



NOSB VOLUNTEER TRAINING: Game in a Nutshell



The NOSB is an academic competition that tests competitors' knowledge of the marine sciences. It is played in a quiz-show format with 2 teams of 4 students competing in each game. The competitors for each team sit at a table before the officials and audience. Questions are read aloud and are answered with quick responses by the competitors. Each competitor has control of a buzzer that will shut out all the other buzzers when activated.

Questions:

Toss-up questions are answered by the first competitor who buzzes in and is verbally recognized by the moderator. If the answer to a toss-up question is wrong, and the question was completely read, the other team is given the opportunity to answer the toss-up question.

Bonus questions are only offered to a team that has correctly answered a toss-up. Bonus questions may only be answered by the team captain but team members may consult with each other before giving the answer.

Team challenge questions are offered to both teams at the end of the first half of each game. Both teams are given the same amount of time to answer two written questions (2 - 5 minutes each) and collaboration among team members is encouraged. The team captain must turn in the team's answer. Partial credit is given.

Points:

TYPE OF RESPONSE	Correct Answer	Incorrect Answer
Recognized	+4	0
Interrupt	+4	-4
Blurt	0	0

6 points for a correct answer to a BONUS question.

20 points maximum for a correct answer to a TEAM CHALLENGE question.

Important Rules & Tips Regarding Acceptable Answers:

- All toss-up questions are multiple choice with the choices labeled W, X, Y or Z.
- Saying the letter of the correct answer is an acceptable way to answer.
- On a toss-up question, the first answer given is the only one that counts.
- For a multiple choice answer: If a participant gives both a letter answer and the scientific answer, both must be correct. Further, the scientific answer must be identical with the correct answer in the NOSB answer book.

Competition Officials:

Moderator: reads the questions, keeps the match running smoothly and determines if an answer is right or wrong. He/she stands at a lectern before the two teams.

Science Judge: determines the validity of answers that are referred to him/her by the moderator and settles any challenged answers. He/she also controls the buzzer system.



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Rules Judge: stands in the room where he/she can see everyone and make quick interpretations of the rules.

Score Keeper: keeps a running tally of the points earned by each team on a flip chart, within view of the competitors.

Time Keeper: controls the clocks.

Runner: Runs TCQs to Judges' Appeals room for grading and picks up new round of TCQs from Ocean Bowl Central between rounds.

Timing & clocks:

Each **match** consists of **two halves**, each including a **6-minute buzzer round** of approximately 16 question pairs. After the first buzzer round, **two team challenge questions** are administered. Then, a minimum **2-minute break** between halves is taken while team challenge questions are graded.

The **game clock** is used to time the halves and break. It sits in view of the competitors and it may be stopped at the request of any official or when a team player challenges the validity of an answer.

The **answer clock**, typically a stopwatch, is used by the Time Keeper to time the brief intervals allowed for teams to answer questions. These intervals are as follows:

5 seconds from when the Moderator finishes reading a **toss-up** question to when a competitor buzzes in.

3 seconds from when a competitor buzzes to when he/she begins to give an answer.

20 seconds from when the moderator finishes reading a **bonus** question to when the team captain starts giving an answer.

Competition schedule

The NOSB Finals combines round-robin and double-elimination formats. A “bracket diagram” is used to follow the teams seeded in the afternoon elimination rounds. Competition format may vary from region to region.

Round-Robin Matches:

The Round Robin involves all the participating teams. Each team is placed randomly into a division of 5 teams. These teams compete against one another for the opportunity to proceed to the double elimination portion of the tournament. Each team will play each of the other teams in their division with the first, second, and third place finishers in each group guaranteed a spot in the double elimination tournament. The best fourth place finisher among the 5 divisions will also advance into the double elimination tournament. At that point, all of the remaining teams are eliminated.

Double Elimination:

The double elimination competition involves the first, second, and third place teams in each division plus the best fourth place finisher. These teams are seeded based on the results achieved in the round robin competition. No team is eliminated from the double elimination competition until they have lost two games. This means that the team in the final game, which has not been defeated, must lose twice in order to be eliminated. Ties in the double elimination competition will be resolved with a group of 5 toss-up questions (no bonus) to determine a winner. This procedure will be repeated until a winner is achieved.