



The HBCU National Quiz Championship

Reset Announcer's Role & Training



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

Role of the Reset Announcer

Reset announcer's Preparation & Training

Procedures during Games

Tips for Reset Announcers

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



Reset Announcer's Role

- **Pre-Game:**
 - Plug the lockout system into the wall.
 - Attach 3 hand held buzzers (one for each team and a 3rd for the reset announcer).
 - Put one hand-held buzzer on each team table and the 3rd on the game officials table.

Pre-Game

1. Plug the lockout system into the wall.
2. Attach 3 hand held buzzers (one for each team and a 3rd for the reset announcer).
3. Put one hand-held buzzer on each team table and the 3rd on the game officials table.



Reset Announcer's Role

- **During the Game:**
 - When a category is selected, click the hand-held buzzer to lock-out the players.
 - After the last word of each Face-Off question, press the reset button to “open” the players’ lockout buttons.
 - If you spot “conferring” between players during a Face-Off question, call “conferring.”
 - Once players buzz-in, announce them.
 - Repeat the procedure during Rounds 1, 2 and 3.

During the Game

- When a category is selected, click the hand-held buzzer to lock-out the players.
- After the last word of each Face-Off question, press the reset button to “open” the players’ lockout buttons.
- If you spot “conferring” between players during a the reading of a Face-Off question, call “conferring.”
- Once a player buzzes-in, recognize them (usually this is team name and first name).



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.

- **Pre-Tournament Preparation:**

- Watch the Game Format Demo at HCASC.com to become familiar with the play of the game.
- Practice operating the lockout system while a moderator and scorer use the Game Play Database.

Tips

Pre-Tournament Preparation

1. Watch the Game Format Demo at HCASC.com to become familiar with the play of the game.
2. Reset announcers should practice operating the lockout system while a moderator and scorer use the Game Play Database.