

# Virtual Competition Overview

- ▶ 41 teams registered to date
- Preliminary Rounds: February 26th
  - Kick-off meeting 8:30 am EST
  - 3 rounds for each team
  - Points add up from all 3 rounds
  - ► Top 48 teams advance
- Elimination Rounds: March 5th
  - Round of 48 teams
  - Round of 24 teams
  - Round of 16 teams
  - Round of 8 teams
  - Championship Round of 4 teams



## Competition Schedule

#### All times are listed as Eastern Standard Time

Group A: Up to 24 Teams (All teams from the same school are in the same group) Group B: Up to 24 Teams (All teams from the same school are in the same group) Group C: Up to 24 Teams (All teams from the same school are in the same group)

#### February 26<sup>th</sup> Preliminary Competition

8:30 am	Welcome and Announcements (Teams need to log in by 8:20 am)
9:00 am	Preliminary Round 1A (Round 1 questions for teams in Group A)
9:40 am	Preliminary Round 1B (Round 1 questions for teams in Group B)
10:20 am	Preliminary Round 1C (Round 1 questions for teams in Group C)
11:00 am	Preliminary Round 2B (Round 2 questions for teams in Group B)
11:40 am	Preliminary Round 2C (Round 2 questions for teams in Group C)
12:20 pm	Lunch break
1:00 pm	Preliminary Round 2A (Round 2 questions for teams in Group A)
1:40 pm	Preliminary Round 3C (Round 3 questions for teams in Group C)
2:20 pm	Preliminary Round 3A (Round 3 questions for teams in Group A)
3:00 pm	Preliminary Round 3B (Round 3 questions for teams in Group B)
3:45 pm	Announce special award winners and teams to advance to Elimination Rounds

#### March 5<sup>th</sup> Elimination Competition (Named by number of teams competing)

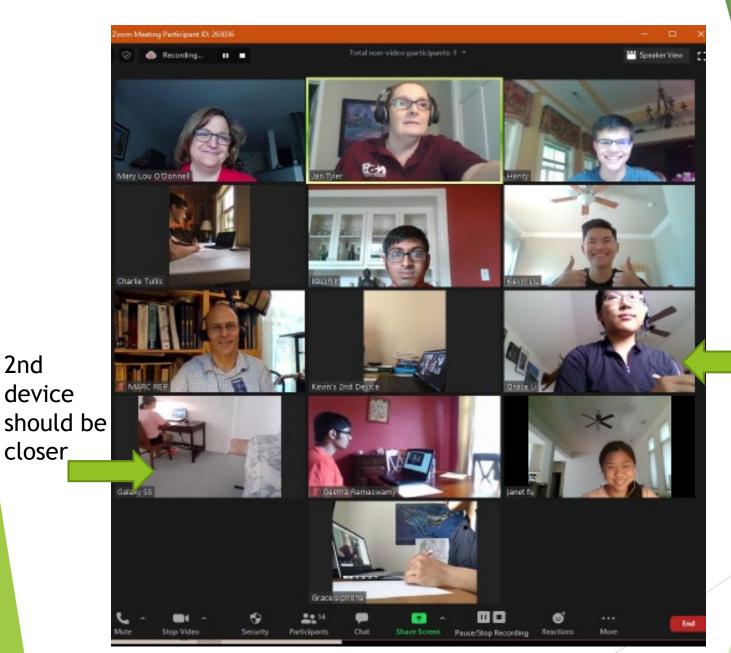
Elimination Round 48A (All teams from the same school are in the same group)
Elimination Round 48B (All teams from the same school are in the same group)
Elimination Round 24
Elimination Round 16
Elimination Round 8
Lunch Break
Elimination Round 4
Awards Ceremony



## **Competition Structure**

- In Each Match...
  - ▶ Teams compete individually in a virtual Zoom room.
  - The same 18 questions are read to each team.
  - ► The assumption is that students and coaches will be in their homes, a team may be in the same location (2 students in one room and remaining students in another room)
  - ▶ 4-5 students on each team can compete.
  - ► Each student must be available via computer with webcam or smartphone for a Zoom meeting.
  - In addition, another device with a camera must also be on the Zoom call via the Zoom app, showing the student's workspace.
  - Coaches can observe in the Zoom room with a similar two device set up.
  - No one should record any part of the questions (via video, audio, or writing).





2nd

device

closer

Grace's head should be centered in her "box"



## Paperwork

- Please get it turned in quickly
- Parental Consent form is completed online through the NSB registration site
- Karen Brummett can help resolve paperwork issues, <u>Sciencebowl@orau.org</u>



## Registration Meetings

- Each team will select a time to meet with TSB staff, Friday, February 18<sup>th</sup> through Tuesday, February 22<sup>nd</sup>, to register for the competition.
- The purpose of the meeting is to ensure each team is ready to compete on the 26<sup>th</sup>!
- What you need to do:
  - Be at the location you intend to compete from
  - Choose a different time slot for each team (if school has multiple)
  - Don't let this be the first time you get your team on a zoom call together! Download the free version and practice!
- What we will do:
  - Check that paperwork is completed by all present
  - Check camera locations and angles
  - Ensure Zoom names are correct
  - Take a team photo
  - Practice a question
  - Answer your questions



## Registration Meetings cont.

- Coaches should be present in each registration meeting with their cameras set up as well.
- ► The link to sign up on Sign-up Genius will come out in the follow up email tomorrow.
- Check with your students on their availability before signing up for a time. Every student MUST be present.



## **Technology Needs**

- Each participant (and coach) will need:
  - A primary device:
    - Can run Zoom desktop app or mobile app
    - ► Has a webcam, speaker, and mic
  - A secondary device:
    - Can run Zoom app or mobile app
    - ► Has a webcam
  - A stable internet connection
- If you have any concerns that someone on your team doesn't have the necessary technology, please have them fill out the technology needs assessment (in follow-up email).



## Competing in the Same Zoom Room

- A team may compete in the same zoom room from a school or the another location as long as:
  - ➤ There are two classrooms/rooms with a computer and at least two (2) phones/tablets/laptops to show the workspaces of the students
  - One of the two classrooms/rooms has exactly two student team members and the remaining team members (1, 2, or 3 of them) are in the other classroom/room
  - Students are not required to wear masks, unless the school or facility requires masks to be worn



## Adults in Competition Rooms

- Parents in the competition rooms:
  - Only 1 per student
  - Must have a two device setup
  - Consent form must be received by ORAU in advance
  - Can slow down the connection
- If you have multiple teams and want a coach in each Zoom room, you need register multiple coaches
- Coaches may NOT be in the same physical room as students (even if they are parents)



### Zoom

- Use the Zoom app, not the browser
- Make sure to practice using Zoom before the competition
- The Zoom links for each round will be emailed to the coaches only
  - ► Have a system for communicating them to the team
- The Zoom room for the opening meeting will stay open all day and serve as Science Bowl Central as a way to contact TSB Staff



## Additional Competition Items

- Students should raise their hands in front of their faces so volunteers can easily identify who is raising their hand
- Coaches need to stay still as to not distract; no eating
- Make sure your students know the timing rules and are ready for the loss of time due to internet connectivity
- Students may wear headphones



## Regional Guidelines

- All participants should follow Zoom naming conventions given by TSB
  - ► First Name Face "Manon Face"
  - First Name Workspace "Manon Workspace"
- TSB has been given permission from NSB to advance 48 teams into the elimination rounds instead of 32 as mentioned in rule 2-1
- Students who did not compete in the preliminary rounds will not be permitted to compete in the elimination rounds
- Teams will be required to attend a registration meeting with TSB staff the week before the competition



## Tie-Breakers

- ► To advance to the Elimination Tournament:
  - 1. The combined score on questions 13-18 from all preliminary rounds
  - 2. The score on question 18 from all preliminary rounds
  - The score on question 17 from all preliminary rounds
- To advance to the next round in Elimination:
  - 1. The combined score on questions 13-18
  - 2. The score on question 18
  - 3. The score on question 17

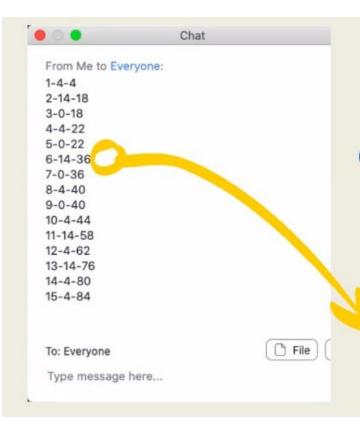


# **Summary of Scoring**

Type of Question	Points Awarded
Correct Toss-up Incorrect Toss-up	+4 points and eligible for bonus +0 points
Correct Bonus Incorrect Bonus	+10 points +0 points
Interrupted Toss-up:  • Correct Answer  • Incorrect Answer	+4 points and eligible for bonus +4 points to opposing team
<ul> <li>After a team member buzzes in:</li> <li>Unrecognized Toss-up (Blurt)</li> <li>Unrecognized Interrupted Toss-up (also a Blurt)</li> <li>Consultation among players</li> </ul>	+4 points to opposing team
<ul><li>Before a team member buzzes in:</li><li>Answering a toss-up</li><li>Consultation among players</li></ul>	+0 points but team will be disqualified from toss-up



## **Chat Box Scoring**



Entering the Score in the Zoom Chat Box

Zoom Chat Box Format

Question Number-Question Score-Total Score

6-14-36

Example: This is Question Six. The team scored 14 points (Toss Up + Bonus) and they now have a running total of 36 points.



## **Additional Notes**

- Students may have up to 5 sheets of plain white paper
- No calculators, books, etc.
- Students shouldn't look at anything other than the computer and scratch paper
- Coaches should sit still; they are allowed to keep score on paper
- Players, but not coaches, may type in the chat box to communicate with each other
- Students may initiate a challenge, never the coach



### **Volunteer Roles**

- 4 volunteers in each room
  - Moderator
    - Reads questions
    - Controls the match
    - Operates the timer
  - Back-up Moderator
    - Ensures questions are read correctly
    - Is ready to finish a question if Moderator drops out
    - ► Contacts NSB Appeals "Room" with all challenges
  - Official Scorekeeper
    - Enters the score onto a Google Form after each question
    - Controls all communications with Science Bowl Central
    - Opens Zoom room and records session
  - Chat Box Scorekeeper/Recognizer
    - Keeps a running total of scores in the chat box
    - Recognizes students who raise their hands to answer



# Example Round from NSB Nationals

- Scroll to the bottom of the page:
  - https://www.orau.gov/sciencebowl/format.html



## **Optional Competitions**

- Wacky Camera Setup Camera Setup Competition
  - Show us your creative, crazy, or unbelievable workspace camera setup
  - Share photo on Instagram or Twitter, tag @ORAU and use #2022TSB
  - Post on day of competition (first or second day)
  - Panel of judges will select their favorite photo
- All in This Together Team Uniform Competition
  - Show us your most creative Team Uniform, (be sure that it is appropriate for an educational competition)
  - Wear your uniform for the team picture during Team Registration and on the competition days
  - Panel of judges will select their favorite team uniform
- Award of Excellence
  - Nominate teammate or coach who has gone above and beyond this year in preparing for the TSB
  - Nominate using a Novi survey and tell us why they deserve to be recognized



## Questions?

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