SCIENTIFIC & RULES JUDGE/TIMEKEEPER

RETURN ALL QUESTION SETS TO SCIENCE BOWL CENTRAL WHEN YOU HAVE OFFICIATED YOUR FINAL MATCH.

THIS POSITION HAS A DUAL ROLE.

SCIENTIFIC JUDGE

The questions in each subject area have been reviewed by at least two individuals with subject expertise to eliminate erroneous or ambiguous questions. In addition, a multiple-choice format has been selected for many of the questions. This eliminates more than one correct answer **[it's either one of the selections or the response is wrong].**

You must have a scientific background in the areas of math and science. Your responsibilities as a **SCIENCE BOWL SCIENTIFIC JUDGE** include:

1.   Your primary duty is to **resolve question challenges.**

   Should a question be challenged, there are a number of steps which should be followed.

   * First, see that the competition clock is stopped.

   * Then, if the challenged question is in your field or the field of your Moderator or other Science Bowl official in the room, you should resolve the challenge without outside assistance.

   * If the challenge arises which is outside the fields of the officials in your room, refer it to **SCIENCE BOWL CENTRAL** for immediate resolution by a panel of judges. This panel will review the challenge and make a final decision. **ONCE YOU REPORT THAT DECISION, IT IS FINAL.**

   * Should you feel that time was lost as a result of the interruption (5, 10, or 15 seconds, for example), please add that time back onto the competition clock before resuming the competition. Be certain to announce that you are "correcting" the time because time was lost due to the interruption so that all participants understand what is happening.

2.   **ENSURING THAT THE MODERATOR HAS READ EACH QUESTION CORRECTLY.** You will be given a packet of questions identical to those of the Moderator. As the Moderator reads a question, please follow along to make sure the question is read correctly and that all words are pronounced correctly.

RULES JUDGE

Your responsibilities as a **SCIENCE BOWL RULES JUDGE** include:

1.   **ENSURING ALL COMPETITION RULES ARE FOLLOWED.** To serve in this capacity, it is imperative that you fully understand all competition rules. Please review the competition rules before coming to the Science Bowl training session.

     During the competition, if you should have to discuss a rule with the Moderator during a round, please be certain to see that the time clock has been stopped. If you feel that time has been lost, check with the Moderator, who is allowed to make a time correction.

2.   **WATCHING FOR SCOREKEEPER ERRORS.** Observe scorekeeper's computations. If, for example, Team A is supposed to get four points, you need to make sure the Scorekeeper doesn't inadvertently give Team B the four points.

TIMEKEEPER

Your responsibilities as a **SCIENCE BOWL TIMEKEEPER** include:

1.   **OPERATING THE OFFICIAL COMPETITION CLOCK.** Each lockout system contains a timer used for tracking competition match time. It records both minutes and seconds. At the beginning of each competition's halves, set the timer at **8 minutes.** The timer should be started as the Moderator begins to read the first question. The timer should be allowed to run uninterrupted until time expires **UNLESS** there is a question or a rules challenge. At half time, call **"HALF"** and at the end of the game call **"GAME".**

     If there is an interruption, stop the clock until the issue is resolved. Restart the timer when the Moderator begins reading the next question. Add time back onto the clock if the Moderator feels that an interruption has unduly used competition time. Again, be certain to explain to the participants that a time "correction" is being made.

2.   **KEEPING TRACK OF TIME FOR BONUS QUESTIOns.** Each time a team correctly answers a toss-up question, the team will be awarded a bonus question. The students have **20 seconds** to answer the bonus question **AFTER** the Moderator has finished reading the bonus question. After 15 seconds in the bonus period have elapsed, please say **"5 SECONDS"**. This is to alert the students that only 5 seconds remain in their bonus period. At the end of the 20-second time period, you will simply say **"TIME"**. Please say this loudly enough for all participants to hear.

     Team members **MAY** confer on bonus questions.

     You will have a separate stopwatch to keep track of the bonus question time. Start the stopwatch immediately after the Moderator finishes reading the question.

3.   **TOSS-UP QUESTIONS.** One of the teams must attempt an answer within **5 seconds** of the Moderator completing the question. Keep track of the 5 seconds allowed, calling **"TIME"** so that the Moderator will know to proceed to the next toss-up question.

     NO CONFERRING between team members may occur on toss-up questions.

4.   **AT THE CONCLUSION OF EACH HALF,** reset the clock.