Prior to Competition:
• The Science Judge helps review all questions before the competition and contributes to needed edits as organized by the Regional Coordinators.
*Please read questions in advance and assist Moderator with correct pronunciation of terms.

During Competition:
1. Follows questions read by moderator: using eOSB on computer
   • Ensures Moderator is reading from correct round, correct question pair.
   • Ensures correct pronunciation of terms.
   • Ensures Moderator stops reading after Question Pair #10 for the 1st segment of the buzzer round and begins the 2nd buzzer segment where they left off.

2. Rules on acceptability of answer.
   • Responses to MC questions can be the letter (W, X, Y, or Z), or the answer exactly as presented in the question notebook, or both. Anything else is unacceptable, including synonyms, broader terms, and more specific terms. Prefacing the answer with phrases such as “My answer is” is NOT acceptable on a toss-up question.
   • The first answer stated is the one that counts!
   • On bonus short-answer questions only, you have discretion to accept wording differing from the exact answer in the question notebook. But, the meaning must be correct.

3. Controls buzzer system.
   • Leave buzzer system on between Toss-Up and Bonus questions, so opposing team can’t buzz in by accident). THEN, clear the buzzer system before the next toss-up question.

4. Scientific Challenges:
   • Only players (not audience, coach or alternate) may challenge an official’s ruling on an answer.
   • Along with Moderator, request that clock be stopped during challenges.
   • Science Judge will make a ruling on answer acceptability or take the challenge to the Judges Appeals (TCQ grading) Room and report back with the decision.

5. Team Challenge Questions & grades: You or a Room Runner take the TCQs to the grading room.
During the Half Time, while the Scorekeeper projects the answer, you may review the correct answers, providing very brief explanations, as needed. You or a Room Runner return with the results of both TCQs, announce the scores and give the TCQ scoresheet to the Scorekeeper.

Challenge?
• Ask timekeeper to stop the clock
Pre-Competition Question Review
*Questions in each subject area have been reviewed to eliminate erroneous or ambiguous questions. A multiple-choice format is used for many questions in order to limit the possible correct answers to just one choice. But, where other scientific answers may be possible, the correct answer is limited to the BEST of those offered. For short answer questions, acceptable alternative answers have been identified. Never-the-less, it is important for each region to conduct a review of the questions to be used for their competition.

*You will be provided with the question bank for your competition in advance of the actual event.* It is important that you review all the questions by the deadline and meet with the Regional Coordinator, other Moderators and Science judges to ensure question accuracy. Our “repairs” will be submitted to NOSB for consideration. NOSB makes final determination on which corrections to accept.

*NOSB has replaced the hardcopy question books with eOSB, an electronic book format. All BCB Moderators and all Science Judges will use the eOSB.* Hardcopy notebooks will be held at Crab Pot Central and the TCQ Grading Room for reference.

*Because we are using eOSB, after NOSB issues its final revisions to the question bank, no further changes or tailoring of questions will be possible.

*As requested by your RC, participate in eNOSB webinar and other training sessions.

*As preparation for the competition, Moderators practice using the eOSB program and reading the questions out loud in order to: (1) help ensure that they read the questions smoothly; and (2) are able to pronounce scientific terms. You are the Moderator’s back-up, please assist or correct your Moderator as needed.

**Competition Responsibilities**

1. **Follow the questions read by the Moderator:** You will have laptop computer and the same eOSB electronic notebook system for delivering the Questions. As the Moderator reads a question, please follow along to make sure the correct questions are being read and that they are read correctly. You are the Moderator’s back-up.
   a) Ensure that the Moderator is reading from the correct round and question pair.
   b) Ensure that the Moderator has read each question correctly and that all words are correctly pronounced. Correct the pronunciation immediately if a word is mispronounced.
   c) Ensure the Moderator stops reading after completing Question Pair #10 for the 1st buzzer segment. And, for the 2nd buzzer segment, begins reading where they left off.

2. When a contestant elects to answer the toss-up question by buzzing in:
   **The Science Judge resets the buzzer system.** (As soon as the 1st player buzzes in, the system "locks out" all other contestants and identifies the student who wishes to answer the toss-up question). *Between Toss-Up & Bonus questions of a pair, leave the “lock out” on so the opposing team doesn’t buzz in by accident.*
   *Before the next toss-up question begins ( or after the bonus question has been answered), push the red button to reset the system.*
   *If a student’s Toss-Up answer is incorrect OR in the event of a blurt, a team is disqualified. Then, reset the system answer so the other team can buzz in.*
   *If the Science Judge fails to reset the buzzer lock-out system, the Moderator may do so.*

3. IF neither team correctly answers a question correctly, the Moderator must read the correct answer for toss-up and bonus questions. Help them remember to do so by prompting as necessary:
4. **Review rules for “when times runs out”** and refer to the flow chart to determine when and how to proceed with questions when time is up at the end of a buzzer round. 2015 Rules #56-61.
   * The Science Judge pays attention to the words the Moderator is reading and saying, particularly at the end of the round, so that when the buzzer goes off, they can corroborate whether the question was completely read. The Rules Judge also pays attention.

5. At the Officials’ Meeting in the morning, **you will be asked to pick-up Team Challenge Question packets**. Exact procedures will be announced on Bowl Day at the Officials’ Meeting or before.

6. **Team Challenge Questions.** You or a Room Runner will take the teams’ answers to the 1st TCQ to the Grading/Judges Appeals Room and remain there to assist the graders if requested. You or a Room Runner will deliver the 2nd TCQ to the Grading Room.
   a) If the Room Runner delivers the TCQs, the Science Judge remains in the competition room and during the half-time break assists with projecting (reviewing) answers to the TCQs.
   b) If the Science Judge delivers TCQs to the Grading room:
      • Please, do not interfere with the TCQ graders unless asked to contribute. We need to insure that all team challenge questions are graded similarly.
      • Once the TCQs are graded, you return to your competition room and announce the grading results at the beginning of the second half. Give the grade sheet to the Scorekeeper so they can correctly enter scores on the score sheet. The Moderator should not begin the toss-up questions of the second half until the TCQ points have been entered into the score sheet.
      • If time permits and there is demand, you may briefly review the official TCQ answers as provided on the overheads. No long discussions, please.

7. The **SCIENCE JUDGE rules on scientific answer acceptability and any scientific challenges to question content or answers.** See 2015 NOSB Rules about Challenges, #62-70.

   a) A **student’s answer to multiple-choice question must be identical to the wording in eOSB or the Question Notebook** (see 2015 Rules #21 & 22). The first answer given is the only one that counts. Answers to toss-ups may NOT be preceded by “My answer is.”

   b) **Short answers must have the same meaning** as the answer(s) in eOSB or the Notebook (see 2015 Rule #21). The Science Judge makes a determination on whether the answer is acceptable or not. On bonus questions, prefacing the answer with “My answer is...” is allowed (Rule#28).

   c) **Should a question be challenged**, coordinate with the Moderator to follow the steps outlined in the Challenges & Rulings summary and 2015 NOSB Rules about Challenges #62-70.
      *First, see that the competition clock is stopped.
      *Then, using your expertise and that of the Moderator or other Officials in the room, attempt to resolve the challenge without outside assistance, if at all possible.
      *If a challenge arises which is outside the fields of the officials in your room or a student issues a 2nd challenge, go to Judges' Grading & Appeals Room to discuss the challenge. The Grading Room should have someone in each of the sciences who can resolve the issue, and/or reference books or internet access to corroborate an answer. Once you report a decision back in the game room, that decision is final.
      *Should you feel that time was lost as a result of the interruption (5, 10, or 15 seconds, or more, for example), check with the Moderator & Rules Judge and ask that time be added back onto the clock before resuming the competition. Be certain to announce that you are "correcting" the time because time was lost due to the interruption so that participants understand what is happening.