Duties for Competition Officials

MC: Master of Ceremonies
– Welcomes teams and guests to the competition
– May give a quick introduction and invite speakers (if there are speakers)
– Introduces the QM at the beginning of each session (after each break)

QM: Question Master
– Sets the tone of the game, keeps the competition matches positive and fast-paced
– Before 1st match, introduces himself/herself and asks other officials to do same
– Introduces the QM and officials at the beginning of each session (after each break)
– Reads directly from the question script
– Calls on students when they buzz in (students cannot answer until recognized)
– Reads the correct answer to each question asked for educational purposes and to help the audience follow along (this includes lightning round and team activities, if time permits)

NOTE: If the answer given by the student is not listed as a possible answer, refer the question to the judges for a ruling.

J: Judges
– Are called upon by the QM to rule on ambiguous responses
– Judges will confer together on a ruling, and the Head Judge will announce ruling
– Cannot give partial-credit for responses to Team-Plus or Challenge questions (only give during Lightning Rounds and Team Activities)
– Cannot ask students to clarify their answer, must rule based upon what the student says

NOTE: Avoid speaking too loudly during deliberation, do not let the students hear what you are saying. The Head Judge should keep the ruling short, either “that is correct” or “I'm sorry, we cannot accept that answer.”

RF: Referee
– Knows and understands all the competition rules, and will enforce them at all times
– Can ask QM to re-read a question, use a new question, or stop the match to explain a rule

NOTE: The referee resolves all disputes. The decisions of the referee are FINAL.

SK: Scorekeeper
– Tracks the points earned by each team on stage and makes sure scores are correct

NOTE: Even if you are using a computerized score system, you should have a second scorekeeper keeping track using pencil and paper in case of technical problems.

TK: Timekeeper
– Tracks the time in which answers are given
– Manages the buzzer system and resets the buzzers when necessary