

## Appalachia Intermediate Unit 8

### INTERSCHOLASTIC READING COMPETITION SCOREKEEPER/ MODERATOR GUIDELINES (Modified: Updated Spring 2018)

#### TEAMS

1. Teams will be comprised of 8 to 16 students.
  - Teams with fewer than eight students on the competition night will **NOT** be penalized.
2. No team member substitutions will be permitted during a round.
3. A maximum number of 12 students may participate in any given round.

#### STUDENT RESPONSIBILITIES

1. No paper, pencils, food, and drinks (except bottled water) are permitted in close proximity of the teams in the contest room. No books being used in the present competition are permitted in the room. They must be turned in to the scoring area before the competition begins and picked up after the third round is completed. Failure to comply with this rule will result in **disqualification**.
2. Students are not permitted to leave the contest room except in dire emergencies.
3. Students are not permitted to confer with opposing teams once the contest has begun.
4. Only students may challenge an answer during the time period before the next question is asked. They must voice a valid reason for the challenge. If a challenge is prompted by a coach, it will not count towards that specific round. The moderator may substitute another question, if, in his/her judgment, a legitimate challenge has been made. Questions may not be challenged if the team does not know the answer, has not read the book, or wishes to keep the opposing team from getting the point. The team that received the disputed question first should be asked the challenge question first. **Each team is limited to two challenges per round.**
5. Students may challenge procedural errors with the consent of both teams and shall ask for a ruling by the chairperson.
6. The team captain is to carry the official team score sheet to each of the rounds. At the end of the rounds, the captain has the scorekeeper write the score on the appropriate line and sign it. After the last round, the captain gives the score sheet to the scorekeeper or moderator to bring to the scoring area.
7. All team members are to remain in their third round rooms until the announcement has been made concerning the cut-off scores and school/team dismissal. Teams who do not qualify for a ribbon can either attend the awards ceremony or board their bus to go home.

## **SCORING AND QUIZZING**

1. The moderator calls the team captains for a coin toss to see who answers the first question.
2. The moderator identifies the receiving team, reads the question twice and allows the team up to **twenty seconds** to confer and give an answer. The **team captain** has the option to answer the question or designate a specific team member, by name, to answer the question. The team captain will collaborate with the other members of the team before giving the answer.
3. If the answer is correct, the moderator continues the questioning.
4. If the first team fails to answer the question correctly, the question will go to the opposing team. The question will not be repeated. The team captain or his designee will respond. (No time will be permitted for additional conferring.)
5. Both teams are to confer quietly so as not to give the opposing teams an advantage.
6. After each question, the moderator will verify the answer and announce the number of points earned by each team.
7. Recording of scores on the official score sheet will be done by the scorekeeper using the colored pen provided.

## **MODERATOR'S RIGHTS AND RESPONSIBILITIES**

1. Moderators will be faculty members or parent volunteers from participating schools. Moderators and scorekeepers will not have teams from their home school in their room.
2. The moderator has complete control over the room assigned to him/her. The moderator will not allow any comments or discussion from the audience. The moderator can decide to penalize a team up to 5 points for interference by spectators from their group.
3. The moderator will be the judge of each answer. Final decisions will be made by the moderator and all students must abide by his/her decision. Interruptions from the audience will not be tolerated.
4. Moderators are asked to use their own judgment regarding answers. If the response means the same thing but is worded differently than what is written on the question form, accept the answer. In some cases the question has more than one acceptable answer indicated. (example: \$75 or money) The moderator can accept either answer. Unless a question specifically asks for a character's full name, moderators should accept the person's first name or last name or complete name.
5. The scorekeeper will return the "round completed cards" to the scoring area immediately upon completion of rounds 1 & 2. The next round cannot begin until all cards have been turned in. At the completion of round 3, the scorekeeper or moderator will return the four question packets and the two official team score sheets to the scoring area.
6. Any disruptive behavior will result in disqualification.

7. Moderators and Scorekeepers who are uncertain about any matter may refer those matters to the chairperson for help.

8. Students may challenge an answer before the next question in that round is asked. Questions are not to be discarded just because a team has not read the book. The team that received the disputed question first should be asked the challenge question first. **Teams are not permitted more than two challenges per round.**

9. Moderators and/or scorekeepers may not moderate and/or keep score for their own schools, unless unavoidable due to cancellation or other emergencies.

10. Moderators may not give additional clues, editorialize or comment on the questions or answers in any fashion. The moderator is to simply read the question as it appears on the question sheet.

### **MODERATOR'S AND SCOREKEEPERS PROCEDURES**

1. Observe the arrangement of the room upon entering and make sure it is put back in this order after the three rounds have ended.

2. Have each team sit on separate sides of the classroom in such a manner to facilitate conferring. Teams do not have to sit in the desks. Just make sure that the two teams are separated and not able to overhear the opposing team's discussions.

3. Please be sure to have all food and drinks (except bottled water), paper, pencils, and books removed from the teams prior to the start of the rounds.

4. Make sure you use the correct questions for each round. Each round has [20 sheets (Elementary) / 15 Sheets (Secondary)] of questions with two questions on each sheet. Extra questions are included at the end. Please separate the questions into separate sheets of paper and then make two even piles of questions. **Make sure you shuffle the sheets of questions before you begin.**

5. The competition will then start and proceeds in this manner until each team has had the opportunity to answer [20 (Elementary) / 15 (secondary)] one-point questions.

6. Tabulate and validate the scores. Additionally, the blackboard can be used by the scorekeeper, if desired. Announce the scores and the winner of the round.

7. Sign the official score sheets with the colored pen that was included in the packet of questions. Each team captain has his/her team's score sheet.

8. Send the "round completed card" to the scoring area immediately after finishing the round. Make sure the person who brings the card to the scoring area knows to return to the room.

9. Only after the announcement via the PA system has been made, can students move to the next round.

10. Moderators and scorekeepers will remain in the same room for all three rounds of competition. If the school is rotating their volunteers, only the people assigned to round 1 should report in at the scoring area.

11. Students not competing in the next round are to report to the cafeteria.
12. The cumulative totals for the three rounds will determine winners.
13. An illustration of the scoring procedure is as follows:

TEAM A		TEAM B	
<u>  x  </u>	1.	<u>  c  </u>	Place a "C" for each correct answer and a "X" for each incorrect answer. Make sure each team is asked 20 questions.  Note: Both teams got #6 wrong.
<u>      </u>	2.	<u>  c  </u>	
<u>  c  </u>	3.	<u>      </u>	
<u>      </u>	4.	<u>  c  </u>	
<u>  c  </u>	5.	<u>      </u>	
<u>  x  </u>	6.	<u>  x  </u>	
Total <u>  2  </u>		Total <u>  3  </u>	

NOTE: If possible, the moderator and the scorekeeper should keep the score as a safeguard against error. Suggestion: The moderator can place the completed questions in three piles: Team A Correct, Team B Correct, and Both teams missed the question. Write on each sheet which team got it right or if both teams missed it. At the end count the number of papers in each pile.