, and watches it, prepared to call out "FIVE SECONDS" when the timer reaches 15. SCOREKEEPER keeps their eye on everyone.]

B2: Sense of smell!

B3: But what do they smell? Like, B.O.?

B2: I don't know, like hormones or something?

B CAPTAIN: Anyone have any better ideas?

B1: I slept through the insect unit.

B CAPTAIN: Okay then, I'm going to say hormones. Okay?

[Team looks at each other and shrugs or nods or whatever]

B CAPTAIN: *[Looking at MODERATOR deliberately]* Hormones.

MODERATOR: I'm sorry that's incorrect. The correct answer is pheromones.

TRAINER: Note that once no one can get the question correct, the Moderator <u>does</u> read the correct answer. The biggest complaint we get about Moderators is when they don't do this.

At this time, no one can get the Bonus correct, so the scorekeeper enters a dash in the BONUS column for Team B and updates the cumulative score for both teams in row 2.

And it can be helpful for the Moderator and Judge to cross this BONUS question out to indicate that no one got it correct.

[SCOREKEEPER writes a dash in the BONUS column for Team B and enters 4 for the CUMULATIVE score for Team B in row 2, and in the CUMULATIVE column for row 2 for Team A, enters a 14.]

[JUDGE resets the stopwatch timer and then resets the buzzers.]

MODERATOR: Next question, for both teams. Tossup, question 3, Chemistry, Short Answer. When performing a titration ***[tie-TRAY-shun]***, what point is defined as the point at which the indicator changes color?

TRAINER: Just a pause to note: in most questions, if there's a word that could be mispronounced, the question writers provide some phonetic spelling in the question to help non-experts to say things correctly. In this case, the question included **[*tie-TRAY-shun]*** spelled out, in bold italics. But if you, a live person who may not be a science expert, mispronounce anything, I personally guarantee it won't be the worst mispronunciation they've ever heard. Anyway, back to the question. The moderator has finished the question, so the Judge starts silently counting to 5.

[MODERATOR focuses on the lights on the box; JUDGE starts silently counting to 5]

[A CAPTAIN buzzes in.]

MODERATOR: A Captain. *[Now MODERATOR looks at A CAPTAIN]*

A CAPTAIN: Equivalence point.

MODERATOR: I'm sorry, that's incorrect.

TRAINER: At this point, Team A has answered the Toss Up incorrectly and disqualified their team from being able to answer the Bonus. HOWEVER: Team B can still answer the Toss Up! So the Judge needs to reset the buzzers, and the <u>Moderator needs to be careful NOT to share the correct answer</u> until Team B gets a chance to answer.

The Moderator should go back to focusing on the lights on the box, and the Judge should *restart* silently counting to 5.

[JUDGE resets the buzzers; MODERATOR focuses on the lights on the box; JUDGE starts silently counting to 5.]

[B3 buzzes in.]

MODERATOR: B3. *[Now look at player B3]*

B3: Endpoint.

MODERATOR: That is correct. That's four points for team B, and now I'll read the Bonus for Team B only.

[SCOREKEEPER does their thing in row 3.]

[JUDGE does NOT clear the buzzers but gets the stop watch ready and prepares to follow along in their own binder.]

MODERATOR: Bonus for Team B, Chemistry, Short Answer. Identify all of the following three statements that are TRUE of acetic acid: 1) It exists predominantly in its monomeric form when dissolved in benzene; 2) It exists

predominantly in its monomeric form when dissolved in water; 3) It exists predominantly in its monomeric form in the gas phase.

[Once MODERATOR has finished the question, JUDGE starts their stopwatch. MODERATOR keeps their gaze on the CAPTAIN. SCOREKEEPER keeps their eyes on Team A. If the JUDGE's stopwatch gets to 15 seconds, they should announce "FIVE SECONDS"]

B1: Oh! I know this one! I know this one!

B CAPTAIN: You do?

B1: Yes, it's 2 only.

B2: You didn't know the insect one but this one you do?

B1: I didn't sleep through *chemistry*.

B3: It's not 1 or 3?

B1: Definitely, 2 only.

[B CAPTAIN deliberately looks at the MODERATOR]

B CAPTAIN: 2 only.

MODERATOR: That's correct. That's 10 points for Team B.

[Team B high fives each other.]

MODERATOR: Okay, Toss Up for both teams, Question 4, Math, Short Answer. A geometric sequence has third term 1 and fourth term -3. What is its first term?

[MODERATOR looks at box; JUDGE starts silently counting to 5; A CAPTAIN buzzes in.]

MODERATOR: A Captain.

A CAPTAIN: 9.

MODERATOR: I'm sorry, that's incorrect.

[MODERATOR looks at box; JUDGE re-starts silently counting to 5; B CAPTAIN buzzes in.]

MODERATOR: B Captain.

B CAPTAIN: Negative 9.

MODERATOR: I'm sorry, that's also incorrect. The correct answer is one ninth.

[MODERATOR pauses so SCOREKEEPER can indicate no one got any points on question 4; SCOREKEEPER updates both teams' cumulative score.]

MODERATOR: Okay, Toss Up for both teams, Question 5.

TRAINER: And SCENE. *[Optional place to pause to discuss what they've done so far, but keep in mind, most of the next scenes are about what goes wrong, so don't spend too much time on those….]*

END SCENE 2

SCENE 3: Intermission and the second half

TRAINER: At some point you'll be reading a question and the timer will go off. For the sake of the skit, I'll be the timer.

MODERATOR: Okay, toss up for both teams. Question 8, Biology, Multiple Choice. Steroids can be classified

TRAINER: Beeep beep beep beep!

[MODERATOR should keep reading their next line below, as JUDGE moves to press the button on the timer on the top of the box; TRAINER stops beeping when JUDGE pretends to push the button on the timer]

MODERATOR: as which of the following types of biomacromolecule? W) Carbohydrate, X) Protein, Y) Lipid, or Z) Nucleic Acid.

[JUDGE begins to count to 5 silently, MODERATOR stares at the lights, SCOREKEEPER keeps an eye on the teams. B3 buzzes in.

MODERATOR: B3.

B3: X.

MODERATOR: I'm sorry, that's incorrect.

[MODERATOR goes back to staring at the light, JUDGE restarts counting to 5, SCOREKEEPER keeps an eye on everyone. A3 buzzes in.]

MODERATOR: A3.

A3: W.

MODERATOR: I'm sorry that's also incorrect, the correct answer is Y, Lipid.

TRAINER: Pause here really quickly, to recap: as long as the timer goes off some time after the *subject area of the Toss Up* is read, the question continues, and if a team qualifies for the Bonus, that gets read in its entirety as well. If the timer goes off between answering the Toss Up but before reading the Bonus, the Bonus still gets completed. If the timer goes off before the Moderator could read "Biology", though, the Moderator stops and does not read the rest of the question until play resumes. Okay, continue.

MODERATOR: And with that, we're at the end of the first half and will now take a 2-minute break.

TRAINER: At this point, the Judge may set a timer for 2 minutes or just start a stopwatch; you can open the door, and folks waiting outside can come in, or anyone in the room can elect to leave (e.g., Coaches). The Scorekeeper should go to each team and gather any used scratch paper. Players who need to sharpen pencils, get water, whatever, can do so. Teams who have a substitute may switch one player out. Going to the bathroom is a risky maneuver for players, and could put you behind, so we really don't recommend it. And no technology may be turned on during the break.

Sometimes, if a round got started late, teams may, by mutual agreement, skip the break.

At the end of two minutes…

MODERATOR: Okay, we're at the end of the break and will now prepare to start the second half. Is everyone ready?

[MODERATOR looks at both teams. JUDGE prepares the set box timer to count down from 8 minutes.]

MODERATOR: Team A, have you had any substitutions on your team?

[A CAPTAIN shakes their head.]

MODERATOR: Team B, have you had any substitutions on your team?

[B CAPTAIN shakes their head]

TRAINER: If they had, the Moderator would make them buzz in, wait to be recognized, have them introduces themselves like the beginning of the round.

MODERATOR: Okay it looks like our teams are ready. Scorekeeper, are you ready? Judge, are you ready? We will be beginning question 9, correct? *[MODERATOR waits for JUDGE to agree, checks to make sure row 9 on the scoreboard is the next one.]* Okay, let's begin! Toss up for both teams, Question 9, Biology.

TRAINER: Once the Moderator has read the subject area for the question, the second half is live, and the Judge would start the 8 minute timer, and everything would proceed as before, until either the last question of the round is read, or until the timer goes off, whichever comes first. So that's the end of this Scene!

END SCENE 3

SCENE 4: Interrupts and Challenges

TRAINER: Now let's turn it up a notch. Let's see what an interrupt looks like, and a challenge. We're in the middle of a later round; assume we're at question 9. *[whispers]* A Captain, be ready!

MODERATOR: Toss Up for both teams, Question number 9, Physics, multiple choice. Which of the following is equivalent to 10 centimeters?
W) 10^8 nanometers
X) 10^3 millimeters
Y) 10^7 micrometers--

[A CAPTAIN Buzzes in]

MODERATOR: Interrupt. *[looks at lights on box]* A Captain.

A CAPTAIN: Z.

MODERATOR: That is incorrect. That is an INTERRUPT, therefore 4 penalty points are awarded to Team B.

TRAINER: You'll notice that the Moderator announced the interrupt before recognizing anyone. This alerts the scorekeeper since the scoring may be different.

[SCOREKEEPER adds 4 points to team B for question 10 in the PENALTY column]

[JUDGE resets the buzzer]

MODERATOR: I am now going to read the entire question for Team B only. It is still a Toss-up.

Toss up for Team B, Question number 9, Physics, multiple choice. Which of the following is equivalent to 10 centimeters?
W) 10^8 nanometers
X) 10^3 millimeters
Y) 10^7 micrometers
Z) 10^2 decimeters

[B1 buzzes in]

MODERATOR: B1

B1: W

MODERATOR: That is correct. 4 points for Team B.

[JUDGE picks up the stopwatch if they didn't already have it. SCOREKEEPER enters 4 points for Team B in the TOSS UP column.

MODERATOR: BONUS question for Team B only. General Science, Short Answer. What metric prefix is equivalent to one trillion?

TRAINER: As usual, the team has 20 seconds to begin its answer. The Judge does not yet reset the buzzer.

[Team B confers for 15 seconds]

JUDGE: *[when 15 seconds have elapsed]*5 seconds.

B CAPTAIN: Giga.

MODERATOR: Incorrect. The correct answer is tera.

[SCOREKEEPER puts a dash in the bonus column for team B in line 9 and adjusts the cumulative total column for team B to add 8 points to the running total; SCOREKEEPER adds dashes to the items in the row for Team A and carries down their cumulative total.

TRAINER: In this case, Team A interrupted AND got the question wrong, so the opposing team is awarded 4 penalty points. Remember, if a team interrupts but gets the question correct, they are awarded the 4 points and get a chance to answer the bonus question. This will happen a lot at the High School competition, because once they hear the correct answer they typically buzz in immediately.
Let's try that again. *[whispers]* B2, be ready!

MODERATOR: Toss up for both teams, Question 10, Chemistry, Short Answer. What type of covalent bond, found in amine ***[ah-MEEN]*** oxides, is formed by two–

[B2 buzzes in]

MODERATOR: Interrupt. *[looks at lights on box]* B2 .

B2: Double.

MODERATOR: I'm sorry, that's incorrect. That was an interrupt, so that's 4 penalty points awarded to team A, and now I'll re-read the question in its entirety for Team A. It's still a Toss Up.

TRAINER: Pause for a second: That's a lot for the Moderator to say, and it's not required, but here's why we recommend it. One, the scorekeeper can't see the question, so may not know or remember that it was an interrupt, and that there should be penalty points. Two, it's really good to be as transparent as possible about who gets points and why, so that the Scorekeeper doesn't accidentally write the points down on the wrong team's column. That way if you're wrong, everyone corrects you right away. And as to the last bit, the ONLY time we re-read a question is if an interrupting team got it wrong, so it's good to remind everyone (including yourself) that you're starting from the beginning AND ALSO, while Team A is the only team left that can answer this question, it's still a Toss Up, NOT A BONUS, so they can't discuss it like it's a Bonus question. Okay, resume. *[whispers]* A2 be ready!

MODERATOR: Toss up for Team A only, Question 10, Chemistry, Short Answer. What type of covalent bond, found in amine ***[ah-MEEN]*** oxides, is formed by two electrons—

[A2 buzzes in]

MODERATOR: Interrupt. *[looks at lights on box]* A2.

A2: Polar.

MODERATOR: I'm sorry, that's also incorrect.

TRAINER: Pause: yes, this is a double interrupt. Yes, this happens. Officiants, what should you do?

[discuss]

TRAINER: Okay, picking up after getting the scoring straightened out….

A2: Challenge!

TRAINER: Well! As long as a player has issued their challenge before the moderator has read the subject of the next question, let's deal with it. Step 1. Take a breath.

[MODERATOR, JUDGE, and SCOREKEEPER take a breath.]

TRAINER: Step 2, Judge, you stop the timer on the box.

[JUDGE stops the timer on the box.]

TRAINER: Step 3, consult the handout, "Officiant Tipsheet for Challenges" that you'll have at your table. Usually, the next step is to ask the player what they're challenging, if they haven't enthusiastically shouted it out.

MODERATOR: Okay, what's your challenge?

A2: If it's not a double bond, it must be Polar, right? It's totally a Polar bond.

TRAINER: Now, I don't even know what kind of reasonable challenge to put here because I'm not a chemistry expert. I am not even a chemistry amateur. That's okay. If you ARE a chemistry expert, and their challenge is reasonable, you are empowered to override the book. If you ARE NOT a chemistry expert, the questions usually indicate all possible correct answers and you can absolutely say, "the question binder provided by Nationals says Dative, Dipolar, or Coordinate are the only acceptable answers." Usually that is enough and someone else in the room will be like, "OH yeahhhh."

MODERATOR: The rest of the question read: What type of covalent bond, found in amine ***[ah-MEEN]*** oxides, is formed by two electrons <u>from the same atom</u>. The only acceptable answers are Dative, Dipolar or Coordinate.

A2: OOOhhhh yeah. A polar bond is between electrons from two different atoms. *[Yes, I googled this.]*

TRAINER: Each team is allowed two unsuccessful challenges. You may never see them, but it's easy to feel anxious about them. So, let's look at another Challenge.

MODERATOR: Toss up for both teams, Question 11, Biology, Multiple Choice. Which of the following types of joints can be found in the human knuckles?
W) Saddle
X) Pivot
Y) Gliding
Z) Ellipsoid

[MODERATOR turns eyes to lights on box; JUDGE silently counts; SCOREKEEPER keeps an eye on everyone.]

[B3 buzzes in]

MODERATOR: B3.

B3: W.

MODERATOR: I'm sorry that's incorrect.

B3: Challenge!

TRAINER: I know I said to take a breath and stop the clock, but actually in this case, the question is still live, because Team A needs a chance to respond.

MODERATOR: Your challenge is noted; we'll address it after this question is completed.

TRAINER: If you forget and do breathe, and do stop the clock, and consult the challenge sheet, you'll notice that it says, under "confirm the challenge is valid", AFTER THE QUESTION HAS BEEN FINISHED. If you did stop

the clock, you can simply say, “Okay, it says we have to finish the question before we can address your challenge.” Now, technically, they shouldn’t have challenged until the question was done, but we’ll deal with that in a second. So: in this case, you’d restart the clock, and the moderator stares at the lights, and the judge starts silently counting to 5.

[MODERATOR stares at the lights; JUDGE restarts silently counting to five; SCOREKEEPER keeps an eye on everyone.]

[A3 buzzes in]

MODERATOR: A3.

A3: Z.

MODERATOR: That’s correct. For the bonus for Team A…

TRAINER: Yep, the Moderator would go on to read the Bonus *too*, before addressing the challenge. Once the Bonus is done, whether Team A gets it correct or not…

A3: I’d like to challenge this question.

[MODERATOR, JUDGE, SCOREKEEPER breathe. JUDGE stops the timer.]

MODERATOR: What is your challenge?

B3: It asked what type of joint is in the human knuckles. The base of the thumb is a saddle joint. I answered saddle. We should have gotten 4 points and a chance at the Bonus.

TRAINER: Well, huh. You could argue with the student about whether that’s considered a knuckle or not, but it’s kind of a gray area here and they sound really convincing. Or maybe you are an anatomy expert and agree with them. Bad questions do slip through. This one was actually caught in 2018 by one of BPA’s volunteers, and we were able to change the X distractor to prevent this problem. But what if we’d missed it?

So. What do you do?

FIRST: discuss it as an officiating team. No one is expected to know everything alone. Come to agreement. But remember that an option is: Throw the question out and go to the next one.

MODERATOR: Okay, here’s what we’re going to do. This is a question with two apparently correct answers; as a result, we are going to throw it and the bonus out entirely and go to the next question. Scorekeeper, could you draw a line through the row, and adjust the cumulative scores? Judge, take a note so we can share with the other officials.

[SCOREKEEPER should just draw a line through the entire row to make it clear that this question was thrown out. Everyone should check everyone’s math.]

MODERATOR: Okay, moving on! Toss up for both teams, Question 12, Energy…

TRAINER: And with the subject of the question, the Judge would restart the timer. But let’s pause right here… now, what I said was that they were supposed to wait until the question was finished before challenging. If they forget and issue the challenge to quickly and it only happens once, it’s not a big deal, but if it happens again, stop the clock and remind them that they can’t issue a challenge until a question (both parts!) are completely finished, and if it happens again, it will be considered a distraction. But THAT, we’ll deal with in another scene.

Let’s take a moment and review the things you cannot challenge on the challenge tip sheet.

Remember that sometimes the appropriate course of action is to discard the question.

END SCENE 4

SCENE 5: THE BLURT

TRAINER: A Blurt is any time in a Toss Up that someone speaks without being recognized. And they can only be recognized if they buzz in. So, whether they've buzzed in or not, if the Moderator has not said "A3" or whatever their role is, and A3 has spoken? We need to deal with it.

Let's see some examples.

MODERATOR: Okay, toss up for both teams, question 12, Energy, Multiple choice. Iridates and cuprates [KYU-prayts] are being studied at Argonne National Lab because of their potential uses as what?
W) Heavy-ion particle beam fuel
X) Ultra-strong alloys
Y) Megatesla ***[mega-TESS-la]*** magnets
Z) High temperature superconductors

[MODERATOR, JUDGE, and SCOREKEEPER do their thing.]

[A1 buzzes in.]

[MODERATOR looks at A1 but A1 gets too excited to wait.]

A1: Z!

MODERATOR: I'm sorry, you weren't recognized. That is treated as an incorrect answer, and Team A is no longer eligible to answer this Toss-up.

[MODERATOR, JUDGE, and SCOREKEEPER restart their thing. SCOREKEEPER can draw dashes in the Team A scores for this question.]

[B1 buzzes in]

MODERATOR: B1.

B1: Z.

MODERATOR: That is correct. That's 4 points for B, and now the Bonus for team B only.

TRAINER: Okay, Blurts can't happen on Bonus questions, so let's just pretend that Team B gets the Bonus correct and move on. Scorekeeper, do your thing. *[Scorekeeper updates the score.]* Now, let's make it a little more challenging. Scorekeeper, we need your eyes on this one. B players, pay attention to your lines here.

MODERATOR: Toss up for both teams, Question 13, Earth and Space, short answer. Which of the seven spectral classes includes our Sun?

[B CAPTAIN buzzes in]

MODERATOR: B Captain.

B2: G.

SCOREKEEPER: Hey Judge, can we stop the timer?

TRAINER: If you remember the Judge's name, you can say their name, or just Judge, but Scorekeeper, what did you notice?

SCOREKEEPER: B Captain buzzed, and was recognized, but B2 answered.

TRAINER: So B2 answered without being recognized. So, it's a blurt, and just like before…

MODERATOR: B Captain was recognized but B2 answered, so that will be treated as an incorrect answer and Team B is now ineligible to answer. We'll restart the clock and allow the Toss Up question to be completed.

TRAINER: So the Judge will restart the clock, which restarts their 5 second count and gives a chance for Team A to buzz in.

[A2 buzzes in].

MODERATOR: A2

A2: G!

MODERATOR: That's correct, 4 points to team A.

TRAINER: Notice that no penalty points have been awarded. The only time penalty points are awarded are for incorrect answers on interrupts. So if any of these blurts had happened and the question hadn't been finished, then you'd do the same process as we did for interrupts in Scene 4. So, let's assume A got the bonus correct—Scorekeeper, if you can update the score? *[waits for Scorekeeper to update the score]* So let's try a blurt on an interrupt. Team A, get ready…

MODERATOR: Toss Up for both teams, Question 14. Earth and Space, Multiple Choice. Walden Pond in Massachusetts is a famous example of a kettle lake. What created Walden pond?
W) Earthquake
X) Glacial activity

[A CAPTAIN buzzes in]

MODERATOR: Interrupt, A Captain.

A1: X

MODERATOR: I'm sorry, A Captain was recognized, but A1 answered, so that will be treated as an incorrect answer. That was also an interrupt, so 4 penalty points will be awarded to team B. I'll now reread the question in its entirety for team B. Toss Up for Team B only, Earth and Space, Multiple Choice. Walden Pond in Massachusetts is a famous example of a kettle lake. What created Walden pond?
W) Earthquake
X) Glacial activity
Y) A Meander cut off to form a lake
Z) Volcanic activity.

[B CAPTAIN buzzes in.]

MODERATOR: B Captain.

B CAPTAIN: Z.

MODERATOR: I'm sorry the correct answer is X, Glacial Activity. So, no teams are eligible to answer the Bonus question, and we'll move on to the next question. Question 15.

TRAINER: Beeep beep beep beep!

[TRAINER keeps beeping until the JUDGE turns off the timer that's on top of the box.]

MODERATOR: And that sound you hear is the end of the second half of our round. Since I hadn't read the subject area for that question, we are done. Our final scores are: *[MODERATOR reads off the final scores from the cumulative score column on the scoreboard].* Great game to both teams, and best of luck in your future rounds. Coaches, if I can get your signature on these pink sheets up here, players, don't forget your water bottles, name tents, or jackets.

TRAINER: At the end of around is usually a lot of chaos. The Scorekeeper needs to collect any scratch paper that was used; Moderator and Judge both need to be careful to keep their binders closed and safe; and of utmost importance is to get those score sheets filled out correctly and initialed

by Coaches or Captains and get them to the runner sitting outside your competition room.

But that’s the end of Scene 5.

Any questions?