

## Mock Round

I used this script to model for judges and moderators what might happen in a round. During the round, I explained what happened and how to handle certain situations. I tried to cover most of the possibilities in a single round. These are obviously scripted with a specific round of questions, but the situations can be applied to any set of questions you wish to use. It makes more sense, at least to me, to lay the scripts for Team 1 and 2 side by side and see what is happening during each question. The notes at the end of this were intended for the moderators and judges to read during the mock round. This assisted them in following the action and why rulings were decided the way they were. I put some extra notes here at the beginning for you to look at, so you would have an idea what is happening and why some of the answers don't make sense to you, unless of course you have the same round of questions on hand. This was very beneficial in showing my judges and moderators what to do and how to handle particular situations that arise during a tournament. This answered a lot of their questions, and they felt they were properly prepared and equipped to do their assigned tasks.

1. Question 1 is intended to show how it's supposed to work.
2. #2 illustrates what the moderator must do when he/she reveals the answer prematurely.
3. Normal Play without mistakes
4. #4 shows how a team should challenge and what to do if the answer has been revealed with the replacement question being read to only one team.
5. #5 shows what happens when a team corrects themselves. Moderators must use their first answer only, even if their correction reveals the answer to the other team.
6. Normal Play
7. Moderator must say "I cannot accept that answer" when teams commit procedural errors like continued consultation after buzzing in.
8. Normal Play
9. Illustrates what to do when team interrupts the question and gets the answer incorrect.
10. #10 shows what to do when "Time" is called and team buzzes in simultaneously.
11. #11 shows the need for moderators to be careful when revealing Foreign Language questions and the importance of revealing them to both teams at the same time.

## Team 1

1. Play normal
2. Buzz in after Question is read. Don't wait to be recognized before answering. I will "accidentally" reveal the answer.
3. Normal
4. Buzz in and answer "Stake-a-saurus." I will rule correct.
5. Buzz in and answer "Fat Man...I mean Big Bertha." I will rule incorrect.
6. Normal
7. Wait for Team 2 to answer. After I rule, buzz in with your guess.
8. Normal
9. Interrupt **Before** done reading entire question and answer "The Scream."  
I'll say "Incorrect" and remind scorekeepers of interruption.
10. Buzz in first and answer "Mozart."
11. Buzz in and say answer correctly.

## Team 2

1. Normal
2. Don't Answer. I will "Accidentally" reveal answer. (Replacement question will be read, then answer if you can.)
3. Normal
4. Let Team 1 answer first. After I rule correct, Challenge with "He/She said Stake-a-saurus and the actual answer is Stegasaurus." I'll ask judge and judge will rule your challenge is correct. I will read a replacement question for your team only. Answer if you know it.
5. Buzz in after Team 1. Answer "Big Bertha."
6. Normal
7. Buzz in and answer "3, -3, 2, & -2," but one of you keeps writing after you buzz in. I'll say "I cannot accept that answer."
8. Normal
9. Let Team 1 answer. Answer after I have reread the question.
10. Let Team 1 answer. "Incorrect." You and Timer Buzz and say "Time" together. After judge rules, follow ruling.
11. Let Team 1 answer. Challenge. Captain **Defer** to someone else on the team to do the challenge. Challenge "They saw the question before we did." I'll agree and we'll read replacement question for both teams.

## Notes

2. One team buzzes in with incorrect answer and Moderator reveals answer. Replacement question is for other team only.
5. Even though their correction may be the right answer, we can only accept their first answer.
7. No consultation, written or oral may occur after a player buzzes in. The other team may confer as much as they want until they buzz in.
9. Moderators need to ensure you say “Interruption,” when a team buzzes in before the reading of the question is complete. This signals scorekeeper and judges that the team could possibly lose 5 points.
10. Judges may have to assist in ruling when timer and player buzz together.
11. Moderators please ensure you do not reveal Foreign Language question inadvertently or to one team before the other. Captain may defer to another player to state the challenge, but he/she has to initiate it.

\*Let student timer recognize the team and player.

\*Judges only have to get involved if there is a challenge or question on timer and player buzzing at same time.

\*Coach can protest at end of round if score is incorrect.

\*During any challenge there is to be no interaction of teams with anyone in the audience, especially their coach.

Questions (taken from 1997 2-1A Regionals)

Language Arts

1. The following is an example of what figure of speech?

*Twenty-two tiny Tom Turkeys toddled to town.*

ANS: ALLITERATION

2. Which Victor Hugo novel depicts the rise of a thief to the position of mayor in a French town?

ANS: LES MISERABLES

Science/Health

3. Which photoreceptors are responsible for human vision in dark or poorly lit areas?

ANS: RODS

4. What dinosaur was nicknamed “the plated lizard”?

ANS: STEGOSASURUS

Social Science

5. What nickname did the Allied soldiers give to the long range cannon used by the German Army during WWI?

ANS: BIG BERTHA

6. The most famous political scandal of the 1920’s took its name from the location of naval oil reserves leased illegally to private citizens. Name the scandal.

ANS: TEAPOT DOME

## Math

7. Time: 60 seconds

Find all 4 real roots to the equation  $x^4 - 13x^2 + 36 = 0$   
(read: x to the 4<sup>th</sup> power minus 13x squared plus 36 equals 0)

ANS: 3, -3, 2, -2

8. Time: 30 seconds

Evaluate:  $9!/4!5!$

ANS: read: 9 factorial divided by 4 factorial, 5 factorial)

## Fine Arts

9. What is the real name of Salvadore Dali's painting often referred to as MELTING WATCHES?

ANS: PERSISTENCE OF MEMORY

10. What composer changed the name of his third symphony from NAPOLEONIC to EROICA upon hearing of Napoleon having crowned himself emperor of France?

ANS: LUDWIG VAN BEETHOVEN

## Foreign Language

11. French: Je nage a la plage.  
German: Ich schwimme am Strand.  
Spanish: Nado en la playa.

ANS: I SWIM AT (NEXT TO) THE BEACH.