

 ILLINOIS ELEMENTARY SCHOOL ASSOCIATION

Scholastic Bowl Moderator Training



With IESA State Moderator
Jack Small

Key Traits of a Moderator

- Use a clear, loud voice while not speaking too quickly.
- Common sense - not rigid; use your better judgment.
- Keep a positive and upbeat demeanor.
- Be willing to prepare in advance.
- Broaden Your Knowledge:
 - Know "a lot" about "a little" rather than "a little" about "a lot".

Before the Match

- Preparation:
 - Preview questions – proofread for errors, wording issues, check pronunciations.
 - Review rules – know the difference between IESA vs IHSA:
 - http://www.iesa.org/documents/activities/IESA-SCB_RuleDifferences.pdf
- Materials:
 - Copy of rules in use (with highlighted commonly-used references).
 - Pens or pencils of preference.
 - Question sets – clearly highlight rounds and halftime breaks.

Before the Match cont.

- **Moderator Meeting:**
 - If at a tournament: meet with other moderators to go over question errors, wording issues, typos, pronunciations, tournament procedures.
 - If at local matches: meet with local host to learn how score sheets are collected, announcements to begin rounds, how to replace malfunctioning equipment, or how supplies (paper & pencils) can be obtained if needed.
- **Arrive Early:**
 - Reassures host that you are prepared.
 - Review the match site – you may need time to rearrange the area to meet your comfort level. Also check to make sure the supplies are sufficient, and if spectator seats are too close to the match questions.

Welcome

- **Be friendly and welcoming to all – helps put them at ease and allows them to relax.**
 - Greet each school's coach.
 - Meet the teams.
 - Walk over & see if they have paper/pencils, etc.
 - Stand, face the audience, and greet them.
 - Identify yourself and other match officials (even if they are just volunteering).

Welcome cont.

- **Audience Reminders:**
 - No cell phone usage of any kind, including texting (may be asked to leave the site).
 - No whispering (could be heard by players).
 - Allow applause only at halftime or at the end of the match.
 - No cameras or electronic devices during question reading.
 - Match room will be closed until halftime where there will be a two minute break.
 - Questions may not be recorded in any form (copyright protection).

Welcome cont.

- **Team Reminders:**
 - Cell phone penalty will be enforced.
 - No gum chewing/eating of any kind.
 - Wait until recognized by moderator (or Slam-In system, if being used).
 - Other host-requested announcements or individual moderator's preference for emphasis.
 - Note: I often remind them to wait until I've completely read the last bonus part before conferring and stress that units be given in math computation questions.
- **Scorers and Timers:**
 - Always check beforehand to see if they are familiar with their role or need any questions answered.
 - Remind them that they are match officials and thus need to assist you in watching players, coaches, and those in attendance.

Start of the Match

Check that you have the correct question set for that round!!!

- **Team Introductions:**
 - Have each team introduce themselves and check their buzzers.
 - If using a regular lock-out system, a captain or each individual may introduce themselves.
 - If using a Slam-In System, the system will announce each name each time the button is pressed.

Start of the Match Cont.

- **Read each number of the question and its category/subcategory.**
 - If it's a math or computation toss-up, announce if it's a 30-second time limit.
 - Read questions in order printed.
 - Check off questions finished as you read them.
 - This helps avoid any possibility of rereading a question.
 - Check off parts of the bonus answered correctly for each team, using a different mark ("check mark" or an "X", etc.) for each team.
 - After both teams have answered the bonus, read the correct answer to any part of the bonus not answered by either team.

Halftime

- Two-minute break after the 12th toss-up.
- Question security:
 - Turn questions over at halftime.
 - Always keep them with you if you leave the room for any reason.
- Make sure the score is correct and matches any score kept on a chalkboard.
- Time the 2-minute half and call the room back to begin the second half.
- Introduce each team's substitutions made at the half.
 - Always ask players substituted during timeouts to introduce themselves.

End of the Match

- Match ends if any of the following occur:
 - if 301 points are reached by either team.
 - if all toss-ups are used.
 - if all bonuses are used.
- Congratulate both teams for a well played match and lead the applause.
- Sign the score sheet after confirming it's correct in the final results.
- Prepare yourself for the next match at your site (if needed).

Helpful Hints

- Establish A Match Rhythm:
 - For toss-ups, quickly recognize who buzzed in.
 - For bonuses, when time expires or a team indicates readiness:
 - Say "pencils down-papers in" for the first several bonuses until you've established a rhythm with the teams. Continually check for pencils in hand during bonus answering throughout the match.
 - Sweep your eyes across the OTHER TEAM first to check for any papers being passed to be in to the captain and pencils down.
 - Sweep your eyes across the first responding team next for the same things. ONLY THEN, call upon their captain to begin. You control the flow of the match; don't let a team hurry you because they indicate readiness or they're anxious to begin.
 - Give 2-3 seconds for papers to be handed to the captain.
- Penalize Consistently:
 - Always follow the prescribed penalty in the rules for any violation.

Helpful Hints

- **Time Outs:**
 - Allow only 1 team time out and 1 clarification time out per half.
 - A clarification time out is not charged to a team, if a correctable action was upheld by the moderator.
 - No substitutions are allowed during clarification time outs.
- **Have fun!**
 - ENJOY- LAUGH- CELEBRATE.
 - These kids are amazing and a delight to watch.
 - A scholastic bowl match can be just as exciting as any school athletic competition or activity.
 - Don't worry about making mistakes! It happens to all of us, as the rules and the case manual prescribe how to handle moderator errors.

Smile, admit your mistake, correct the error, and move on!

Moderator Error Procedure

- If you believe that your pronunciation or reading of a question may have caused a team to be misdirected, this is a correctable error.
 - Moderator misreads a question and misdirects the team.
 - Coach calls clarification time-out to question procedure.
 - Moderator: "This is a correctable error and since it has been brought to my attention prior to the reading of the next question I will discard and replace questions. No points will be awarded for my mistake and no team is charged with a timeout."

NOTE: Correctable errors must be recognized prior to the reading of the next toss-up question.



**The Official Lockout System
of the IESA**

What is Slam-In?

- A computer-based academic competition system that enforces the IESA Scholastic Bowl rules regarding timers, scoring, and bonus bouncebacks.
- Slam-In is the official lockout system of the IESA, and it has been used successfully at the IESA State Finals at the Peoria Civic Center the last 2 years.
- Slam-In has a computer-based component with a scoreboard that also displays timer countdowns for everyone to see.
- Its ring-in devices are wireless, so it's easy to set up and take down.
- Slam-In works on both Windows and Mac OSX computers.
- Includes a 5 year warranty.



What Slam-In does for a Moderator

- Slam-In takes the guesswork out of managing ring-in time, answer time, deliberation time on bonuses.
- Slam-In automatically announces ring-in winners by team and player name, if desired. You can also customize its announcement sounds so that you don't have to recognize players yourself.
- Slam-In keeps score:
 - The scoreboard can be displayed on a large monitor or projected to keep everyone informed.
 - The system also generates computerized reports to help you analyze team and player performance.
 - This capability has been used many times to help a paper scorekeeper correct an official score sheet.
- Slam-In can also be used online to allow teams to "stay put" and still compete against other schools.
 - This year, Slammer Systems ran an 18-team tournament that was played virtually, with no one travelling any farther than their own classrooms.



State Series Opportunities

Within the IESA Scholastic Bowl State Series, there are 32 regional sites and 8 sectional sites in each class.

- IESA Regional Moderators
 - Three Team Regional – 1 Moderator, 3 Matches
 - Four Team Regional – 2 Moderators, 6 Matches
 - Five Team Regionals – 2 Moderators, 6-7 Matches
 - Six Team Regionals – 2 Moderators, 7 Matches
 - Seven Team Regionals – 3 Moderators, 10 Matches
- IESA Sectional Moderators
 - 2 Moderators, 6 matches
- IESA State Moderators
 - 8 Moderators, 28 Matches

\$20 PER MATCH

Additional Information

IESA Scholastic Bowl Season

- Matches began on Monday, January 27th.
- Regionals: Wednesday, April 30th.
- Sectionals: Monday, May 5th.
- IESA State Tournament: Friday, May 9th.

If interested in working as a moderator and joining the IESA Moderator Database, please contact IESA Scholastic Bowl Administrator John Venerable.

PH: 309-829-0114 EMAIL: john@iesa.org

Resources

- Scholastic Bowl Moderator Instructions
http://www.iesa.org/documents/activities/IESA-SCB_Moderators.pdf
- IESA Terms & Conditions
http://www.iesa.org/documents/activities/IESA-SCB_Rulebook.pdf
- IESA Rule Book
http://www.iesa.org/documents/activities/IESA-SCB_Rulebook.pdf
- IESA Case Book
http://www.iesa.org/documents/activities/IESA-SCB_Casebook.pdf
- Moderator Presentation
http://www.iesa.org/multimedia/SCB_ModeratorTraining_presentation.html

Slam-In Sites

- Slam-In Online
<http://www.slammerystems.com/>
- Match Setup
http://www.youtube.com/watch?v=q3HSUBW1M08&feature=player_embedded
- Operating The System
http://www.youtube.com/watch?v=Kynoh-H210&feature=player_embedded

Thank You!


