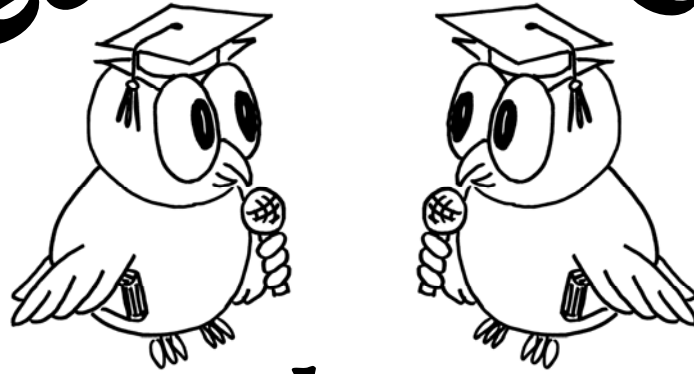


**Head to Head**



**Let's Go!**

**"Head to Head LIVE" Moderator  
Job Description & Information**

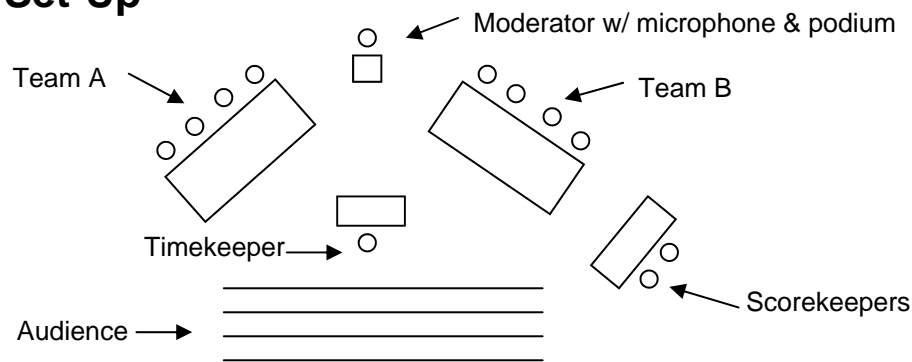
## **“Head to Head LIVE” Moderator: (MUST be an adult!)**

***Time is crucial to the competitors.  
Speak clearly and keep the pace fast!***

- Be *very* familiar with the “Head to Head LIVE” rules.
  - Obtain the Question and Answer Pack from your coordinator. Review the questions and answers ahead of time if possible for possible pronunciation issues.
  - Obtain the “Head to Head LIVE” Roster from your coordinator.
  - Make sure you have a coin!
  - When the timekeeper says “time” - time is UP! It does NOT mean “It’s time for your answer.” For an answer in progress, use your discretion (like a shot at the buzzer).
- 
- **At the beginning of the event:**
    - Introduce yourself, the timekeeper, and name the two schools that are competing.
    - Read the first half rules to the audience from the Roster form. (*Please read the script as written!*)
    - Begin the event with a coin toss.
  - Read each question carefully and distinctly.
  - It is OK to repeat the question - time continues to run.
  - If an incorrect answer or no answer is given - please state the correct answer. (except during the lightning round - please see details below)
  - Do NOT say how many seconds remain for a response.
  - The timekeeper will keep players informed of time remaining for a response.
- 
- **At half-time: (not an intermission - no need to dismiss the audience)**
    - Introduce the players, coaches and scorekeepers for each team from the Roster form.
    - Obtain and announce the score.
    - Read the second half rules to the audience from the Roster form. (*Again, please read the script as written!*)
- 
- **After the second half:**
    - Read the rules for the lightning round. (While you are doing this, the coordinators will be calculating the score.)
    - Announce which school is in the lead at this time (NOT the actual score).
    - The visiting team will receive the first lightning round.
- 
- **Lightning rounds:**
    - Note incorrect answers or “passes” on the Q&A Pack, but state the correct answers AFTER each two minute period is over.
    - After the second lightning round, announce the final score. State that the winning team will receive 25 team points and the runner-up will receive 15 team points.
    - Return the Question & Answer Pack to your coordinator

# “Head to Head LIVE”

## Suggested Set-Up



- Moderator and both team captains should have microphones.
- Timekeeper will track the 12 minute halves and the 20 and/or 10 second intervals allowed for responding to questions.
- In the event of a dispute, the coordinators will agree on a ruling or ask for a new question.
- Moderator will begin the event by introducing him or herself and the timekeeper, naming the two schools, reading aloud a brief description of the rules of the first half, and conducting the coin toss.

### **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.

## **Halftime of “Head to Head LIVE”** (5 minutes maximum - NOT an intermission)

- Moderator will introduce team members, coaches and scorekeepers.
- Art performers should have joined their team in the auditorium/stage area.
- Scorekeepers will quickly tally the score for the first half and provide it to the moderator.
- Moderator will announce the score at the half and read aloud a brief description of the rules of the second half.

- 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.

## **End of Second Round of “Head to Head LIVE”**

- Moderator will read aloud the rules of the Lightning Round.
- Scorekeepers will quickly tally the score and tell the moderator which team is ahead.
- The moderator will announce which team is ahead but NOT the actual score.
- The visiting team will receive the first two-minute lightning round.

## **“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.

## **End of “Head to Head LIVE”**

- Scorekeepers will quickly tally the final score and provide it to the moderator.
- The moderator will announce: final score of “Head to Head LIVE.”

## **General instructions:**

- You are welcome to use your best judgment regarding acceptable correct answers.
  - The Question and Answer Pack occasionally provides some alternative acceptable answers.
  - Acceptable answers may include last name only when the answer is a person's name.
- Some questions include additional interesting details. Please feel free to use or disregard them.
- A copy of “Head to Head LIVE” Roster form with the script for the rules is included this packet.

# "Head to Head LIVE" Roster

Welcome - introduce yourself, timekeeper & schools. Timekeeper: \_\_\_\_\_

## **Before the first half:** *Please read these rules aloud.*

- The event will begin with a coin toss:  
"heads" = home team receives the first question; "tails" = visiting team receives the first question.
- Teams take turns receiving questions from a variety of categories.
- All responses must come from the team captain.
- Receiving team will have 20 seconds to either answer the question or challenge the other team.
- A correct answer earns 5 points and an incorrect answer is a 5 point deduction.
- If the receiving team does NOT respond in the allotted time, they will be credited with an "incorrect" answer.
- If a team challenges and the opposing team answers correctly, the original receiving team gets a 10 point deduction. If the opposing team answers incorrectly or does NOT answer, the original receiving team earns 10 points (whether or not the original team knows the correct answer).
- Teams will continue to take turns receiving questions regardless of the outcome of the question.
- Play continues for 12 minutes.

## **At half-time:** *Introduce players, coaches, & scorekeepers and announce score.*

Team Members:

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Team Members:

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Coach: \_\_\_\_\_

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

Coach: \_\_\_\_\_

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

## **Before the second half:** *Please read these rules aloud.*

- The team with the low score after the first half will receive first question in the second half.
- All scores are doubled in the second half, but all time limits and other rules remain the same.
- Play continues for another 12 minutes.

## **After the second half/before the lightning round:** *Please read these rules aloud.*

- Both teams will receive a 2 minute lightning round 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 in the lightning round.
- The team currently in the lead is \_\_\_\_\_.

## **End of event:** *Announce the following.*

- The winning team is \_\_\_\_\_. They will receive 25 points added to their school meet total and the runner-up team will receive 15 points added to their school meet total. Congratulations to all!