

Coaching —Being An Official

I. Officials of a Quiz

A. Quizmaster

1. Function

- a) Person who asks the questions and judges the correctness of the answer
- b) Sets the pace of the quiz. Through his question asking and judging, he controls the time each quiz uses. A good quizmaster can finish a quiz in less than 30 minutes.
- c) Keeps order in the quiz by enforcing the rules

2. Qualities

- a) Impartiality. Judging the answers of all teams fairly and equally, use the same amount of strictness.
- b) Consistency. Reading all questions at the same rate of speed and stopping at the same point every time a jump occurs.
- c) Preparedness. A quizmaster needs to be familiar with the material so that he can quickly make an informed decision. The quizmaster can become familiar by reading through the material a few times the week before the quiz.
- d) Clarity. Reading clearly and loudly enough for all to hear.
- e) Decisiveness. The longer it takes you to reach a decision, the more uncertain you look, so never take longer than 1 minute to make your decision.
- f) Good Memory. Often may have to recall what was and wasn't said

3. Performance of Duties

- a) Reading of Questions. Begin each question by identifying the type of question, the question number, the word question, and then reading the question. For example: "This is a Book & Chapter question. Question number 3. Question. In what book..." Stop reading at the exact point a quizzers jumps. Recognize them and ask them to finish the question (if it is unfinished).
- b) Deciding the Correctness of an Answer. A quizzers must give you a question if told to do so and give an answer. The answer may be given first and the question need not exactly match the quizmaster's question. As long as a question is given and the major points are covered, the quizzers should be counted correct. If the question or answer is incorrect, give the full question to the corresponding chair
- c) Handling Challenges. Determine if the quizzers's argument merits overturning your original decision. Reverse the decision when:
 - (1) The quizmaster made a mistake (not hearing wrong info, etc.)
 - (2) The quizzers left out significant information
 - (3) The quizzers added erroneous information
- d) Enforcing the Rules. Ensure the rules are followed in every situation to prepare quizzers for future competition. Call fouls, errors, etc.

B. Scorekeeper

1. Function

- a) Keep official scoresheet
- b) Ensure score is accurate by checking with coaches periodically.

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- (1) 20 pts for correct toss-up question
 - (2) 10 pts for correct bonus question
 - (3) 10 pts bonus for 3rd, 4th, 5th quizzers answering a toss-up, for a quiz-out (4 toss-ups) without error
 - (4) -10 pts for error-outs (3 errors by one quizzer), 5th team error, errors on any question starting with #16, even numbered fouls, second overruled challenge
- c) Advise quizmaster of any fouls committed, quiz-outs, error-outs, or foul-outs
2. Qualities
- a) Attention-to-Detail. Must keep close track of who answered, how many have answered per team, etc.
 - b) In-Depth Knowledge of Scoring. Must know all scoring rules to keep accurate, up-to-date score.
- C. *Timekeeper*
1. Function
 - a) Keep time for all timed events. Examples:
 - (1) 30 sec for answering a question
 - (2) 60 sec for a time out
 - (3) 5 seconds for no one jumping after a question is read
 - b) Advise quizmaster of any fouls committed
 2. Qualities
 - a) Consistency. Be consistent in starting time for answering.
 - b) Alertness. Be aware of jumping and time-outs being called.
- D. *Content Judge*
1. Function
 - a) Assist quizmaster in determining correctness of answers
 - b) Assist quizmaster in judging challenges
 - c) Advise quizmaster of any fouls committed
 2. Qualities
 - a) Consistency in Judging. Judge everyone's responses equally.
 - b) Good Memory. Often may have to recall what was and wasn't said
- E. *Foul Judge*
1. Function
 - a) Advise the quizmaster of any fouls committed
 2. Qualities
 - a) Impartial
 - b) Discreteness. Do not interrupt quizzer in middle of their answer. Wait until answer is done or between questions.

II. Why Do I Need to Know About Officiating?

- A. *Coaches Are Officials*
1. At Practices
 - a) Quizmastering
 - b) Timekeeper

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- c) Scorekeeper
 - d) Content Judge
 - 2. At Tournaments
 - a) Coaches are sometimes used to fill in
 - b) When teams combine, coaches act as officials
- B. *Recruiting Officials*
- 1. For when you don't have a team
 - 2. To explain to others how to be an official to help out at tournaments and practices.

I. **Basic Rules of Quizzing**

- A. *The Basics of a Quiz*
- 1. 2 or 3 teams competing at the same time on the seats
 - 2. Questions are asked by a quizmaster
 - 3. Jump when you want to answer the question (preferably at the key word)
 - 4. Seats determine who is the first to jump
 - 5. You have 30 seconds to finish question if necessary and give an answer
 - 6. If you error, the same question goes to the quizzier in the same chair on the other team(s)
- B. *Composition of Quiz Sets*
- 1. Length. 20 questions long
 - 2. Types of Questions. Each set has 11 general knowledge questions, 1 book and chapter or situation (narratives), 4 reference (according to), 1 Finish, 1 Reference, 1 Quote, and 1 Context
 - 3. 21st (and subsequent where necessary) question tie breaker for teams is always a general knowledge question
 - 4. Individual ties broken using 5 question quiz off. 3 general knowledge, 1 memory and 1 according to
- C. *Scoring*
- 1. Positive Scores
 - a) 20 pts for toss-ups
 - b) 10 pts for bonus questions (define bonus question)
 - c) 10 pt Bonus
 - (1) For perfect quiz-out
 - (2) For 3rd, 4th, 5th quizzier answering correctly
 - 2. Negative Scores (-10 pts)
 - a) For error-out
 - b) For every error beginning with question 16 and on 5th team error
 - c) For even numbered team fouls and 2nd and 3rd individual fouls
 - d) For 2nd (and subsequent) over-ruled challenge
 - e) Challenges or rebuttals with erroneous information
- D. *Answering*
- 1. Memory Verses must be verbatim (word for word; no retries)

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2. Your question and answer does not have to be verbatim as on the quizmaster's paper except for memory verses
 3. Quizmaster must take your first answer—you can't change your answer; you may only add to it.
 4. Multiple questions should be given as q, q, q, a, a, a unless the quizzer is specific about what answer is for what question. The quizmaster must be clear on the question and answer.
 5. A quoted verse cannot be accepted as an answer unless the quizzer places extra emphasis on the part that is the answer unless the question is a memory verse.
 6. If the quizmaster cannot hear the answer then the answer may be incorrect. A quizmaster is not required to replay a recording of any answer.
- E. *Age Restrictions*
1. Regions may vary as to age restrictions. Many require the teen to be a member of NYI by local church designation (6th grade a part of NYI). Some regional NYI's may require the teen to have reached the age of 12 by the first day of the regional NYI event.
 2. A local church determines initial eligibility.
 3. Non Nazarene churches may participate depending upon district and region NYI policy.
 4. 18 years old or when that teen's class has graduated.
 5. Specific circumstances may alter the above. Approval should be by local church, then district NYI council, then regional NYI council.
- F. *Recent Changes*
1. A quizmaster not informing the quizzer (who has been recognized as obtaining the jump) that the question is complete (finished, etc) is no longer grounds for an appeal or challenge. The quizzer, within the 30 second time limit, may ask the quizmaster is the question has been completed. The quizmaster can only reply "yes" or "no".