NOSB VOLUNTEER TRAINING:
COMPETITION OVERVIEW

OFFICIALS
Moderator: Asks the questions
Science Judge: Rules on answer acceptability
Timekeeper: Keeps the game clock
Scorekeeper: Tallys 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 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 blurs out the answer (is not recognized by the moderator) they receive: 0 pts
(The question is then 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

Team Challenge Questions 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
Players (but not audience members) may “challenge” the Moderator’s decisions on game answers. The Timekeeper will stop the game clock and the Science Judge will make a ruling or will take the challenge to the Judges’ Appeals room.

No challenges to Team Challenge questions, since graded in Judges’ Appeals room.

WHERE CAN I GET MORE INFORMATION?
Please visit our website: WWW.NOSB.ORG