HONDA
CAMPUS
ALL-STAR
CHALLENGE

The HBCU National Quiz Championship

Scorer's Role & Training
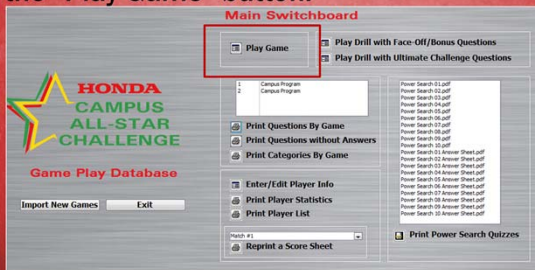
In this webcast, "Scorer's Role & Training," we will cover:

Role of the Scorer

Scorer's Preparation & Training

Procedures during Games

Tips for Scorers

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

Hook up an extra monitor to the laptop

Before starting the laptop computer with the Game Play Database installed, attach a desktop style monitor to the laptop using the VGA port.

Put the monitor on the game officials table next to and facing you while you get ready for the game.

Start the computer, open the database and click Play Game

Click the desktop icon to open the database.

Enter the team names

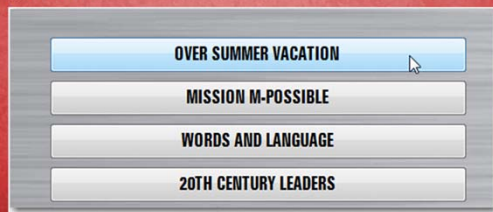Team names should be distinctive so that you can match scoresheets with your tournament chart.

Collect the Categories by Game report from both teams and select or enter the players for each round

If you have already entered the players in the database, select them using the drop-down list.

To enter players, click the Add Players button and enter all the name, data and contact information for each player.

Click the "Start Game" button

- This will load the categories for Round 1.

- At this point, the moderator will do a coin toss to determine which player will select the first category.

- Move the desktop monitor onto a chair or low table in front of the game officials table facing the teams.

When the 1st category is selected, click the category title to start the game

- This will start the 4:00 clock.

- The question and scoring controls will display on the laptop screen and the question will be displayed on the monitor facing the players.

Scorer's Role

- Scoring Face-Offs:
  - If correct, click the "Correct" button for that team.
  - If incorrect, click the "Incorrect" button for that team.
  - If the question is turned over, click the "Correct" or "Incorrect" button for the 2nd team.
  - If neither team answers, click the "No Answer" button.

Face-Off Question

| <---Correct | Correct---> | |
| <---Incorrect | Incorrect---> | No Answer |
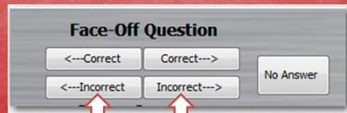
Team Left buttons   Team Right buttons

After a player is recognized and answers, the moderator indicates if the answer is correct.

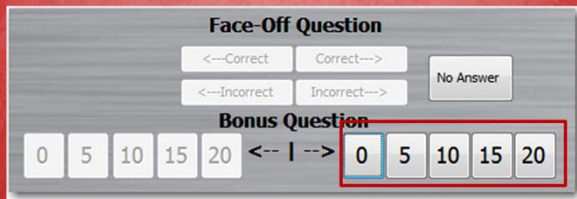If correct, click the "Correct" button for the team that was recognized.

If incorrect, click the "Incorrect" button for the team that was recognized.

If the question is turned over, click the "Correct" or "Incorrect" button for the 2nd team.

If neither team answers, click the "No Answer" button.

Scorer's Role

- **Scoring Bonuses:**
  - At the end of a Bonus, when the moderator announces the points scored, click the "0, 5, 20, 15 or 20 Points" button.

Face-Off Question

<---Correct	Correct--->	
<---Incorrect	Incorrect--->	No Answer

Bonus Question

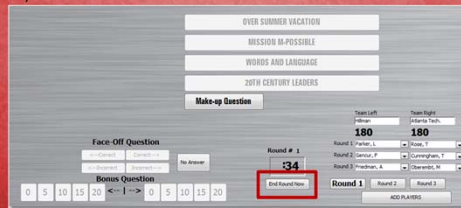| 0 | 5 | 10 | 15 | 20 | <-- I --> | 0 | 5 | 10 | 15 | 20 |

At the end of a Bonus (all parts of the Bonus), the moderator will indicate the points earned.

Click the numeric "points earned" button.

Notice that only points buttons for the team not playing the Bonus are "grayed out."

As the Round continues

Click on categories as they are selected.

Score Face-Offs and Bonus questions.

If all questions are used before the clock hits 0:00, click the "End Round Now" button.

Scorer's Role

- **At the end of Rounds 1 - 3:**
  - **If there are no scoring mistakes or game discrepancies, click the "Move to Next Round" button**

End of Round 1   Move to Next Round

Hillman 70   Make-up Question
Atlanta Tech. 50

At end of Rounds 1 – 3

If there are no scoring mistakes or game discrepancies, click the "Move to Next Round" button

At end of Rounds 1 – 3

To correct scoring mistakes or to award or remove points due to a game discrepancy, click the "Add" or "Subtract" amounts and to apply the change, click either the "Team Left" or "Team Right" button. You will see the change reflected just below the team names

Repeat procedure for the 2nd team if necessary.

To play a Make-Up question

Click the "Make-up" questions button.

Select either "Bonus only" or "Face Off and Bonus."

Then click the "Play" button.

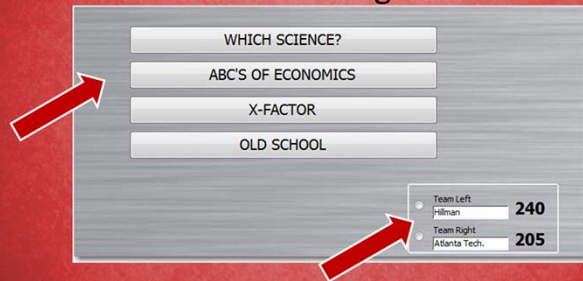A Face-Off from the Off the Clock category will be displayed.

If you are playing a **Face-Off and Bonus**, play it as you would during the game, being careful to score the points for the correct team.

If you are playing a **Bonus Only**, the Face-Off will appear. The moderator reads the question **and** gives the team the answer. Click the "Correct" button to display the Bonus. Score the Bonus as you would during the game.

When you are all done, click the "Move to Next Round" button.

Round 4, the Ultimate Challenge

The team which is behind goes first. If the score is tied, the moderator will indicate which team goes first.

Indicate which team will go first by clicking the circle next to their team name.

After the 1st team selects its category, click that category on the category board.

Round 4, the Ultimate Challenge

After the moderator reads the category title **and** the lead-in, click the "Start" button.
This will start the 1:00 clock.

For each question, when the moderator says Correct, click the "Correct" button. If the moderator says Incorrect, click the "Pass" button.
If the team says "Pass," click the "Pass" button.

Round 4, the Ultimate Challenge

For each question, when the moderator says Correct, click the "Correct" button. If the moderator says Incorrect, click the "Pass" button.

If the team says "Pass," click the "Pass" button.

The questions will automatically be displayed in order.

Round 4, the Ultimate Challenge

If time remains on the clock after the 10th question, the team may re-try missed questions until they get all 10 or the clock runs out.

The questions will automatically advance as you click "Correct" or "Pass." Questions which are grayed out have been correctly answered.

Round 4, the Ultimate Challenge

After the clock runs out, the moderator will re-cap missed questions:

Click on the question numbers which have not been grayed out, one at a time.

The question will be displayed and the moderator gives the team the correct answer.

At the end of each Ultimate Challenge Round

Click the "Done" button.
Make any necessary scoring adjustments.

2nd Team's Ultimate Challenge Round

Repeat the procedure for the second team, starting with their selection of category.

At the end of their Ultimate Challenge Round, make any necessary scoring adjustments.

Click the "Done" button.

Click the "Finalize Match" button.

This will display the scoresheet on your screen. You are not required to print it, but may if you have a printer in the game room.

Once you close the scoresheet you will be returned to the Main Switchboard.

If the Game ends in a Tie

You will be prompted.

Click "OK" and then select the players for the Tie-Breaker question. Click the "Play the Tie-Breaker" button and the Tie-Breaker question will immediately be displayed.
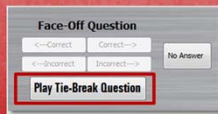
Score the question as you would any Face-Off.

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 is 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 Scorers

- **Pre-Tournament Preparation:**
  - Watch the Game Format Demo at **HCASC.com** to become familiar with the play of the game.
  - Practice with the Game Play Database.
  - Enter player names, contact info and other required data in advance of any tournament.

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Pre-Tournament Preparation

1. Watch the Game Format Demo at HCASC.com to become familiar with the play of the game.

2. Practice with the Game Play Database (using **only** games 1 & 2).

3. Enter player names, contact info and other required data in advance of any tournament.

Tips for Scorers

- **During games:**
  - Be careful when entering players into the Round 1, 2 and 3 slots.
  - Always wait for the moderator to confirm whether the Face-Off answer is correct and to announce points scored on Bonuses.
  - If you know that you have made a scoring mistake, ask the Tournament Director to make a note.

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During games

1. Be careful when entering players into the Round 1, 2 and 3 slots.

2. Always wait for the moderator to confirm whether the Face-Off answer is correct and to announce points scored on Bonuses.

3. If you know that you have made a scoring mistake, **immediately but quietly** ask the Tournament Director to make a note of it on their copy of the relevant question so that it can be corrected at the end of the round.