

2021 NSB[®]

NATIONAL SCIENCE BOWL[®]

a competition like no other . . .

Coaches' Guide



U.S. DEPARTMENT OF
ENERGY

Office of
Science



This year we are ALL virtual!

- Teams will not play head-to-head matches but instead, teams are competing against all of the other teams.
- Each team will be in its own Zoom "room" and will get a chance to answer ALL questions for a total score that will determine advancement.
- No other team will be in the same zoom room. It will just be your team and officials.
- Each student, coach, and volunteer must be available via computer or a device with web camera and zoom capabilities.



There will be No Buzzers - Students will raise their hands - Physically - Like Exercise!

The Tournament Structure

**Each Regional may differ in number of rounds due to size and other limitations but each one will typically follow this format.



The Preliminary Rounds

Everyone will compete in at least TWO preliminary rounds. (Many Regionals will have three or possibly four.)

These rounds may be separated into sections depending on the size of the tournament. Example:

Preliminary Round 1: 1A or 1B or 1C

Preliminary Round 2: 2A or 2B or 2C

Preliminary Round 3: 3A or 3B or 3C

Each team's Preliminary Round scores will be combined to create their advancement score. The top xx teams will advance to Elimination Rounds.

The Elimination Rounds

The Elimination Rounds will run similarly to the Preliminary Rounds, with the top teams advancing to the next round. The teams advancing will be posted in an Advancement Spreadsheet.

The Elimination Rounds will be numbered according to the number of teams who will be advancing. Example:

Elimination Round 24: (The Top 24 Teams)

Elimination Round 16: (The Top 16 Teams)

Elimination Round 8: (The Top 8 Teams)

Elimination Round 4: (The Top 4 Teams)

Elimination Round 2: (The FINAL/Top 2 Teams)

New Match Structure

No Head to Head

Each competition will have at least 2 Preliminary rounds, in which each individual team will be read the entire set questions during each round.



Team Info

3 to 5 students on a team (no more than 5 per team)

All 5 can compete together

Students can discuss answers with each other out-loud via the Zoom chat box

No breaks or substitutions.



Highest Score

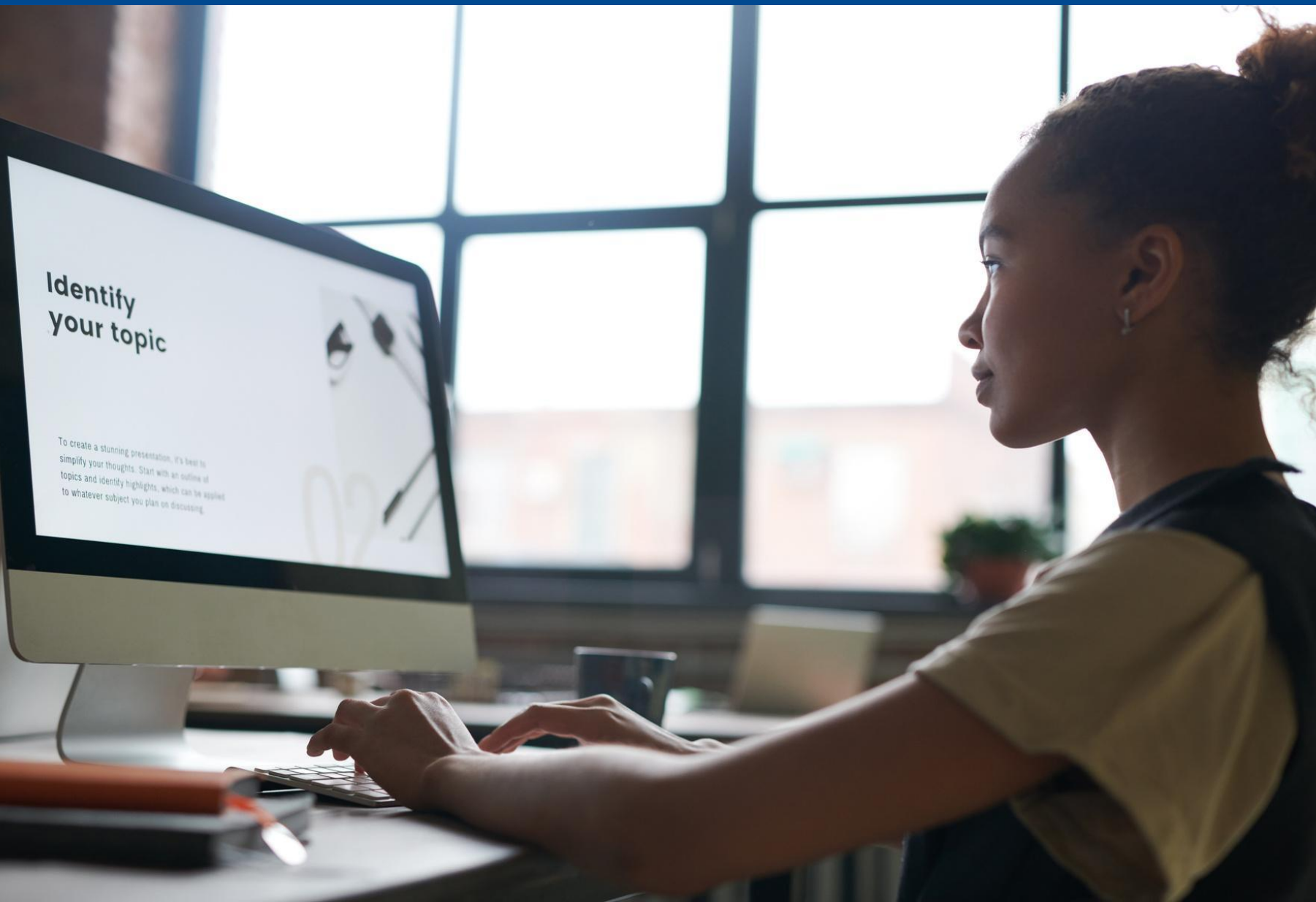
Advances

The teams with the highest combined point totals from the Preliminary Rounds will advance to the Elimination Tournament.



Virtual Monitoring

Each student and coach must have two devices logged into zoom. One to show their face and another to show the the student's workspace and surrounding area.



This is the ideal second device set up:
You can see the student, the student's
computer, workspace and hands.



The Audio should be turned off on the 2nd device.
Please rename 2nd device if possible
Students should name themselves what they like to be called.

What will I see?

Make sure all students and coaches can see and be seen as well as hear and be heard

2nd device should be closer



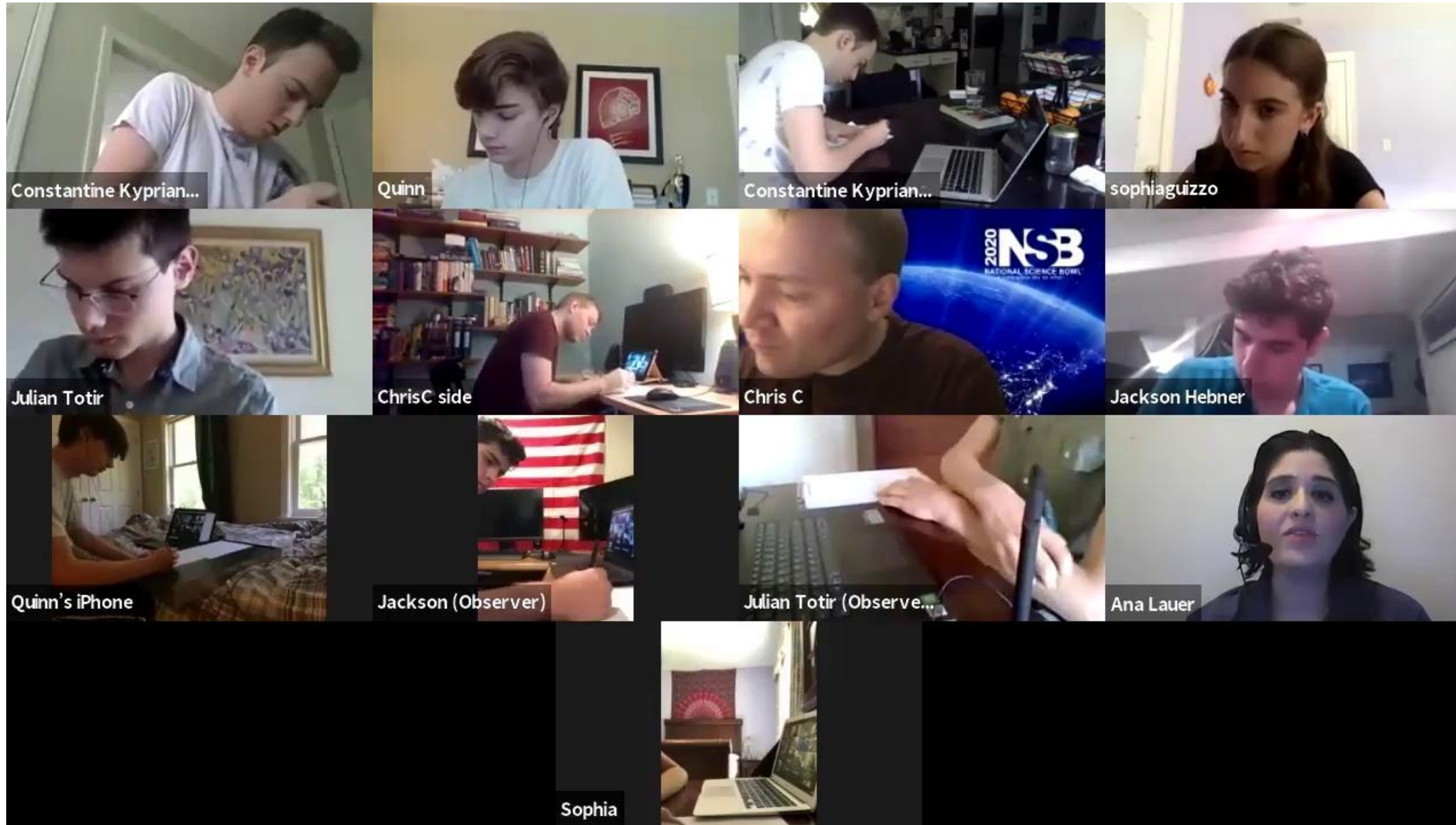
Students and coaches will need two devices.

Perfect 2nd device set-up

Please only use first names (and last initial if 2+ students have the same first name)

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

Please download the newest version of the Zoom app



[Sample Video Link](#)



New Timing Rules

After reading a toss-up question, the moderator will now allow 7 seconds for the team to respond. **(4 points)**

Bonus Questions will be asked if the toss-up questions were correct. The team will now have 22 seconds to give an answer to the bonus question. A 5-second warning will be announced. **(10 points)**

There is no time limit on the Match. The Match is played until all of the toss-up questions and earned bonuses have been read.

15 Questions for Middle School

18 Questions for High School

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Virtual Monitoring Rules



- Students may have up to 5 sheets of plain white paper-no notes
- **No calculators, phones, books, notes etc.**
- Students should only be looking at their computer screens 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 during the game

Virtual Answering Rules



- Any team member may raise their hand to answer
- Team members may consult with each other verbally via Zoom or the Zoom chat box
- The first player seen to raise their hand and verbally recognized by the officials earns the right to answer the question
- Players must raise their hands in front of or next to their face (not off screen) and be recognized by name to answer before time is called



Virtual Answering Rules

- Once read in its entirety, a question will not be re-read. No matter what happens – sirens, dropped signals, etc.
- Answers will only be accepted from the student verbally announced by the Recognizer. There are no penalties for blurting – although blurting may affect what the moderator hears while the person who is called upon is answering
- No stalling (stalling is the same as a wrong answer)
- No prefacing of an answer with things like "My answer is..."



Types of Questions

Multiple Choice

- May say letter answer (W, X, Y, or Z) or scientific answer
- If scientific answer – **it must be exact as is written on question and answer sheet**
- If say both letter and scientific answer, they must both be exact

Short Answer

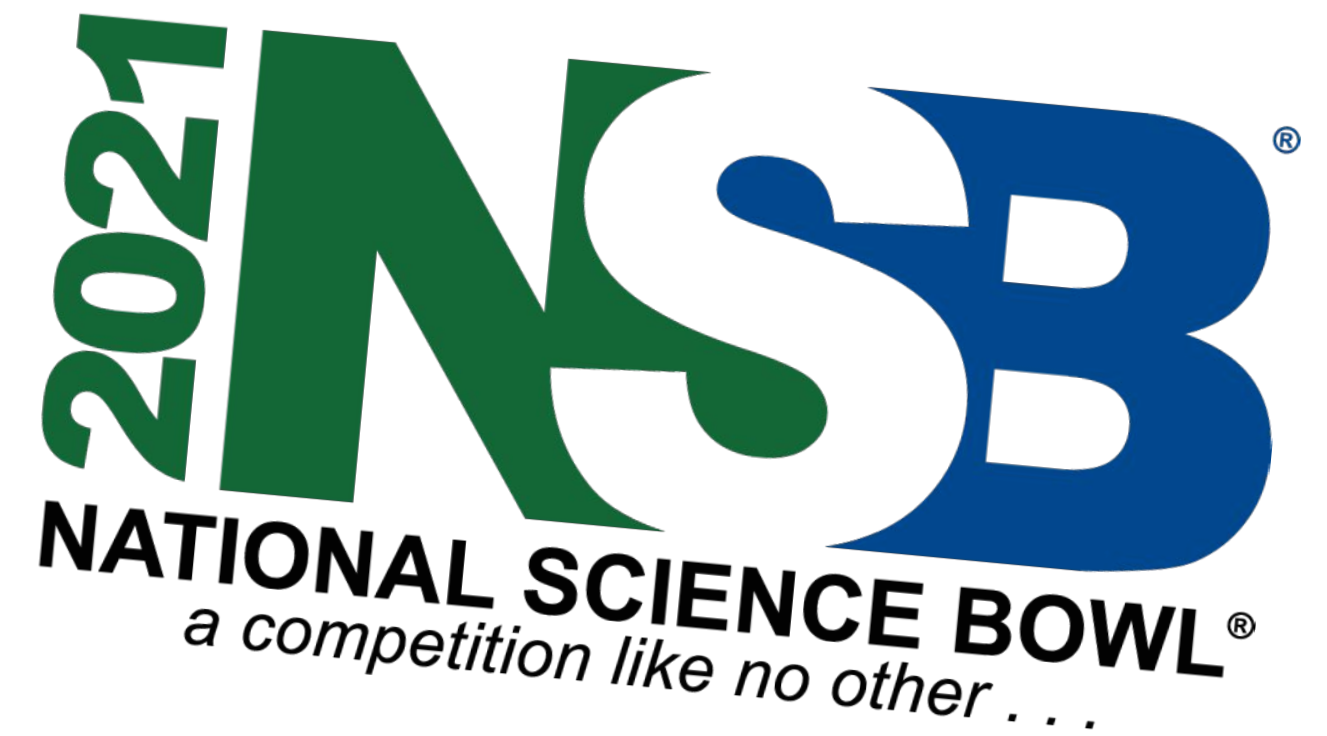
- Does not need to be exact
- Units need not be given unless they are specifically asked for, but if they are given, they must be correct
- Review the Conventions in the rules

First word counts...
no "My answer is..."



The Volunteer Roles

At least three volunteers in each Zoom Room



Moderator & Timekeeper

The Moderator will read the questions and start the timer.

The script will be available to them ahead of time.

Recognizer & Scorekeeper

The Recognizer will acknowledge the students who raise their hand during the competition.

Question Judge & Chat Box Scorer

The Question Judge (formerly the Science Judge) ensures the questions are read correctly.

They will also enter scores into the Zoom chat box in real time.

The Zoom Chat Box Score



Zoom Chat Box Format

Question Number-Question Score-Total Score

6-14-36

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



How will I know where to "Go"?

Before the Event: Coaches will be sent an email with all of the preliminary round times and zoom links.

Day of the Event: There will be an Announcement Spreadsheet posted online that will list all of the advancing teams in **Alphabetical Order**.

If you are advancing to an **Elimination Round** a second email will be sent with your new Zoom links and times.

The Advancement Spreadsheet

- This Google Doc will be posted online for all to see on the day of the Regional event
- It will be continually updated
- The advancing teams will be listed alphabetically
- All team scores will be listed in numerical order, but not with associated team name
- Tie breakers will be announced here
- If you advance, you will get an email with new zoom links before the next round

	A	B
1	<u>Teams (in alpha order)</u>	
2	Abc School	
3	Badger High	
4	Bayside High	
5	Central Perk High	
6	DOE High	
7	Dunder Mifflin	
8	Example School	
9	Excelsior HS	
10	Made Up School	
11	National Lab High	
12	Pawnee High School	
13	Riverdale High	
14	Sample School	
15	School 1	
16	Testing High School	
17	Virginia Tech	
18		
19		
20	<u>Scores (in numerical order)</u>	
21		432
22		370
23		356
24		348
25		346
26		346
27		344
28		342
29		342

What if there is a Tie?

Middle School Teams: In case of a tie, the first tie-breaker will be the combined score on the last 5 questions # 11 – 15. The second tie-breaker will be the score on question #15 (combined toss-up and bonus). The third tie-breaker will be the score on question #14, etc., with further tie-breakers using the questions in reverse order until the tie is broken.

High School Teams: In case of a tie, the first tie-breaker will be the combined score on the last 6 questions #13 – 18. The second tie-breaker will be the score on question #18 (combined toss-up and bonus). The third tie-breaker will be the score on question #17, etc., with further tie-breakers using the questions in reverse order until the tie is broken.



Question Security



Each coach and co-coach may also be in the Zoom meeting. For each coach or any other adult in the room, another device with a camera must also be on the Zoom call via the Zoom app, to show the coach's entire person from the side. **NOTE: All adults in the Zoom meeting must complete the appropriate consent forms in advance, including parents. Please contact your Regional Coordinator for more information.**

No one should be recording any part of the questions – via audio, video, or writing. After the competition is complete, the questions will be shared online.

After play of the tournament, players, coaches, and spectators must not communicate about the questions with anyone outside their team, other than National Science Bowl® officials, until the questions are shared on the NSB website.





Challenges

Challenges must be made before the moderator begins the next question

Challenges may be made either to:

Scientific Content (if an answer is scientifically correct or not)

The proper administration of rules (if the rules are being followed correctly)

Teams MAY NOT challenge judgment calls:

whether two verbalizations of a mathematical expression are equivalent, whether a stall or blurt has occurred, whether a player has given a first response, whether an answer has been pronounced correctly, or whether an answer to a multiple-choice question is exact.

Teams are limited to 2 unsuccessful challenges per team per match



Zoom practice is recommended

Practicing with your team on Zoom ahead of time will really help reduce technical problems on the day of the event.

If you have technical problems please email your regional coordinators.

Thank
YOU!



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