

SCIENTIFIC JUDGE **What DO I Do ?**

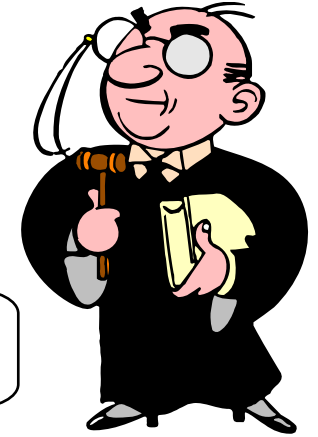
1. Follow questions read by moderator (ensure correct pronunciation).
2. Control buzzer system.
 - Wait to turn the flashing light off after the student has been recognized.

3. Getting the Answer

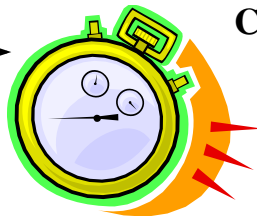
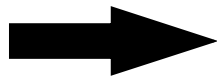
- Verbally recognize the individual before she/he responds.
 - Identify student by....
 - 1) announcing Team A or Team B and
 - 2) announcing participant ID (captain, 1, 2, 3)

3. Challenges

- Along with Moderator, request that clock be stopped during challenges.
- All challenges go to the Appeals Room.



Team A,
Competitor 2



Challenge?

- Ask timekeeper to stop the clock.

Minimum Requirements:

- Be able to follow the competition flow
- Know and be able to apply all of the rules
- A science, engineering, math, or teaching background
- Read and review the questions prior to the event
- Be at least a junior in college