



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 3<sup>rd</sup> for the reset announcer).
- Put one hand-held buzzer on each team table and the 3<sup>rd</sup> 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 3<sup>rd</sup> for the reset announcer).
3. Put one hand-held buzzer on each team table and the 3<sup>rd</sup> 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 2<sup>nd</sup> Ultimate Challenge round.

- **Pre-Tournament Preparation:**

- Watch the Game Format Demo at [HCASC.com](http://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.