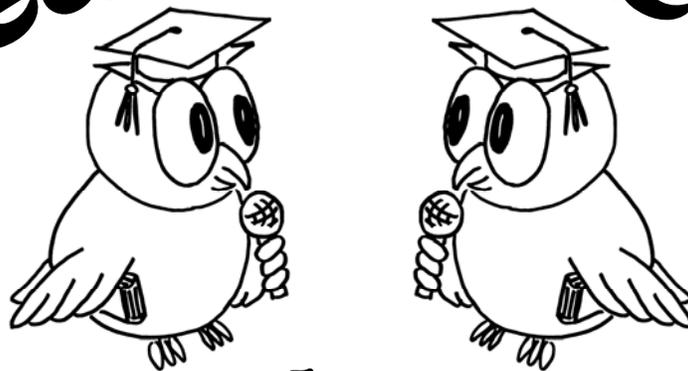


**Head to Head**



**Let's Go!**

**Coach's Guide**

**"Head to Head LIVE"**

## Personal Note to Coaches:

Thank you for your time and energy. Both are scarce, and you are very much appreciated. The *Head to Head* program is a chance for every young person to shine in his or her area of interest. It opens up whole new arenas for competition and success for ALL kids. Whether it's on the field, on the court, on the stage, on the easel, or in the classroom, it is vitally important to encourage the pursuit of excellence...but you already knew that, didn't you? I welcome feedback on any aspect of this program.

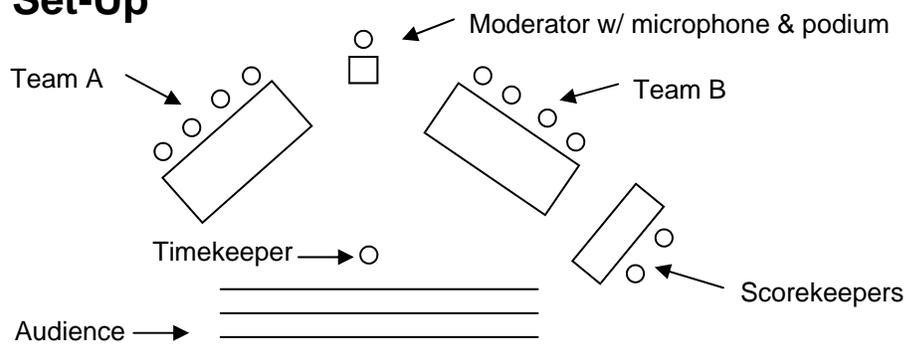
**[feedback@HeadtoHeadTesting.com](mailto:feedback@HeadtoHeadTesting.com)**

*Thanks Again!*

## Event Coach:

- Coaches may coach more than one event and/or more than one act per performance event.
- Familiarize yourself with the Coach's Guide for your event(s).
- Emphasize courtesy and good sportsmanship.
- Schedule practice sessions.
- Make copies of the Student Study Guide, Practice Test, and/or Judge's Evaluation form.
- Insure that team members have appropriate study materials, music, manuscripts, etc.
- Insure that team members understand all rules pertaining to their event.
- Work with your coordinator to establish which team members compete at which meet and in what order the performers will compete.
- Vocal performance event coaches - if your student is using a recorded instrumental track:
  - ◊ one copy of the CD must be given to your coordinator before each meet
  - ◊ be aware of the file format used on the CD (compatibility varies)
  - ◊ clearly label the CD with performer's name, song title, and track number
- Performance event coaches - be aware of performance minimum and maximum time limits.
- Performance event coaches - your act may notify the timekeeper if they do NOT want time signs to be displayed.
- Performance event coaches - be aware of how many and what type of microphones are available at the host school. (Ask your coordinator.)
- Performance event coaches - you are responsible for props. Bring your own or communicate your needs with your host school BEFORE the meet.

## Suggested Set-Up



This packet includes the complete rules of "Head to Head LIVE" and a copy of the scoresheet the scorekeepers will be using.

## **Rules:**

- 2 teams of four members each
- Each team selects a captain; all answers must come from the captain.
- Moderator starts the event with a coin toss to see which team goes first.  
(home team = heads      visiting team = tails)
- Teams take turns receiving questions from a variety of categories.
- Timekeeper starts the 20 second clock upon completion of the question.
- Team members may talk quietly among themselves.
- Receiving team has 20 seconds in which to answer the question correctly for 5 points. (answering incorrectly results in a 5 point deduction)

### **OR**

Receiving team may opt NOT to answer and to challenge the other team.

The challenged team has 10 additional seconds in which to answer.

- If the challenged team answers incorrectly or does not answer, the original team gets 10 points.  
(*The original team does NOT need to have the correct answer to get these points.*)
- If the challenged team answers correctly, the original receiving team gets a 10 point deduction.
- Teams take turns receiving new questions regardless of the outcome of the prior question.
- If the receiving team does not respond in the time allowed, they will be credited with an “incorrect” answer.
- If an answer is shouted out from anyone other than the team captain, that team will be credited with an incorrect answer.
- Play continues for 12 minutes.
- When time runs out for the half, play stops immediately.

- Second half: The team with the low score in the first half of the “Head to Head LIVE” competition will receive the first question.
- All scores are doubled in this half.  
Receiving team may answer correctly for 10 points

### **OR**

Receiving team may challenge for 20 points.

- All other rules apply re: timing of each question and penalties for incorrect or lack of answers.
- Play continues for another 12 minutes.
- When time runs out for the half, play stops immediately.

## **“Head to Head LIVE” Lightning Round Rules:**

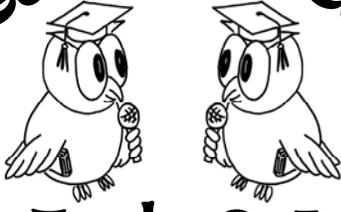
- At the end of the second half, each team will have a two-minute lightning round in which to score more points starting with the visiting team.
- Correct answers are worth 10 points.
- Incorrect answers are a 10 point deduction.
- A team may pass on a question and go to the next question without penalty.
- There are no challenges during the lightning round.
- The winning team will have 25 points added to their cumulative meet total, and the runner-up team will have 15 points added to their cumulative meet total.

***Teams will NOT earn their actual “Head to Head LIVE” scores.***

In the event of a tie, each team will receive 25 points added to their team meet total.

***Schools with the highest single-match scores will qualify for Finals.  
Coaches will be able to determine which specific students will make up their Finals team.***

# Head to Head



**Let's Go!**

# Head to Head LIVE Score Sheet

Scorekeeper: \_\_\_\_\_

Use the rectangular spaces to tally points as the questions occur.  
Be sure to check with the other team coordinator frequently to be sure your scores agree - especially at the half and at the end!

## First Half:

All points go to the original receiving team.

Correct = 5 pts.  
Incorrect = -5 pts.  
No response = -5 pts.

### Challenge:

Correct = -10 pts.  
Incorrect = 10 pts.  
No response = 10 pts.

Visitor	
+	-

Home	
+	-

Visitor	Home

1st Half  
Score: \_\_\_\_\_

Please tally quickly and give the score to the moderator to announce at half-time.

## Second Half:

All points go to the original receiving team.

Correct = 10 pts.  
Incorrect = -10 pts.  
No response = -10 pts.

### Challenged Team:

Correct = -20 pts.  
Incorrect = 20 pts.  
No response = 20 pts.

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2nd Half  
Score: \_\_\_\_\_

Please tally quickly but tell the moderator only which team is behind and will begin the lightning round.

## Lightning Round:

Correct = 10 pts.  
Incorrect = -10pts.  
OK to "pass" (no penalty)

+	-

If enough points are earned to surpass the other team, a 2nd lightning round will be held.

Total: \_\_\_\_\_

+	-

Total: \_\_\_\_\_

Lightning Round 1 \_\_\_\_\_

Lightning Round 2 \_\_\_\_\_

Final score: \_\_\_\_\_

**Winning team receives 25 points added to their cumulative school total and runner-up team receives 15 points added to their cumulative school total on the Master Score Sheet.**