

Louisiana Association for Academic Competition

Moderator Script

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Welcome to the _____ Tournament.

First _____ High School introduce yourselves and captain be sure to identify yourself.

Next _____ High School introduce yourselves and captain be sure to identify yourself.

Round One:

We will begin round one of competition. This is the toss-up round. I will read ten questions worth ten points each one at a time. As soon as you know the answer, press the buzzer and after I recognize you give your answer. If the answer is incorrect, the other team has a chance to buzz in.

You will have ten seconds to respond after I finish reading the question unless the question is a math computation question which will extend the time to fifteen seconds. I will identify the math questions for the contestants and time keeper.

Remember: Wait to be recognized before answering and consultation is forbidden.

We will begin with question one....

This concludes round one. The scores are.....

Any substitutions must be made at this time.

Round Two:

We will now begin the second round. This is the lightning round. The team on my right is heads and on my left tails. The coin toss will determine which team goes first.

(TOSS THE COIN)

_____ High School will go first. I will ask ten questions worth five points each. The questions must be asked and answered within the sixty seconds. Consultation is permitted but the captain must give me the answer. If you wish to go to the next question, please say pass.

After sixty seconds, those questions missed, passed, or not read will go to the second team which will have sixty seconds to answer. The captain will give all answers.

_____ High School will then answer the next ten questions.

If a team answers all ten questions correctly, a bonus of ten points is added to the score.

We will begin

This concludes round two. The scores are.....

Any substitutions must be made at this time.

Round Three:

We will now begin the third round, the worksheet round. Each team has received a worksheet with twenty questions. Working together they will try to answer as many questions as possible within two minutes. The timekeeper will signal one minute and thirty seconds. At the end the worksheets will be collected and scored with each correct answer worth ten points.

Begin

This concludes round three. The scores are..... Any substitutions must be made at this time.

Round Four:

This round is the toss-up bonus round and I will read eight toss-up questions worth ten points. The first team member to buzz in, be recognized and give the correct answer earns the right to try four bonus questions worth five points each. I will read all four questions and you may have twenty seconds to consult. At the end of the twenty seconds, I will ask the captain for the answer. As soon as the captain begins to answer, all consultation must cease. If the team misses or fails to answer any of the bonus questions, the opposing team's captain may answer immediately.

Remember: Consultation is forbidden during the toss-up but is allowed during the bonuses.

We will begin with question one.....

This concludes round four. The scores are.....

Congratulations _____ high school on winning this game.