

Moderator Script

(Revised August 2020)

Greetings! Thank you for serving as a moderator. Don't stress. Have fun. The coaches will be glad to help. The rules are in the file right there with you. Don't be afraid to LOOK UP A RULE. Project your voice to the back of the room. Everyone needs to hear you. Speak at a comfortable pace. Call on each student before they answer or designate who will (a judge or scorekeeper). Math/Science - computation questions – please alert the students to have their pencils ready. Read the equations SLOWLY; the players must write them down.

To Begin The Game

“This is Game ___ of our tournament with (school name) playing (school name). Let's make sure I can correctly pronounce all your names, (say them all) and have a buzzer check. You may now begin writing on your scratch paper.”

“Please no one leave the room until the score keeper returns from delivering the game forms to the Record Room at the end of the game.”

“Let's begin Round 1– 20 toss-up questions for both teams.”

At the End of Round 1

“This is the end of Round 1. Are there any challenges at this time? (Deal with any challenges presented – 5 minutes) Our score is... (Let the scorekeeper read the score) Does everyone concur? (Check with the coaches; they keep score too.) Are there any substitutions?”

At the Beginning of Round 2

“Let's begin Round 2. We have 10 toss-up questions to determine which team gets the bonus questions. Coaches, any challenge of a toss-up question should come after each toss-up question – not at the end of the Round. Any challenge of a Bonus Questions must be made at the end of the Round. Let's begin.”

When a Team gets a Toss-up Correct-

“(School name) gets the first (second, third, or fourth) 4-part bonus question. Who is your captain? Your answers will come through him/her.”

After Each Bonus Question

“And back to the Toss-up Questions for both teams.” (Round 2 continues until all 4 bonus questions or all 10 toss ups have been completed.)

At the End of Round 2

“This is the end of Round 2. Are there any challenges at this time? (Deal with any challenges presented – 5 minutes) Our score is... (Let the scorekeeper read the score) Does everyone concur?” (Check with the coaches; they keep score too.) Note: Substitutions will be made AFTER the teams choose a lightning round category.

At the Beginning of the Lightning Round

“With the score ___ to ___ (school with fewer points) gets first choice of the Lightning Round possibilities. (In the event of a tie, a coin must be tossed to determine which team gets first choice. The team that correctly answered the last toss-up question will call the coin while it is in the air). Your categories are as follows: (Read the titles and descriptions for all three Lightning Round categories.) You have 1 minute to confer (set a timer). Substitutions will be made after both teams have made their selections.”

After one minute, get the decisions of both teams. While they are making their substitutions, write the names of the schools at the top of their respective categories. Write a (right) or X (wrong or pass) next to the answers as they go. DO NOT SAY THE NUMBERS OF THE QUESTIONS AND READ AS QUICKLY AS POSSIBLE. REMEMBER TO SAY “YES” OR “NO”, NOT “CORRECT” OR “INCORRECT”. SPEED IS AN IMPORTANT FACTOR IN THIS ROUND.

“(School name) will have 1 minute to answer these ten questions in the category of (re-read the title and description). The time will begin after I finish reading the first word of number 1. Here we go.”

If a team says “STALL” after hearing a question, that question does NOT get thrown over to the other team.

“(Other team) gets the Bounce Back on questions (give the numbers of the ones the first team missed).”

REPEAT THE PROCESS FOR THE OTHER TEAM.

At the End of the Lightning Round

“This is the end of Round 3. Are there any challenges at this time? (Deal with any challenges presented – 5 minutes) Our score is... (Let the scorekeeper read the score) Does everyone concur? (Check with the coaches; they keep score too.) Are there any substitutions?”

At the Beginning of Round 4

“We are now ready to begin Round 4. We have 20 Toss-up Questions left for both teams for a possible 200 points. It’s still anyone’s game!” (Always good to encourage)

When you get to #40, you may wish to begin saying the numbers of the questions: it builds suspense toward the end.

At the End of the Game

“Are there any challenges? (Deal with any challenges) Can we have the final score please? (Let the scorekeeper read the score.) Does everyone concur? Congratulations _____ ! Great game! Could I please have the coaches’ signatures on the Official Scoresheet and the All-Tournament Tally Sheet?”

Send the scorekeeper to the Record Room with the Official Scoresheet and the All-Tournament Tally Sheet.

Don’t let anyone leave until the scorekeeper comes back to the room. Players and spectators should remain quiet because it may disturb others in surrounding rooms.