



*The HBCU National Quiz Championship*

## HCASC Easy Buttons or Lockouts



In this webcast, "HCASC Easy Buttons or Lockouts," we will cover:

Using HCASC "Easy Buttons."

Using the Lockout System with the new format.

Pros and Cons of each option.

## HCASC “Easy Buttons”

- Two players compete on Face-Offs in each round.
- Players may not interrupt Face-Offs.
- HCASC “Easy Buttons” are battery operated.
- Each button works independently.
- When pressed, one button says “Team One” and the other says “Team Two.”
- Moderators ignore any attempt at interrupting Face-Offs.
- Moderators recognize players.

### Using HCASC “Easy Buttons”

- As background, only 2 players (one per team) are eligible to buzz-in and answer Face-Off questions
- And, Face-Offs may not be interrupted.
- HCASC “Easy Buttons” are battery operated.
- Each button works independently – they are not connected to each other and no reset control is used.
- One button says “Team One” and the other says “Team Two.”
- If a player attempts to interrupt a Face-Off, the moderator ignores the buzz-in and keeps reading. Only after the question has been read completely is a player who buzzes-in recognized.
- When using HCASC “Easy Buttons,” the moderator recognizes the players.

Using HCASC “Easy Buttons,” you can run a game with only 2 officials – a moderator and a scorer.



## Easy Button Pros & Cons

### Pros

- **Battery operated**
- **No reset announcer**
- **Same style button as used at NCT**
- **Moderator ignores attempt at interruption**

### Cons

- **Not a real lockout**
- **Must listen for "Team One" or "Team Two"**
- **No visual indicator**

## Easy Button Pros & Cons

### Pros:

- Battery operated
- No reset announcer
- Same style button as used at NCT
- Allows moderator to ignore attempt at interruption. The moderator keeps reading. This helps remind players that they may not interrupt Face-Offs.

### Cons:

- Not a real lockout
- Must listen for "Team One" or "Team Two"
- No visual indicator

## Lockout System

- If a lockout system is used, attach 3 hand-held buzzers to the lockout control box.
- Put 1 buzzer on each team table and the 3<sup>rd</sup> at the reset announcer's position.
- As a category is selected, the reset announcer presses their buzzer to lock out the players.
- After the Face-Off, the reset announcer presses the reset button to open the lockouts.

### Lockout System

- If a lockout system is used. attach 3 hand-held buzzers to the lockout control box.
- Put 1 in the center position at each team table and the 3<sup>rd</sup> at the reset announcer's position.
- Every time a category is selected, the reset announcer presses their buzzer to lock out the players. Ignore the sound of the tone.
- After the last word of the Face-Off, the reset announcer presses the reset button on the lockout control box to open the lockouts.



## Lockout Pros & Cons

### Pros

- **Requires power**
- **Visual indicator and tone at buzz-in**
- **Players may not interrupt**

### Cons

- **Requires a reset announcer**
- **Not the same style button as used at NCT**

## Lockout Pros & Cons

### Pros:

- True lockout system
- No reset announcer
- Same style button as used at NCT
- Allows moderator to ignore attempt at interruption. The moderator keeps reading. This helps remind players that they may not interrupt Face-Offs.

### Cons:

- Not a real lockout
- Must listen for "Team One" or "Team Two"
- No visual indicator

**Our recommendations are:**

- Use HCASC “Easy Buttons” during demonstration games and in your campus tournament.
- Once your HCASC Academic Club or NCT Team begins serious practices, use a lockout system.

**Tips**

Our recommendations are:

- Use HCASC “Easy Buttons” during demonstration games and in your campus tournament.
- Once your HCASC Academic Club or NCT Team begins serious practices, use a lockout system.

That’s it for this webcast. If you have any questions, please call or email us. We’re happy to help you!