

## AGQBA Judge's Guidelines

Judges are to rule on answers given by the teams. You should be familiar with Quiz Bowl competitions before serving as a judge in a tournament. Please read the Moderator's Guidelines, the rules and clarifications, and these guidelines carefully before judging an AGQBA tournament. Schools schedule practice matches for the teams, and these are also valuable for training judges.

You will not see the questions ahead of time, unless this has been arranged by the local tournament host or moderator. Neutral judges may see the questions; judges representing a specific school may not. The moderators have had an opportunity to read the questions and should have dealt with any problems they found. Judges provide another set of ears and knowledge.

The following information covers most situations that might require your judgment.

1. Improper procedures or violations of rules should be brought to the judge's attention immediately. This type of challenge may be oral but should not interrupt the moderator during a question in play.
2. Judges should watch carefully for conferring on an alternate toss-up question by the second team when the moderator has compromised the question after the first team has answered.
3. If a team believes points were, or were not, awarded based on a faulty answer in the question set or another problem, the coach may protest at the end of the quarter.
4. If you know that the moderator has accepted a clearly wrong answer, tell the moderator immediately; for example, a mispronunciation. (We are aware that there are situations where hearing may be obstructed for the moderator and the judges may be in a better position to hear the answer given by the student.)

Before the 60-second round play begins, both teams will hear the three subject categories and their descriptions. They may then consult with their coaches, announce their choice of categories, and then make substitutions. During the sixty-second round, consultation of team and coaches may take no longer than one minute and must take place at the team table. Teams who take longer than the allotted time may lose their choice. Judges will be the official timers for this consultation. After the minute has elapsed and the team has not made a choice, judges will choose a category for the team, after the other team has chosen. Judges' decisions will be final.

6. Players may signal the coach that they want to protest but must not interrupt the game. Protests/challenges wait until the end of the quarter (except second quarter) and should be resolved before going on. If a challenge is being prepared, the coach must indicate this immediately at the end of the quarter. The challenge rules state this must be in progress within one minute of the end of the quarter. The coach may talk to the players and then present a written challenge on the AGQBA Challenge Form. The challenge must be written and submitted quickly.
7. Only the coach may present the challenge. Teams with more than one coach should send only one coach per challenge. Players, other participants, or spectators may not speak to the judges unless the judge specifically asks them to contribute to the discussion. The judges should consult and then speak with both coaches. Judges may request information from players, spectators, the moderator, or tournament director. The judge is not obligated to research a challenge. If the coach does not follow the correct challenge procedure, the challenge will be denied.
8. If a quick, easy judgment cannot be made, the coach has a maximum of five (5) minutes to prove his/her challenge. Any reference materials used must be in the room in the possession of the team issuing the challenge. Only recognized, up-to-date reference materials such as almanacs, encyclopedias, fact finders, textbooks, dictionaries, or anthologies may be used for proving a challenge. Lists and other quiz bowl preparatory materials published by question source companies or individuals are not considered acceptable reference materials. No internet connection is allowed. Electronic resources are allowed according to Rule 13c.
9. In any challenge, judges should consider the copyright date of the materials presented. The most up-to-date reference is normally preferred. If there is a conflict between two acceptable reference materials, the question should be thrown out and another question used to replace it. The best decision may be to play an extra question and toss the controversial one out.
10. Challenges must be resolved quickly; the next round cannot begin until all rooms are finished. Do not drag out challenges. Make a decision that is quick but fair.
11. One of the judges in each room will serve as the All-Tournament Team scorekeeper. These judges will be provided with the All-Tournament Team records score sheets which contain blanks for the names of the players which the judge will fill in after asking players their names. The judge will simply use hash (tally) marks to indicate toss-ups which have been answered correctly by players in the three quarters in which toss-ups are asked. The judge should check with the regular scorekeeper to make sure both score sheets have the same number of toss-ups indicated as answered after Quarters 1, 2, and 4. The All-Tournament Team scorekeeper should not count bonus questions or 60-second round questions even if it can be determined which student gave the actual correct answer. Only toss-up questions are counted. (Please make

sure that you have listed students' first and last names on the form. This is extremely important for the tournament record keeper and for AGQBA records as well.)

12. In the event of a challenge, make sure the student who actually answered correctly based on the results of the challenge gets a tally mark on his or her record sheet.

**Refer to the AGQBA rules for any other questions about challenges**

Check with your local coach for any updates or rules clarifications.