



In this webcast, “Campus Tournament Essentials,” we will cover:

Planning your campus tournament:

- Using the Tournament Charts
- Scheduling Games
- Campus Tournament Costs

What’s needed to run a campus tournament

- Game Room Set-Up
- Equipment Needed
- Lockouts or “Easy Buttons”?
- Game Officials Needed
- Game Play Database

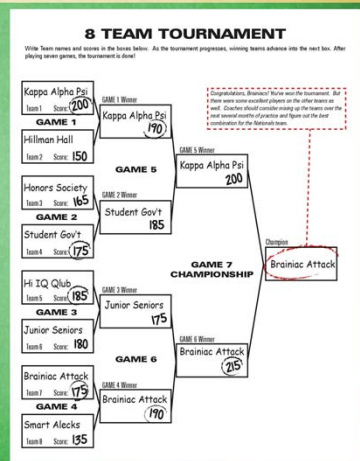
If you have not done so already, you are encouraged to watch the “Game Format Overview” webcast before starting to plan your campus tournament.



Tournament Chart

With the new minimum team requirement (8 teams of 3 players) your campus tournament can be held in under 4 hours

[Download the chart](#)



Run a single-elimination tournament

You must have represented your campus tournament correctly on the chart to meet the NCT Part I Qualification requirements.

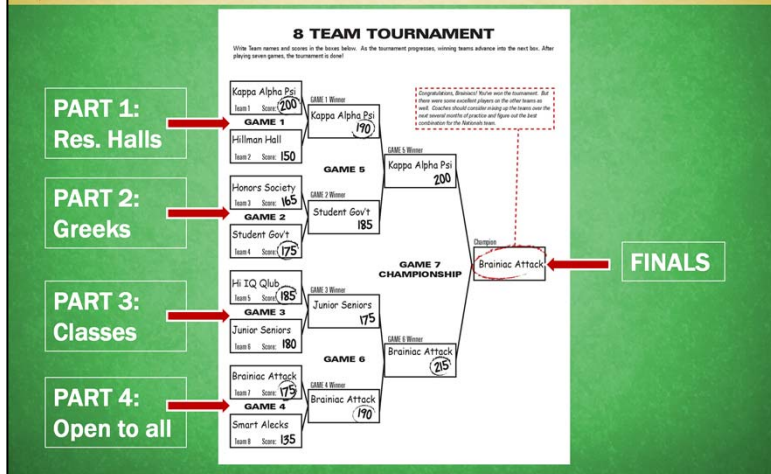


Tournament Run In Sections

You can divide the tournament into sections

Run each section separately and then bring the winners of each section together to finish the tournament.

The sections of your Campus Tournament can involve ANY sub-sets of the campus student population that you choose.





Scheduling Games

Schedule games:

- Over a week or weekend
- Once a week for a month
- All in one night



Over-recruit and plan some “extra games” to compensate for no-shows

Schedule Campus Tournament games over a week or weekend or all in one night

Week-long vs. weekend vs. once a week for 4-6 weeks.

Allow 30 minutes per game.

Play games when students show up; do not send them home!

Plan some “extra games” to compensate for no-shows

over-schedule games.

over-recruit teams.

NOTE that in these photos the teams are seated and there are 4 players. In the new format, only 3 players compete in a match and the teams stand.



Campus Tournament Costs

- Prizes for winning team and high scorers
- Food & beverages during the tournament
- T-shirts for the players & volunteers
- Certificates, plaques & trophies



These are all optional items. However, the more of a “reward” you offer, the better your turnout will be.

Prizes for winning teams

Cash or gift certificates, etc.

Some HBCUs give prizes to top 2 teams; others reward high individual scorers.

Food & beverages during the tournament

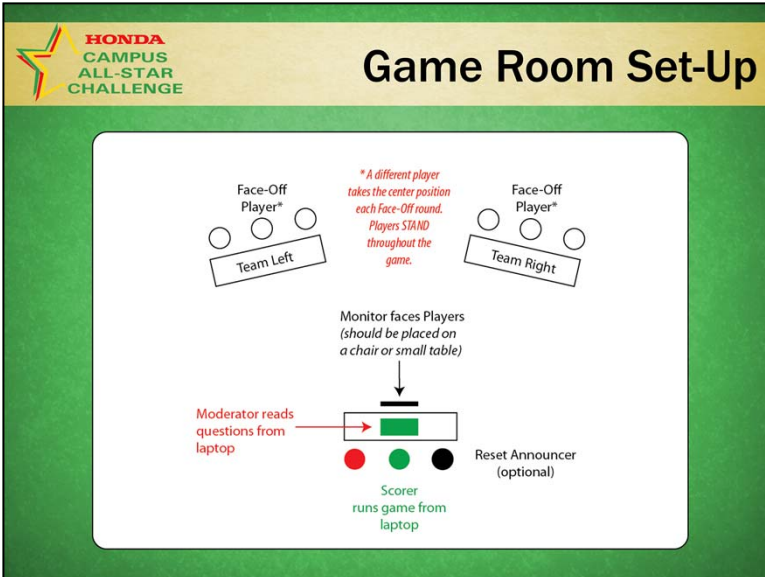
Makes Campus Tournament more attractive.

T-shirts for the players & volunteers

Year-round walking advertisement.

Certificates, plaques & trophies

Download and use the certificate from HCASC.com.



Game Room Set-Up

Team tables are set at an angle like an inverted V.

Game officials table is set straight-on to the teams.

Placement of game officials:

The moderator is on the left, standing, looking over the shoulder of the scorer to read the questions.

The scorer is seated in the middle of the table.

The reset announcer (if used) is to the right of the scorer.

Placement of teams:

The player in the center position is the only player to compete on Face-Off questions and the players rotate into that center, **always standing**, position between rounds.

Position of the monitor facing the teams:

It is attached to the laptop which the Moderator & Scorer use.

Once the game is ready to start, it is placed in front of the game officials, facing the teams so that they can see the categories, questions, score and clock.



Equipment Needed

- Tables for the 2 teams
- Table & 1-2 chairs for the game officials
- Laptop computer with Game Play Database
- Desktop monitor connected to laptop
- HCASC “Easy Buttons” or lockout system
- Extension cords
- A coin for the pre-game coin toss

- Tables for the 2 teams. Teams stand so no chairs are needed for them
- Table & 2 chairs for the game officials
- Laptop computer with Game Play Database installed and the players names already entered
- Desktop monitor connected to laptop (this is in addition to the laptop screen itself)
- HCASC “Easy Buttons” or lockout system
- Extension cords for laptop and if needed, for the lockout
- A coin for the coin toss to determine which player will select the first category to start the game.

You do not need paper and pencil for the teams.



Lockouts or “Easy Buttons”?

HCASC supplies “Easy Buttons” for use in campus play

- Same push-button style used at the NCT
- Battery operated
- No reset announcer needed

Lockouts may be used

- Use 3 hand-held buttons
- Reset announcer **signals to disable the lockout** as players select a Face-Off category and **resets to open** the lockout after the last word of the Face-Off question

This is your choice!

HCASC supplies Easy Buttons for use in campus play

- Same push-button style used at the NCT
- Battery operated

Lockouts may be used

- **Listen carefully!** If you are going to use a lockout the procedures are quite different than previously.
- Plug 3 hand-held buttons into the lockout control box (1/team + one for the reset announcer)
- **Each time a player select a Face-Off category**, the reset announcer **signals to lock out the 2 players.**
- **After the last word of the Face-Off question**, the reset announcer clicks the **reset button on the lockout control box to open the lockout.**

Lockouts or “Easy Buttons” are only used during rounds 1, 2 and 3 (the Face-Off & Bonus rounds). They are not used during the 4th round, the Ultimate Challenge



Game Officials Needed

Use the [job descriptions](http://HCASC.com) at HCASC.com:

- **Moderator:**
Reads the questions
Rules on the acceptability of answers given
Recaps points earned on bonuses
- **Scorer:**
Runs the computer displaying the questions
Enters points earned by the teams
- **Reset Announcer (optional)**

Download the job descriptions found at HCASC.com


Here is a brief outline of game officials duties:

The **moderator** reads the questions, rules on the acceptability of answers given, recapping the score at the end of each bonus.

The **scorer** runs the computer to display the questions to the moderator and the teams and scores points earned for each time.

The **reset announcer** is an optional position:

- You should use a reset announcer if you are using a lockout system. This reset announcer will lock out the players during the reading of the Face-Offs and then reset it (to open) after the last word of the Face-Off question. The reset announcer will recognize players when they buzz in.
- However, if you are using the HCASC "Easy Buttons," the moderator may recognize the players who buzz in at the end of Face-Off questions (ignoring any player's attempt to buzz in during the reading of a Face-Off).



Game Play Database

For your campus tournament, the database:

- Contains 10 campus tournament games.
- Displays the questions during matches.
- Scores the match in real-time.
- Stores player info and scoresheets.

For your campus tournament, the database:

Contains 10 campus tournament games

Note that games 1 & 2 are for demonstration, promotion & training purposes only.

Games 3-12 are reserved for your campus tournament (and/or your HCASC Academic Club).

Displays the questions during matches

The moderator and scorer share the laptop screen.

The players see the category board, questions, score and clock on a desktop monitor attached to the laptop.

Scores the match in real-time

As the scorer points and clicks, the scoring is automatically recorded.

At the end of each round corrections may be made if necessary.

Stores player info and scoresheets

You (or an assistant, even a student) enters the player info.

Scoresheets are automatically saved.

Watch the “Using the Game Play Database” series of webcasts for details on using this new resource.