

INTERNATIONAL ACADEMIC COMPETITIONS

~BEE MODERATOR GUIDE~

Tournament Format

At all Regional Bees, in the Junior Varsity and Varsity divisions, there are typically three preliminary rounds of 30 questions each. In each round, there will be 5-10 players in a room. Usually, it's 6 to 8. Depending on how many students are competing, the highest scorers from the combined preliminary rounds in each division then compete in the final rounds. The divisions are kept entirely separate – there is no crossover unless a certain division doesn't have enough students, including in the final rounds. Each round takes about 20-30 minutes to complete, including the finals.

Game Format

Students each have a buzzer and attempt to be the first student to ring in and answer correctly. Students may ring in at any point in the question – they are encouraged to interrupt the moderator to do so. After they ring in, they give their answer. If they are correct, they get a point. If incorrect, they cannot buzz again on the question. Three incorrect answers given will end the question, at which point the moderator reveals the answer. They do not normally lose a point if they are incorrect **except** if they are the third student to answer incorrectly before the end of the question, in which case, they do lose a point (so it is possible, conceivably to have a negative score). If the question has been read to completion, three incorrect answers will still end the question, but no penalty will be assessed. Once a student has reached 6 points, that student is done for that round. But, students receive bonus points based on how early they reach 6 points.

Starting the Round...

Before the round, get all the students' names and schools to put on the scoring sheet. There cannot be more than 10 players per room per round. You can ask the students for the information or pass the sheet around and have them fill it out (make sure their handwriting is **legible**).

Each Preliminary round consists of 30 toss-up questions. You will receive a question packet with the questions for the round. Make sure you check to see you have the **correct question packet for round and division**.

Before reading, skim over the answer line to make sure you know what the ANSWER(S) to the question is. Before every question, start with the question number: "Toss-up number one..." Then began reading the question. Continue reading until you hear someone buzzing in. The speed at which you read the question at your discretion; just make sure all the students can hear you clearly. Some students may ask you to slow down or speed up, but it's your decision on how fast you want to read. If you're always finishing your round after other moderators, then try to read a little faster.

Sample Question:

The Poor Laws were legislated to aid victims of this event, which prompted Robert Peel to repeal the Corn Laws. The fungus *Phytophthora infestans* triggered, for the point, what 1640s event in which a million peasants on a British island died, due to a massive failure of a staple crop?

ANSWER: **Irish Potato Famine** (accept **An Gorta Mor**; accept descriptive answers that mention those 3 ideas; prompt on partial answers)

***Students must say the **BOLDED** words in the answer line. You can *prompt* students on their answer if the answer is incomplete. You simply say, "prompt." Students will know to elaborate on their answer.

During the Round...

- ▶ Once you hear a student buzzing in, stop reading immediately. make sure you can see which player's buzzer is lit. Acknowledge him or her and give the player three seconds to provide you with their answer. Players are not allowed to challenge timing. When it's almost time, give the player a warning by saying, "answer please."
- ▶ After hearing the player's answer, say "correct" if the answer is correct or "incorrect" if it's not. A student can drag out his answer for a short period of time by saying, "my...answer...is...". You can cut the player off when you feel that he is taking too long my simply saying, "incorrect."
- ▶ Each player can only answer a single question once. Once a player buzzes in and gives the INCORRECT answer, he/she cannot buzz in for this question again.
- ▶ Players will have three opportunities to answer a question correctly. Once you hear three incorrect answers, the question dies. Give the correct answer and move onto the next question.
- ▶ **BE CAREFUL** not to acknowledge other players. Some players may blurt out an answer thinking that they were the ones who buzzed in. Make sure you only acknowledge the player whose buzzer is lit and responds to his or her answer.
- ▶ Players will get ONE point for giving the correct answer.
- ▶ If a player is the third person to interrupt and give the incorrect answer, he or she will be deducted ONE point. Interrupt means that you had not finish reading the whole question. If the player is the third person to buzz in after you finish reading the whole question, he or she will NOT be penalized.
- ▶ When a player reaches 6 points, that player is done for the round, meaning he or she CANNOT answer anymore questions. There will be bonus points given for players who reach 6 points in a round. Tell the player that he or she can sit quietly and wait for the round to finish.

IF you botch a question, there will be an extra question at the end of the question packet. Here are a few situations that you may need to use the extra question:

- ▶ You accidentally acknowledge another player's answer instead of the player who buzzed in. In this case, read the extra question, but the player who blurted out the answer cannot answer this question.
- ▶ You accidentally gave the answer to the question before three players have had the chance to answer. In this case, the players who already had the chance to answer this question cannot buzz in during the extra question.

Challenge:

Players can challenge the answer to a question. If there's a challenge, mark it down on the score sheet and tell the tournament director after the round. The challenge will only be resolved if it affects the outcome of a round.