

Judges Responsibilities for Practice Rounds

Before the Competition

1. Familiarize yourself with rules and scoring before the competition.
2. Bring reference books and calculator, if appropriate.
3. Preview your subject area questions upon reporting to the competition room and alert the reader of any potential problems.

During the Competition

1. Read along with the question reader and alert the reader immediately to corrections in pronunciation, etc.
2. Listen to ensure that the correct team responds and that the reader correctly identifies the responding team.
3. Listen carefully to the response. Jot down the response in case a challenge is issued.
4. Be prepared to confirm or reject a variant response.
5. Keep score on the question sheet with the team number and the plus or minus points.
6. Monitor audience and players for signals, interference, poor sportsmanship, etc.

Competition Format

1. Questions are answered by competing teams using the button. When answered correctly, the team receives the number of points the question is worth. If the answer is incorrect, the points will be subtracted from the score, and the game will continue to the next question. A competitive-response question not responded to within 60 seconds is discarded.
2. On a short answer or completion question the reader may ask the respondent for clarification.
3. On a matching question, **the only acceptable** response is any correct combination of number/letter matching column to column.
4. On a multiple-choice question, the best response is the correct letter or the printed answer. No clarification from the respondent will be requested or permitted.
5. Substitution of players is allowed after every tenth question. Coaching is permitted after question 20 and 40.

Challenges

1. A challenge can only be made by the active players (not a coach or an alternate) and **must** be made before the first word of the next question is read. A challenge may be announced after the reader states "Question" but **must** be made before the first word of the question is read. If the last question before a break is challenged, the challenge must be announced before the reader announces the break.

2. The only team that can gain or lose points as the result of a challenge is the team which answered the question. Teams may challenge the ruling on the response they gave or the response given by another team.
3. The only participants in a challenge are the playing team members at the table, the appropriate subject area judge(s), and the reader/coordinating judge.
4. Do not make any spontaneous comments. Avoid any discussion/confrontation with the team members. If other teams comment, remind those students that they are not part of the present challenge and may challenge themselves once the judges have ruled on the pending challenge.
5. For any challenge:
 - a) Listen carefully to the challenge. (Does the response given match the printed answer? Is the response an acceptable alternative to the printed answer?)
 - b) Confer with other judge(s) as appropriate and/or utilize reference materials.
 - c) Give the ruling on the challenge to the reader for announcement.
6. There can be more than one challenge to a question.
7. Once a final ruling is made, *it may not be reversed under any circumstances*. (The question is considered “water under the bridge” and the competition continues. The final ruling can be compared to the “out/safe” call at home plate by a baseball umpire—the team may not like it, but they have to live with it.)