

# Gallaudet University Academic Bowl

## Judge's Duties 2005

1. Be friendly and respectful to students and coaches.
2. Sign clearly as possible.
3. Wear solid, contrasting colors. Dress professionally.
4. Review handwriting samples provided by students *before* the match begins.
5. The correct answer is always underlined. Any additional letters or punctuation marks in the answer are not required. For example, in the answer "count the ways" the quotation marks are not required. Another example: self-portraits. The hyphen and "s" are not required.
6. Never indicate what is wrong with an answer, simply note it is not correct. Hold up the "Yes" and "No" signs.
7. Look at the correct spelling of the answer *before* a team buzzes in. Judges who look back and forth from screen to answer sheet let the other team know you are checking for correct spelling.
8. For toss-up math questions in Round One: If team A answers the question before time has expired, respond as quickly as possible to their answer so that team B has an opportunity to buzz in before time has expired.
9. At times, the academic bowl room coordinator may need to reverse your decision if there is a clear mistake, even if either team has not objected.
10. There will be a separate folder with tiebreaker and backup questions on your table. Each room has a different set. You and the room coordinator must communicate with the PowerPoint operator as to which set you have and ask the operator to open up the file for that set only.
11. If you rule that a question needs to be thrown out, make a note of it on your answer sheet. Circle the category and whether it was a toss-up to be played by both teams or one team. Or note whether it is a bonus question to be given to one team only. At the end of the round, the room coordinator and you will search on your backup questions for a question in the same category as the one you threw out. Tell the PowerPoint operator the number for the category slide and be sure the room coordinator marks off on his/her form which question was used.
12. If a mistake is made by a volunteer, such as showing the answer prematurely, throw out the question and use a backup at the end of the round. If team A has already incorrectly answered the toss-up and the answer is shown before Team B has the opportunity for a rebound, then only team B will be given the backup toss-up question. If Team B answers the backup toss-up correctly, you will need to go back to the bonus question that was not played earlier in the round and use that as the bonus for Team B.
13. If a mistake is made by a volunteer before either team has the opportunity to buzz in, throw out the question and use a backup at the end of the round to be played by both teams.
14. You are encouraged to consult with the Gallaudet Room Coordinator. The judges and room coordinators may wish to consult reference materials if there appears to be another answer than what is on the official judges' sheets. The two references used during the competition are the Microsoft Encarta Reference Library 2003 and Merriam-Webster's Collegiate Dictionary, 10<sup>th</sup> Edition; these are updated as necessary. Both reference materials will be on the laptop computers in each competition room. If you want to consult the reference materials, you and the room coordinator can ask the moderator to go ahead with the two-minute round break and consult the materials while teams are conferring with their coaches.
15. All objections by players must be filed before the next question is played or a timeout is called. You record the name and team of the student who is objecting, and the question and answer number. Objections are discussed and decisions made at the end of each round.