

DEKALB COUNTY - VIRTUAL HELEN RUFFIN READING BOWL

ZOOM PLATFORM

GAME FORMAT

- 1. Zoom is the virtual platform.**
- 2. Each school will participate in four rounds.**
- 3. Each round will consist of 15 questions.**
- 4. Buzzin.Live is the online buzzer system.**
- 5. Alternates may be substituted between rounds.**
- 6. Teams will receive 10 points for each answer.**
- 7. There will be no penalties for wrong answers.**
- 8. There will be five members on a team and up to five alternates.**
- 9. A school may have no more than one team.**
- 10. An opening ceremony video will be played during first round.**
- 11. Top winners will be announced in the closing ceremony room.**

RULES DURING THE GAME/ROUND

- 1. Team players will wear headsets with a microphone to reduce background noises.**
- 2. Team players must be muted and attentive while questions are being read and should not be typing on their keyboard or flipping through the pages of a book.**
- 3. The Moderator and team players' camera must be on at all times.**
- 4. To prepare to buzz in the chat box, team players will type their school identifier letters and the player's ID number. Then, hover finger over the enter key until the question is read. No other text in the chat area will be accepted such as emojis or special characters.**
- 5. The team players will press ENTER if he or she wishes to answer a question. The first player to buzz in must be acknowledged by the console judge before he or she unmutes.**
- 6. Team player has 10 seconds to answer question.**
- 7. If question is correct student will receive 10 points for their team.**
- 8. If the answer is incorrect, the question will be repeated for the other team. They will have 10 seconds to answer after buzzing in, being acknowledge by console judge, and unmuting to speak.**
- 9. If neither team buzzes in, the moderator will answer the question and proceed to the next question.**
- 10. If a contestant buzzes in before the completion of a question, the console judge says "stop" the moderator stops reading, console judge will acknowledge the contestant, player unmutes and must answer immediately. If an incorrect answer is given, the moderator reads the entire question and the opposing team has an opportunity to answer the question within 10 second.**
- 11. Any concern about an answer to a question MUST be addressed by any of the five competing team players before the next question is asked. The player will get the attention of the moderator and console judge by typing "C" in the chat box. Once acknowledged by the console judge, the player will unmute and voice their concern. Every effort will be made to reconcile any challenges.**

- 12. On the HRRB questions spreadsheet, the Moderator may click on the cell that contains a copy of the book's page where the answer is located and will read the passage to confirm if the player's challenge is accepted or not. The Challenge room will be contacted if further verification is needed.**
- 13. Coaches should remain in the room with their team. Your team may need you during the round. However, coaches may NOT initiate a challenge, only one of the five competing players can initiate a challenge.**
- 14. If a round ends in a tie, there will NOT be a tie breaker question.**
- 15. At the conclusion of the round, both coaches will confirm the scores before the scores are submitted electronically to HRRB scoring room.**
- 16. Upon the Moderator's dismissal, team members and coaches may exit the room until the next round begins.**
- 17. Coaches will be notified by Remind app when it is time to transition to the next round.**