



In this webcast, “Moderator’s Role & Training,” we will cover:

- Role of the Moderator
- Moderator’s Preparation & Training
- Procedures during Games
- Tips for Moderators

Before watching this webcast, please watch the “Game Format Overview” webcast to become familiar with the new HCASC format.



Moderator's Role

- **Pre-Game:**
 - **Coin toss for who picks 1st Face-Off category.**
 - **Read Moderator's Script.**

HONDA CAMPUS ALL-STAR CHALLENGE
Moderator's Script

It's time to play Honda Campus All-Star Challenge, the HBCU National Quiz Championship.

I am your moderator, [INSERT MODERATOR NAME]

Our students are competing at this campus tournament for the opportunity to represent our HBCU if we qualify for the Honda Campus All-Star Challenge National Championship Tournament in Los Angeles.

You'll be answering questions on traditional academic subjects like history, geography, science and literature, as well as on topics like entertainment, sports, the arts and more.

Pre-Game:

The moderator does a coin toss to determine which player will pick 1st Face-Off category.

During the first round of the campus tournament, until all teams have played one match, the moderator reads the Moderator's Script.

To keep the players "loose," the moderator should ask a fun question as s/he introduces the players.

Overview of Face-Offs

- Face-Offs are all worth 10 points.
- Players may not interrupt Face-Offs and only the player in the center position may answer.
- If HCASC “Easy Buttons” are used moderator ignores interrupts, recognizing only after the end of the Face-Off.
- If lockout system is used, reset announcer locks out the players during the reading of Face-Offs and after resetting after the last word of the question, recognizes players.

Overview of Playing Face-Offs:

Face-offs are all worth 10 points.

Players may not interrupt Face-Offs and only the player in the center position may answer.

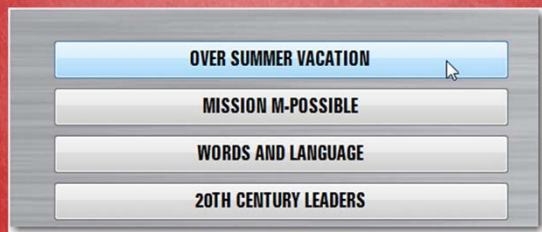
If HCASC “Easy Buttons” are used moderator ignores interrupts recognizing only after the end of the Face-Off.

If lockout system is used, reset announcer locks out the players during Face-Offs. After the last word of the question, the reset announcer hits the reset button to “open” the lockouts. After a player buzzes-in, they recognize the player.



Moderator's Role

- **Starting the Game:**
 - Call on player to pick 1st category.



Starting the Game:

After the players are in position (Face-Off player standing in the center position) and the categories for Round 1 are displayed, the moderator calls on the player who won the coin toss to pick the 1st category.

When the scorer clicks the selected category on their screen, the 4:00 clock will start.

Moderator's Role

- **Playing Face-Offs:**
 - **Read the Face-Off in its entirety (no interrupts).**



- **Player who buzzes-in first is recognized and answers.**

Playing Face-Offs:

The moderator reads the Face-Off **in its entirety, ignoring any attempts to interrupt the Face-Off.**

Players have 3 seconds from the end of the Face-Off to buzz-in.

The first player to buzz-in on the Face-Off is recognized.

If HCASC "Easy Buttons" are used moderator ignores interrupts, recognizing only after the end of the Face-Off.

If lockout system is used, reset announcer locks out the players during the reading of Face-Offs and after resetting after the last word of the question, recognizes players.


After the player answers, the moderator rules on the answer given.

The moderator is serving as the judge regarding the acceptability of answers.

If answered incorrectly, the moderator turns the question over to the opposing team's Face-Off player "[NAME] can you take it"?

If neither team answers the Face-Off correctly, the moderator gives the team the answer.

When a Face-Off is answered correctly, the moderator says "correct."



Moderator's Role

- **Playing Bonuses:**
 - **Read the Bonus.**

<p style="text-align: center; margin: 0;">MISSION M-POSSIBLE</p> <p style="margin: 0;">1. What character's name begins August Wilson's play "[BLANK] Rainey's Black Bottom"?</p> <p style="margin: 0;">2. In 1992, in Illinois, who became the first female African American senator ?</p>	<p style="text-align: center; margin: 0;">For 10 points apiece 1 2 3</p> <p style="margin: 0;">1. <u>MA RAINEY</u></p> <p style="margin: 0;">2. <u>CAROL MOSELEY-BRAUN</u></p> <p style="margin: 0;"><i>PROMPT: if MOSELEY or BRAUN is answered</i></p>
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Playing Bonuses:

Once the scorer marks the Face-Off correct, the Bonus is displayed.

The moderator reads the Point value (" For 10 points apiece"), then reads the Bonus, one part at a time.

In any question with a "blank," the missing word or phrase is read as "blank."

The team confers for up to 5 seconds on their answer to each part of the Bonus. At the 4 second mark, the moderator prompts the team with "Answer Please."

Moderators accept the 1st answer clearly directed to them.

Any team member may answer Bonuses.

If there are multiple simultaneous answers, the moderator says "Captain, your answer."

If the answer has a "prompt" for a partial answer, the moderator says "More Specific."

For each part of the Bonus, the moderator acknowledges whether the answer(s) given are correct. If the answer(s) are not correct, the moderator reads the correct answer(s).

At the end of the Bonus, the moderator announces the total points scored on the Bonus.



Moderator's Role

- **As the Round continues:**
 - Call on player in control to pick the next category.
 - Call “conferring” if players confer on Face-Offs.
- **At the end of the Round:**
 - Work with teams and scorer to resolve any scoring mistakes and/or game discrepancies.
 - Play any necessary Make-Up questions.
 - Prompt the Face-Off players for the next round to stand in the center position.

As the Round continues:

The last player who correctly answered a Face-Off is in control of the category board. Prompt that player to pick the next category.

Call “conferring” if players confer on Face-Offs.

If a team confers, the Face-Off may only be answered by the Face-Off player on the opposing team.

If a member of the audience shouts out an answer the moderator cautions the audience to keep their answers to themselves. If absolutely necessary, a Make-Up question may be played.

At the end of the Round:

Confer with teams and the scorer to resolve any scoring mistakes and/or game discrepancies.

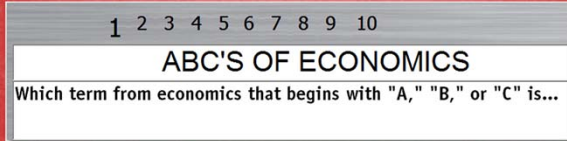
Play any necessary Make-Up questions.

Prompt the Face-Off players for the next round to stand in the center position.



Moderator's Role

- **Playing Round 4, the Ultimate Challenge:**
 - Call on team that is behind to pick their category.
 - Read the category title and the lead in.



Playing Round 4, the Ultimate Challenge:

Call on team that is behind to pick their category.

If there is a tie when starting the Ultimate Challenge rounds you may either: Award "first pick" to the team that did not win the pre-game coin toss OR do a new coin toss.

Read the category title and the lead in.



Moderator's Role

- Playing Round 4, the Ultimate Challenge:
 - Read the questions.

1 2 3 4 5 6 7 8 9 10
ABC'S OF ECONOMICS
Which term from economics that begins with "A," "B," or "C" is...
Materials bought and sold in bulk.
<u>COMMODITY</u> OR <u>COMMODITIES</u>

Playing Round 4, the Ultimate Challenge:

(After the moderator has read the category title and the lead in)

The scorer clicks start and the first question will be displayed.

Read the question.

Any team member may answer questions in the Ultimate Challenge.

Moderators will take the first answer clearly directed to them.

For each answer given, say "correct" or "incorrect."

There are no prompts on Ultimate Challenge questions.

Teams may "pass" on questions.

Continue reading until all 10 questions are correctly answered or until the 1:00 time runs out.

If after the first "pass" of reading the 10 questions time remains on the clock, the questions not answered correctly are repeated until time runs out.

Rule on any discrepancies and assist the scorer with any scoring corrections.

Recap any missed questions and read those answers for the team.



Moderator's Role

- **Playing Round 4, the Ultimate Challenge:**
 - Call on 2nd team to pick their category.
 - Repeat the process for 2nd team.
- **At the end of the Game:**
 - Announce the final score.
 - Call for the teams in the next match and ask them to get in position.
 - Explain when the team which just won will play again.

Playing Round 4, the Ultimate Challenge:

Call on 2nd team to pick their category.

Repeat the process for 2nd team.

At the end of the Game:

Announce the final score and congratulate both teams on their performance.

Call for the teams in the next match and ask them to get in position.

Explain when the team which just won will play again.



Moderator's Role

- **If the Game ends in a Tie:**
 - After players are selected for the Tie-Breaker question you will play "sudden-death" Face-Offs.
 - The first team whose player answers correctly wins the game.

If the Game ends in a Tie:

- After the team selects which of its players will play the Tie-Breaker question(s), you will play "sudden-death" Face-Offs.
- The first team whose player correctly answers a Face-Off wins the game.



Game Discrepancies

- The Tournament Director has ultimate authority.
- Resolve **procedural discrepancies** in the game room.
- Procedural discrepancies are resolved by adjusting points and if necessary, playing off-the-clock/make-up questions.
- The Tournament Director should resolve **factual discrepancies**.
- Players must wait until the end of the round to register discrepancies.

Game Discrepancies

The Tournament Director has ultimate authority

The Campus Coordinator usually serves as Tournament Director.

The Tournament Director has ultimate authority in all matters during the tournament.

Resolve Procedural discrepancies in the game room

Game officials in the room resolve problems concerning game rules and procedures.

If necessary, the Tournament Director is called.

The Tournament Director should resolve factual discrepancies

The Tournament Director must have a printed copy of the game available

Most often the issue can be resolved by showing the question to the students.

Library and Internet resources may be consulted.

Players *must* wait until the end of the round to register discrepancies

They may not shout "protest" or stop the game.

Discrepancies are reviewed in all rounds, even if the review could not change the outcome of the game

This is a difference from the prior format and is necessary because the game is not over until the end of the 2nd Ultimate Challenge round.

Tips for Moderators

- **Pre-Tournament Preparation:**

- Watch the Game Format Demo at HCASC.com to become familiar with the play of the game.
- Pre-read games. Games may be printed from the Game Play Database for pre-reading.
- A [pronunciation guide](#) is available at HCASC.com.
- Practice reading the questions from the laptop screen.

Tips for Moderators

Pre-Tournament Preparation:

1. Watch the Game Format Demo at HCASC.com to become familiar with the play of the game.
2. Pre-read games. Games may be printed from the Game Play Database for pre-reading.
3. A pronunciation guide is available at HCASC.com.
4. Practice reading the questions from the laptop screen.

Tips for Moderators

- **During Games:**

- If you are using HCASC “Easy Buttons” you must recognize players.
- Never ever recognize a player during a Face-Off.
- Say “correct” on Face-Off and Bonus answers.
- Turn over any missed Face-Offs to the opposing team.
- Keep your pace during the reading of the Face-Offs and Bonuses consistent.

Tips for Moderators

During Games:

1. If you are using HCASC “Easy Buttons” remember that you must recognize players.
2. Never ever recognize a player during the reading of a Face-Off. This is an important rule in this format for the teams and for you.
3. Be sure to say “correct” on Face-Off and Bonus answers.
4. Remember to turn over any missed Face-Offs to the opposing team.
5. Keep your pace during the reading of the Face-Offs and Bonuses consistent. Do not “speed up” towards the end of a round!

Tips for Moderators

- **During Games:**

- Look at the team playing a Bonus while they confer.
- If a Bonus answer is incorrect, read the correct answer.
- Announce points earned on Bonuses.
- At the end of each round, ask whether the teams have any “issues” for you to address.
- Read Ultimate Challenge questions at a quick pace.

Tips for Moderators

During Games:

1. Look at the team playing a Bonus while they confer. This will help you determine if the “answer” you hear is a conference (head down or looking at each other) or an answer (head up, looking straight at you).
2. If a Bonus answer is incorrect, you must read the correct answer. This is important as sequential parts of Bonuses often rely on the answer to the previous part.
3. Always announce points earned on Bonuses. This is critical for the scorer.
4. At the end of each round, ask whether the teams have any “issues” for you to address. In this format all discrepancies are reviewed regardless of the point spread.
5. Read Ultimate Challenge questions at a quick pace, but not so fast that you stumble on them or are unintelligible.