

MODERATOR SCRIPTS

The moderator is the reflection of all your efforts in organizing your competition. The moderator must be familiar with all the rules of the game and how to handle them. Only in an emergency should the judge or tournament director have to step in. The moderator must be familiar with all the questions: proper phrasing (so that the meaning of the question is clear), proper pronunciation (especially on difficult words, foreign phrases and names), and the answers (including acceptable alternate answers).

This is a performance. The better the show, the more entertaining it is for everyone. While it is important to have fun with the game, remember that the players and the smooth flow of the game are of primary importance.

These scripts are intended to give the moderator the key phrases in running the game. Be authoritative but not intrusive and the game will run smoothly.

OPENING SCRIPT

"Welcome to Honda Campus All-Star Challenge. This match features (team #1) against (team #2). Now let's meet the members of each team. Please buzz in and tell us who you are."

(Players introduce themselves and test buzzers. The captains should identify themselves and introduce coaches and alternates if appropriate.)

"Now, here's how we play. There are two types of questions: toss-ups, worth 10 points apiece, and bonuses, worth a stated number of points.

On a toss-up you must signal and be recognized before answering. A correct answer on a toss-up earns your team 10 points and a chance at a bonus. An incorrect answer and the toss-up goes to your opponent.

You may interrupt a toss-up, but if you do and your answer is wrong, you lose 5 points and I will finish the question for the other team.

You cannot confer on toss-ups, but you may work together on bonuses. If there are conflicting answers on a bonus, the captain will speak for the team.

The game is played in eight minute halves. If a half ends while I'm asking a question, that's it. If you have begun your answer, or signaled on a toss-up, you may complete that one answer only."

(Whistle starting half)

"There's the whistle to start the half. You are playing for a _____ point bonus. Here's your toss-up."

(Clock starts)

STARTING THE SECOND HALF

"We're about to start the second half. The score stands at _____ points for (team #1) to _____ points for (team #2). When the whistle blows at the end of this half, the game is over.

If it blows while I'm asking a question, that's it. If it blows while you're answering a question, you may complete that one answer only. If you have signaled on a toss-up, you will be recognized and allowed to give your answer.

The team that's ahead at the end of the game is the winner. Good luck to both teams."

(Whistle starting the half)

"There's the whistle. You're playing for a _____ point bonus, and here's your toss-up."

(Clock starts)

AT THE END OF THE GAME

"That's it. The game is over. We'll confirm the scores and announce the winner."

(Score is validated)

"It's official. The final score is _____ for (losing team) to _____ for (winning team). _____ is the winner! Congratulations to both teams."

(Make any other announcements, such as a preview of the next game.)

MODERATOR SCRIPTS

This script is to be used when using the self-checking lock-out system. You no longer need to do buzzer checks or player introductions. Please take time to familiarize yourself with these changes. The biggest changes are at what time you set the clock and when the clock must be started.

Setting the Clock: RTAs should set the clock to 8 minutes and then turning the sweep hand in a clockwise direction, adding 12 seconds. The time should read 8:12.

Starting the Clock: The clock **MUST** be turned on at precisely the spot designated in the script. This starting point has been chosen to allow the moderator time to complete the script while the system finishes its internal check. When you hear the Lock-out tone **PRESS THE RESET BUTTON**. You must reset the system in order to allow anyone to buzz-in.

OPENING SCRIPT

"Welcome to Honda Campus All-Star Challenge. This match features (team #1) against (team #2). Now, here's how we play. There are two types of questions: toss-ups, worth 10 points apiece, and bonuses, worth a stated number of points.

On a toss-up you must signal and be recognized before answering. A correct answer on a toss-up earns your team 10 points and a chance at a bonus. An incorrect answer and the toss-up goes to your opponent.

You may interrupt a toss-up, but if you do and your answer is wrong, you lose 5 points and I will finish the question for the other team.

You cannot confer on toss-ups, but you may work together on bonuses. If there are conflicting answers on a bonus, the captain will speak for the team.

The game is played in eight minute halves. **(START CLOCK)** If a half ends while I'm asking a question, that's it. If you have begun your answer, or signaled on a toss-up, you may complete that one answer only."

When we hear the tone I'll begin the first toss-up. You're playing for a ____ point bonus."

(Wait for Lock-out tone sound)

"Here's your toss-up."

SHORTENED OPENING SCRIPT

"Welcome to this match **(START CLOCK)** featuring (team #1) against (team #2). Please remember that you must signal and be recognized before beginning your answer. Since we're all familiar with the rules, I'll begin the first toss-up when we hear the tone. You are playing for a ____ point bonus."

(Wait for Lock-out tone sound)

"Here's your toss-up."

STARTING THE SECOND HALF

"We're about to start the second half. The score stands at ____ points for (team #1) to ____ points for (team #2). When the clock buzzes, at the end of this half, the game is over.

If it sounds while I'm asking a question, that's it. If it sounds while you're answering a question, you may complete that one answer only. **(START CLOCK)** If you have signaled on a toss-up, you will be recognized and allowed to give your answer.

The team that's ahead at the end of the game is the winner.

When we hear the tone I'll start the second half. You're playing for a ____ point bonus. Good luck to both teams."

(Wait for Lock-out tone sound)

"Here's your toss-up."

SHORTENED SECOND HALF

"Welcome back to the second half of this match **(START CLOCK)** featuring (team #1) against (team #2). Please remember that you must signal and be recognized before beginning your answer. The team that's ahead at the end of the game is the winner. When we hear the tone I'll start the second half. You're playing for a ____ point bonus."

(Wait for Lock-out tone sound)

"Here's your toss-up."

AT THE END OF THE GAME

"That's it. The game is over. We'll confirm the scores and announce the winner."

(Score is validated)

"It's official. The final score is ____ for (losing team) to ____ for (winning team). _____ is the winner! Congratulations to both teams."

HOW TO HANDLE DIFFERENT SITUATIONS ON QUESTIONS

Smooth gameplay requires quick thinking by players and game officials alike. Listed below are some normal scenarios that occur during gameplay and the resolution according to College Bowl game rules.

- **Correct answer to toss-up.** "Yes! Now, here is your ____ point bonus."
- **First team gives incorrect answer to toss-up.** "No! Can you take it (*team #2*)?"
- **Both teams miss toss-up.** "The correct answer is _____. You're still playing for a ____ point bonus. Here's your next toss-up."
- **First team confers on toss-up.** "I'm sorry, you were conferring, we cannot accept your answer. Can you take it (*team #2*)?"
- **First team interrupts toss-up and gives wrong answer.** "That's incorrect, you lose 5 points. I'll finish the question for (*team 2*)."
- **Player gives answer before being recognized.** "I'm sorry, you weren't recognized, I cannot accept your answer. (Five point penalty for interrupting.) Can you take it (*team #2*)?"
- **Moderator inadvertently gives answer to toss-up without turning it over to second team.** "I'm sorry. I have given the answer without giving (*team #2*) a chance. I'll take the next toss-up and read it for (*team #2*) only. You must signal and be recognized before answering."
- **Answer heard in audience on toss-up or bonus.** "Someone in the audience gave the answer. We'll throw the question out and go to another toss-up (bonus)." (Warn audience about prompting.)
- **First team takes too long to answer toss-up.** "Time's up! Can you take it (*team #2*)?"
- **Second team takes too long to answer toss-up.** "Time's up! The correct answer is _____. You're still playing for that ____ point bonus. Here's your next toss-up."
- **Five seconds expires on bonus.** "Captain, your answer please!"
- **Team takes too much time after 5-second prompt on a bonus.** "Time's up! The correct answer is _____." [Either go to next part of bonus or to next toss-up.]
- **Moderator forgets to give a team a bonus.** "I'm sorry. I failed to give (*team #1*) a bonus question. I'll read the next one for (*team #1*). Then we will continue the game."
- **Team gives an incomplete answer (i.e., "Roosevelt" for "T. Roosevelt.")** "More specific information, please."
- **Whistle ending half blows while moderator is reading a question, or before anyone signals.** "That's it! The unofficial score at the end of the half/game is (read score). We'll confirm the score and take a short break before the next half/game."
- **Half ends as team is giving answer to a question.** "There's the whistle. You may complete this answer, and we'll adjust the score."
- **Player has signaled, but has not been recognized or begun answer, as the half ends.** "There's the whistle. You (*player name*) signaled before the end of the game. You may give the answer, and we'll adjust the score."
- **Tie score at the whistle ending the game.** "That's it! We have a tie! After confirming the score, we will play a sudden-death toss-up round. A correct answer scores 10 points and wins. An incorrect interruption loses 5 points and the game. If the score does not change, we will read another toss-up. Players ready? Here we go."