



SCIENCE JUDGE

What Do I Do ?

1. Review all questions before the competition.

2. Follow questions read by the Moderator (ensure correct pronunciation). The Science Judge should always sit next to the Moderator to assist in pronunciation, etc. unless the competition room space does not allow for this set-up.

3. Rules on acceptability of answer.

- Responses to Multiple Choice questions can be the letter (W, X, Y, Z) or the answer exactly as written, 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!

4. Control buzzer system.

- Clear the buzzer system before the next toss-up question.
- Leave it on between Toss-Up and Bonus questions (so opposing team doesn't buzz in by accident).

5. Scientific Challenges

- Along with Moderator, request that clock be stopped during challenges.
- Only players (not audience, coach, or alternate) may challenge a Moderator's ruling on an answer.
- The science judge will make a ruling, utilizing the scientific expertise of the other competition officials in the room if need be. If the team disagrees with the first ruling, the challenge must go out of the room to the Judges' Appeals room where all decisions are final.
- There are no challenges on Team Challenge Questions.

6. Team Challenge Questions (TCQs): If only one runner is present, you will take the TCQs to the Judges' Appeals Room. You will return from the Judges' Appeals room with the results to be announced and explain the correct answers to the teams and audience.



Challenge?

- Ask timekeeper to stop the clock

