

## MODERATOR

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 rules well in advance of the actual event.

The Science Bowl is an oral competition in which two student teams attempt to answer toss-up and bonus questions. Each regional competition round is divided into two eight-minute halves with a two-minute break.

1. The first half begins as soon as the Moderator begins 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 lock-out system (an electronic device which “locks out” all other contestants and identifies the student who wishes to answer the toss-up question). You or the scientific judge will then **verbally** recognize the student. Should the student answer the toss-up question correctly, the student’s team receives 4 points and is awarded a bonus question. A correct answer to the bonus questions results in the team receiving an additional 10 points. 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 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. A student **MUST** wait to be **verbally** recognized by the Moderator before beginning to answer the toss-up questions. If a student answers a toss-up 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 lock-out 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 games well in advance of the actual event. It is important that you read all the questions before the competition to help ensure that you read the questions smoothly and to allow you to make certain of all pronunciations of scientific terms.

# “IMPORTANT RULES”

## MODERATOR, PLEASE READ THE FOLLOWING BEFORE EACH MATCH!!

Before we get started, I would like the coaches of both teams to come forward. Please introduce yourselves, shake hands, and sit together in the back row with alternates.

Please let me remind you of several important rules we will be carefully observing during this match.

1. On toss-up questions, you **MUST** be **verbally** recognized by the Moderator or Scientific Judge before replying. If you respond before being **verbally** recognized, your team is automatically disqualified from answering the question. The question will then be offered as a toss-up question to the opposing team.

In this match, I will identify you by saying either Team “A” or “B” and either Participant “1,” “Captain,” “2,” or “3.”

2. On toss-up questions, there can be no conferring among team members **ON EITHER TEAM** at **ANY** time. If conferring occurs on the team that was initially recognized to answer the question, that team is disqualified from answering the question and the question is offered to the opposing team. If conferring occurs or has occurred, on the opposing team, it too is disqualified from answering the question.
3. **Challenges must be made before the moderator begins the next question.** All challenges must come from the team members who are actively competing. The alternate may not object. If the challenge is on a toss-up question, the challenge must happen before the bonus question is started.
4. On bonus questions, you have 20 seconds **AFTER** the Moderator finishes reading the question to begin your answer to the question. If you fail to begin your answer before the Timekeeper says “TIME,” you have missed your bonus question. You will hear the Timekeeper say “5 SECONDS,” when you have only 5 seconds left to begin your answer.
5. Finally, on the bonus question, only the team captain’s answer will be accepted.