



NOSB® /2007 Volunteer Training

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 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** is offered 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 question** segment consists of 2 questions, at the end of the half. 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. However, only the copy handed in by the captain is accepted.

Points

4... points for toss-up.

6... points for bonus.

-4.. if interrupt, recognized, and not acceptable.

0... points for blurting out an answer unrecognized, and team loses chance to answer.

0-20 points for team challenge questions

Timing

2 (Buzzer question) 6-minute halves

2 Team Challenge Questions
2 to 5 minutes

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.

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.

What happens if a player interrupts the Moderator with the buzzer before the question is completely read?

The Moderator recognizes the player and the player answers the question. If the answer is unacceptable, the team loses 4 points and the question is reread to the other team. If the answer is acceptable, the team gets 4 points.

What happens if time runs out during the question or answer?

The Rules Judge tells you what to do.

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 appeals room.

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

Where can I get more information?

The NOSB website has information about other regional competitions and the National competition.

<http://www.nosb.org>

