

MODERATOR

RETURN ALL QUESTION SETS TO SCIENCE BOWL CENTRAL WHEN YOU HAVE OFFICIATED YOUR FINAL MATCH.

As the Moderator is **THE** person responsible for controlling each match, it is important that you are familiar with how the game is played and all of the contest rules. It is, therefore, extremely important that you review the competition rules well in advance of the actual event. **An engineering background is not required to be a Moderator; however, it is important that you have a high level of familiarity in the areas of math and science due to the scientific terms contained in the question sets.**

A brief overview of the competition is provided below.

1. The Science Bowl is an oral competition in which two student teams attempt to answer toss-up and bonus questions. The competition is divided into two 8-minute halves. The first half begins when the Moderator reads the first toss-up question. The Moderator identifies: 1) whether it is a toss-up or bonus question, 2) the subject area and 3) whether it is multiple choice or short answer, before reading the question. If a contestant elects to answer the toss-up question, he/she activates the lockout system (an electronic device which “locks out” all other contestants and identifies the student who wishes to answer the toss-up question). You then **verbally** recognize the student. Should the student answer the toss-up question correctly [**NO conferring may occur among the team members on toss-up questions**], the student’s team receives 4 points for the toss-up question and the team is awarded a bonus question. A correct answer to the bonus question results in the team receiving 10 additional points [teams **may** confer on bonus questions]. Play then continues by reading the next toss-up question to the two teams.
2. As a toss-up question is read, a student may interrupt the reading of the question. If you **verbally** recognize the student, and he/she answers correctly, that team is awarded 4 points and the team wins the right to answer a bonus question. If the student interrupts the reading of the question, is **verbally** recognized, but answers the toss-up question incorrectly, 4 points are awarded to the opposing team and the question is read in its entirety to the opposing team. That team may answer the toss-up question for a chance at the bonus.
3. One other rule pertaining to toss-up questions is important. A student **MUST** wait to be **verbally** recognized by the Moderator before beginning to answer the toss-up question. If a student answers a toss-up question before being **verbally** recognized, the response is ignored (**i.e., you should not reveal whether the answer was correct or incorrect**) and the toss-up question is offered to the opposing team. This rule is necessary to avoid situations where two team members think they have activated the lockout system and blurt out simultaneous answers.

4. The game is over when the second half ends or 25 toss-up questions have been read. The winning team is the one with the greater point total.

You will be provided with the questions for your competitions well in advance of the actual event. It is important that you read all the questions **before** the Bowl to help ensure that you read the questions **clearly, smoothly and to allow you to make certain of all pronunciations of scientific terms**. You must be able to speak loudly enough for all team members to hear the questions.

When you receive your packets of toss-up and bonus questions, you will find examples or questions like the following.

GEOL: Multiple Choice: An igneous rock which is commonly black, has a glassy texture and has a conchoidal fracture is which of the following? Is it:

- a) pelite
- b) calcite
- c) obsidian
- d) none of the above

ANSWER: C (obsidian)

To avoid any possible confusion, it is important that you announce the subject area and the question format before reading each question. When reading the above question, for example, you should say: *“Subject Area - Geology; Question Format - Multiple Choice”*.

The subject areas which you will find in the question sets include: Astronomy (ASTR); Biology (BIOL); Chemistry (CHEM); Computer Science (COMP); General Science (GENR); Earth Science (ERSC); Mathematics (MATH); and Physics (PHYS). The question formats are: multiple-choice and Short Answer. It is particularly important that the contestants know when they are dealing with a multiple-choice question. On multiple-choice questions the answer the student gives must be one of the multiple-choice selections. While there may be other answers, the **only correct answer is the one listed in the selections**.

The officials at each match will include a Moderator, Judge/Timekeeper and a Scorekeeper. The Judge/Timekeeper’s responsibilities include: ensuring all rules are followed and all questions are read correctly; resolving question challenges [**the Judge’s decision is final**]; timing the 20 seconds allowed for team responses to bonus questions; timing the 5 seconds after a toss-up question has been read before the Moderator moves on to the next question; and maintaining the competition clock. The Scorekeeper’s responsibilities are to accurately award points, record the competition score, and general room monitoring.

Finally, should a challenge of a question or a rule interpretation occur (challenges can only be made **DURING** play from one of the **STUDENT** contestants), please be certain to have the Judge/Timekeeper stop the clock to ensure no competition time is unduly lost. Should the Judge/Timekeeper feel that time was lost, he/she may “correct” the time (for example, add 5, 10, 15 seconds back onto the clock).