

ILLINOIS SCHOLASTIC BOWL
MODERATOR CERTIFICATION TEST
(VERSION 2.2A -- October 2006)

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Please do not discuss the questions and answers with any other people. Please help maintain the integrity of this exam to ensure better moderators in the state of Illinois.

Instructions:

1. This is an “open book” test. You may consult a copy of the IHSA Terms & Conditions, Rule Book, and Case Manual while taking this test.

<http://www.ihsa.org/activity/scb/2007-08/t-and-cs.pdf>

<http://www.ihsa.org/activity/scb/2007-08/rule-and-case.pdf>

2. While this is an open book exam, the test is not to be taken with others.

3. There is no time limit.

4. In order to receive test certification, a score of 90% (45/50) must be scored. In the event you do not reach this score, you will have a second opportunity to pass a similar test.

5. While this test is not yet a requirement to moderate IHSA events, this test is fully supported by the IHSA, and may soon become a requirement to moderate certain IHSA scholastic bowl events.

QUESTIONS:

1. The maximum time allowed for a toss-up question is:

A. 10 seconds for all questions.

B. 10 seconds, with the exception of 30 seconds for all computational questions.

C. 10 seconds, with the exception of 30 seconds for all math questions.

D. 10 seconds, with the exception of 30 seconds for math computational questions.

2. You have begun reading a toss-up question with the words “Question Number Four: Social Studies/World History,” when a player rings in. You should:

A. Ignore the buzz, as it was clearly inadvertent, reset and continue.

B. Warn the player not to ring in so early, and continue with the question; if that team makes the same mistake again in the match, it loses the right to answer the question.

C. Finish reading the question for that player to answer.

D. Allow the player to attempt to answer the question.

E. Penalize the player’s team on the bonus.

3. The correct answer to a grammar question is “indirect object”, A player gives “direct object” as his/her answer. You should:
- A. Accept the answer as given and award ten points.
 - B. Ask the player to clarify his/her response.
 - C. Rule that the response is incorrect.
 - D. Award five points because half of the answer is correct.
4. A player from Team “X” rings in on a toss-up with five seconds remaining. His/her response is incorrect, and (s)he uses four seconds in answering. How much time does Team “Y” have to ring in?
- A. 1 second
 - B. 3 seconds
 - C. 5 seconds
 - D. 10 seconds
5. The toss-up question is “Who wrote *Wuthering Heights*?” A player rings in and answers “Bronte”. The printed answer is “EMILY BRONTE”. Your action:
- A. Accept the answer as given and award ten points; last names are sufficient.
 - B. Say ‘incorrect’ because the answer requires both first and last names.
 - C. Ask for more specific information. If the player responds “Emily Bronte”, award ten points.
 - D. Ask the other coaches in the room if more information is needed.
6. As soon as team introductions are over, some of the players on Team “A” immediately start writing down notes to themselves. The correct action is:
- A. Take away these notes and warn the team against such behavior.
 - B. Take away these notes and do not allow Team “A” to answer the first toss-up.
 - C. Ask Team “A” how much time it needs to write down its notes and wait until it is ready.
 - D. Ignore the behavior and begin the match
7. The toss-up answer printed in a packet is “(PJ) SNERDLY”, with Snerdly being the only required part of the answer. The first student to buzz in and be recognized answers “Peter James Snerdly”. The moderator rules the answer correct. A protest and discussion lead to the conclusion that the real name is Paul James Snerdly. How should you proceed?
- A. Because the original answer is correct within what is on the sheet, it should be considered correct.
 - B. Because the original answer is incorrect and the long discussion gave a clue to the other team, the answer should be considered wrong and the other team should not be allowed to answer. You should move on to the next toss-up in the match.
 - C. Because the original answer is incorrect and the long discussion gave a clue to the other team, a replacement question should be read for the second team only.
 - D. The second team should get to answer the original question, but has to answer “Paul James Snerdly” in order to be considered correct.

8. The question begins “It is a truth universally acknowledged...” A player rings in after the word ‘acknowledged’ and answers “*Pride and Prejudice* by Jane Austen” The printed answer is “(Jane) AUSTEN”, and you happen to know that the phrase quoted comes from the novel *Pride and Prejudice*. Your decision should be:

- A. Correct. The player simply provided additional correct information.
- B. Incorrect. The first part is not the right answer.
- C. Ask for less specific information.

9. While you are reading the question, a player who is trying to ring in says “Clear.” You should:

- A. Decide if, in your best judgment, any other players were trying to ring in. Replace the question if this is impossible to decide, or let the player trying to ring in answer.
- B. Reset the system and allow players to ring in.
- C. Call the offending player for illegal talking and allow the other team to answer.
- D. Clear the system, but not allow anyone to ring in until the question is read in its entirety.

10. While you are reading the question, a player who is unable to ring in says “Clear.” You reset the system, but as you do so, the first player to ring in is from the opposite team. What should you do?

- A. Allow the player who rang in first to answer the question.
- B. Allow the player who was trying to ring in and who asked you to reset to answer the question.
- C. Replace the question and allow both teams to attempt an answer.
- D. Possibly more than one of the above.

11. A toss-up asks for the country whose capital is Bangkok. A player answers “Siam, which is now Thailand”. Your ruling:

- A. Correct. Siam was just additional correct information.
- B. Incorrect. The first answer given was incorrect.

12. What are included in the moderator’s responsibilities at the end of a time-out?

- A. Ask if there are any substitutions.
- B. Check to see that new players are in matching tops.
- C. Verify that new players have not brought written material into the match or taken written material from the former players.
- D. All of the above.

13. A player rings in on a toss-up question and begins answering the question without waiting to be recognized by name. The player’s answer is correct. Your ruling:

- A. Correct. By looking at the player, you implicitly recognized him/her.
- B. Correct, although you should warn the player to wait for recognition.
- C. Correct, but the team receives only 5 points for the correct answer.
- D. Incorrect. Say “You didn’t wait to be recognized” and then allow the other team to answer.
- E. Incorrect. Allow the other team to answer without comment.

14. While teams are conferring on a bonus, a member of the team not in control asks for a partial repeat. You should:

- A. Repeat the parts requested.
- B. Ignore the request.
- C. Ask the team in control if it would like that portion repeated.

15. While teams are conferring on a bonus, a member (not the captain) of the controlling team asks for a partial repeat. You should:

- A. Repeat the parts requested.
- B. Ignore the request, unless the captain then requests the repeat.
- C. Refuse to repeat because listening is part of the game.

16. A bonus question directs teams to list the four largest cities in the US in order of their population. The answers are New York, Los Angeles, Chicago, Houston. The team responds New York, Los Angeles, Houston, Chicago. How many points should be awarded?

- A. 10 points, stating that New York and Los Angeles are correct.
- B. 15 points, ten for the first two parts, and five for the switching of the final two.
- C. 10 points, but do not state which parts were correct.
- D. 0 points; it's all or nothing.

17. On a three-part bonus, a team answers the second part correctly. How many points does it earn?

- A. 5 points
- B. 6 points
- C. 7 points

18. On a three-part bonus, a team answers parts one and three correctly. How many points does it earn?

- A. 12 points
- B. 13 points
- C. 14 points

19. The question reads, "Who wrote *Pilgrim's Progress*?" A player answers, "Paul Bunyan". The correct printed answer is "(John) BUNYAN". The correct ruling is:

- A. Correct. The essential part of the answer was given.
- B. Incorrect. The additional information provided was incorrect.
- C. Ask the player to be less specific.

20. A player trying to ring in on a toss-up discovers his/her cord has become disconnected and tells you (s)he is having a problem. In the meantime, a player on the other team rings in. You should:
- A. Allow the first player to answer the question; (s)he spoke up first to indicate the problem.
 - B. Allow the player on the other team to answer the question; players are responsible for their own equipment.
 - C. Replace the question.
21. During a match, you announce that the next toss-up will be in American Literature. Before you begin the actual question, Team “A” calls for a time-out. The correct action is:
- A. Assuming that Team “A” has a time-out remaining, grant the time-out.
 - B. Do not allow the time-out. You may decide to ignore the call or to explain that a time-out cannot be called once the category has been announced.
 - C. Ask Team “B” if it will allow the time-out to be taken now.
22. A toss-up questions reads: “This city is on the northern shore of the Sea of Marmara and contains the Hagia Sophia. By what name was it known until 330 AD?” The answer given on the page is “Byzantium”, but a player buzzes in at the end of the first sentence with the answer “Istanbul”. You are well-versed in Turkish history and know that “Istanbul” is the only correct answer to give based on the information in the first sentence. You should:
- A. Consider the answer correct.
 - B. Consider the answer incorrect.
 - C. Ask the student to clarify his/her answer.
23. A player rings in early on a toss-up question before it is clear that the answer is ‘Department of Defense’ and answers ‘Donald Rumsfeld.’ You should:
- A. Ask for more information.
 - B. Reset the system, finish reading the question, and allow both teams to answer.
 - C. Say “Incorrect”, finish reading the question, and allow the other team to answer.
24. A player rings in early after a President from Texas is mentioned, and answers “Bush”. The answer is supposed to be “George H.W. Bush”. You decide to ask for more information, and the player responds “George”. You should now:
- A. Say “incorrect” and allow the other team to answer.
 - B. Ask for even more specific information.
 - C. Say “correct” and award 10 points.

25. At halftime, one coach requests that the teams switch sides for the second half. The correct action is:

- A. Announce that the teams will switch sides for the second half.
- B. Respectfully tell the coach that switching sides is not allowed.
- C. Ask the opposing coach if it is acceptable for the teams to switch sides for the second half.
- D. Ask the tournament manager to decide whether or not the two teams should switch sides.

26. The toss-up is a spelling question. The player who rings in to answer writes as he spells aloud. This is:

- A. Legal. Writing is allowed at any time on a toss-up question.
- B. Illegal. Writing is allowed on toss-up questions only for computations.

27. A bonus question asks for the body of water to the east of Kuwait. The first team answers “Persian Gulf”, but the packet says “Arabian Sea”. The other team gets a chance to answer, but does not give an answer. The first team protests, but after three minutes nobody is sure of the answer, so you decide to count it as incorrect. After the next toss-up, the team takes out a map and shows that the correct answer is in fact the Persian Gulf. You should:

- A. Rule that the correct information did not come in time, so your former ruling stands.
- B. Allow the protest and give the team the points it should have gotten before.
- C. Penalize the team for unsportsmanlike conduct.

28. Time is called on a bonus question. How long do team members have to pass their papers to the captain?

- A. None; papers must be in the captain’s possession when time is called.
- B. 3 seconds
- C. 5 seconds

29. Time is called on a bonus question. As papers are being passed to the captain, one team member whispers “42”. You should:

- A. Ignore it. The 3-second rule applies to conferring as well as passing papers.
- B. Call a penalty, and do not allow any bonus answers from that team.
- C. Allow all of the answers, but penalize the team 5 points.

30. You have begun reading a toss-up question with the words “Question Number 4: Mathematics/Algebra. The first...” when a player rings in. You should:

- A. Ignore the buzz, as it was clearly inadvertent; reset and continue.
- B. Warn the player not to ring in so early, and continue with the question. If that team makes the same mistake again in the match, it loses the right to answer the question.
- C. Finish reading the question for that player to answer.
- D. Allow the player to attempt to answer the question.
- E. Penalize the player’s team by not allowing it to participate in the bonus.

31. As soon as a captain is recognized to answer a bonus question, (s)he defers to Player B. The correct action is:

- A. Tell the captain that (s)he is the only one allowed to answer a bonus question.
- B. Nod agreement or say something to the effect of “OK” or “Fine”.
- C. Recognize Player B by name.
- D. Either B or C is acceptable.

32. The toss-up is “What is the largest city, by population, in the United States?” A player from Team “X” rings in and answers “Um...err....New York”. The word “New” was started two seconds after the player was recognized, and the entire answer was finished just after three seconds after the player was recognized. The best ruling:

- A. Correct. The answer is correct, and was started before the three second limit expired.
- B. Incorrect. The answer was not completed before three seconds after recognition.
- C. Incorrect. The correct answer is not “Um”.
- D. Depends on the situation.

33. A bonus question asks for the names of the first four notes on the musical scale, as named in Europe. The correct answers are: “Do, Re, Mi, Fa.” The captain calls time and gives the answers “ Do, Re, Mi, err, Fa”. The correct decision is:

- A. Correct, unless the “err” is clearly stalling and uses 3 seconds. Award twenty points.
- B. Incorrect. Any extra verbalization on a question of this type must be interpreted as part of the answer.
- C. Ask the player to repeat, being more specific.

34. A question begins “This novel by Ralph Ellison ...” A player rings in, is recognized, and answers “The Invisible Man”. The moderator rules correct. The opposing coach steps forward and argues that the correct answer is “Invisible Man”. You should rule:

- A. Correct. Award ten points and move to the bonus.
- B. Incorrect, but penalize the coach who appealed for illegal communication.
- C. Incorrect. Allow the other team to answer this question.
- D. Incorrect. Read a replacement question for the team that did not get a chance to answer

35. A moderator is about to read a toss-up: “What is the largest city, by population, in Japan?” The printed answer is “Kyoto”. The scorekeeper stops the moderator, and informs the moderator that the correct answer is “Tokyo”. The scorekeeper is a teacher of geography.

- A. Do nothing. The printed answer must be accepted as correct.
- B. Tell the scorekeeper that only coaches may protest answers given in the packet.
- C. Make a decision regarding the correctness of the answer. You are free to consult with the coaches, if you want to, while making this decision.
- D. Stop the match, invite both coaches over and point out the issue. If there are no objections, read the question, accepting “Tokyo” or “Kyoto”.

36. A question begins: "This Agatha Christie mystery takes place on the famous train..." A player from Team "X" rings in and answers "The Murder on the Orient Express". The moderator rules this answer correct, but Team "Y's" coach protests that the answer is actually "Murder on the Orient Express". The correct call is:

- A. Correct. Award ten points, and move on to the bonus.
- B. Correct, and charge Team "Y" with a time-out.
- C. Incorrect. Read a replacement question for Team "Y".
- D. Incorrect. Read a replacement question for Team "Y". and charge Team "Y" with a time-out.

37. Coach "X" approaches the moderator to make an appeal on the acceptability of an answer. Coach "Y" joins the discussion and agrees with Coach "X". The best reaction is:

- A. Support the appeal, since both coaches agree.
- B. Deny the appeal if there is no hint of the appeal being correct on the printed page.
- C. Permit Coach "X" three minutes to research the answer before ruling.
- D. Support the appeal, and remind Coach "X" that (s)he will need to support Coach "Y" in any appeal they make later in the match.

38. Coach "X" initiates an appeal on the correctness of a printed answer. How should the moderator react?

- A. Poll the spectators in the room.
- B. Ask Coach "Y" to offer input.
- C. Permit Coach "X" to begin researching for three minutes.
- D. Deny the appeal; the printed answer is likely correct.
- E. Two of the above are proper reactions.

39. After a science question, Assistant Coach "X," identifying herself as a science teacher, protests to the moderator about the answer just given. The moderator should.

- A. Ask Assistant Coach "X" to sit down, explaining that she cannot protest.
- B. Without warning, penalize Team "X" for illegal communication.
- C. Listen to the appeal, and render a decision.
- D. Ask Coach "X" to control the assistant coach under penalty of ejection.

40. The tournament schedule shows that the match is supposed to start at 11:30. Team "X" is seated and prepared to begin. At 11:35, Coach "X" declares the match a forfeit, and quickly begins packing up the team. The moderator should:

- A. Declare the match a forfeit, and report this to the Tournament Manager.
- B. Ask Coach "X," in the name of kindness, to wait a little longer.
- C. Tell Coach "X" to wait until you return from a consultation with the Tournament Director.
- D. Check the hallway once before declaring the forfeit.

41. A question asks what the capital of Germany is, and the answer given on the page is “Bonn”. A player buzzes in appropriately and gives the answer “Berlin”. After the questions, the team protests. The coach announces that she would like the student to make the protest, and hands the student an almanac. You should:

- A. Explain patiently that only coaches can make protests.
- B. Penalize the coach for unsportsmanlike behavior.
- C. Announce that you are going by the answer on the sheet, so the student is wrong.
- D. Allow the student to make the protest.

42. Before the match begins, you notice that Team “X” is using scratch paper that is broken up into light grey and white areas marked “1, 2, 3, 4, & 5”. You should:

- A. Say nothing, and penalize Team “X” on the first bonus question.
- B. Ask Coach “X” to remove the paper, and replace it with blank paper.
- C. Do nothing. This is legal.
- D. Ask Team “Y” if it has comparable paper. If not, ask Team “X” to use blank paper, in the name of fairness.

43. After the conclusion of a bonus question, a player on Team “X” turns around to Coach “X”, and silently makes a “T” sign with his hands. Coach “X” then calls for a time-out. You should:

- A. Penalize Team “X” out of the next toss-up, and deny the time-out.
- B. Deny the time-out, but give no other penalty.
- C. Grant the time-out, assuming that Team “X” still has one remaining.
- D. Penalize the team by keeping it out of the next toss-up, but since the coach actually called the time-out, grant it.

44. The Coach of Team “X” calls for a one minute time-out. The members of Team “Y” immediately jump up and head for the door of the room into the hall, where they meet with their coach. What should you do?

- A. Tell Coach “Y” to return with the team to the room immediately.
- B. Permit Team “Y” to leave the room. If the players of Team “Y” have not returned to their seats by the time one minute is up, you have the option to resume the match anyway.
- C. Ask Coach “X” if it is acceptable for Team “Y” to leave.
- D. Permit Team “Y” to leave the room. If the team is not back after one minute, stop the match indefinitely and send the Scorekeeper to find the Tournament Manager.
- E. Permit Team “Y” to leave the room. Send someone to let the team know when the minute is about up, and resume the match as soon as everyone is seated.

45. A toss-up is read. The time keeper starts a 10-second clock. After six seconds, Team “X” rings in. What should happen?

- A. The timekeeper should keep the clock running while Team “X” answers. Show the clock to the moderator, or quietly call “time” when the 10 seconds expires.
- B. The timekeeper should stop the clock, and restart it if Team “X” is ruled incorrect.
- C. The timekeeper should keep the clock running while Team “X” answers. Yell “time” when the 10 seconds expires so all in the room can hear it.
- D. The timekeeper should stop the clock, and restart it as soon as Team “X” finishes responding.

46. The toss-up begins: “Hester Prynne...” A player for Team “X” rings in, is recognized, and answers: “*The Scarlet Letter* by Nathaniel Hawthorne and she was accused of adultery.” The printed answer is: “(Nathaniel) HAWTHORNE”. The correct call is:

- A. Correct. The first words out of the player’s mouth were the correct answer.
- B. Correct. The first words out of the player’s mouth were the correct answer, and all additional information was correct.
- C. Incorrect. Too much information was given.
- D. Ask the player which part of her/his answer (s)he wishes to use.

47. After the final question of a match is read, the score is tied. What do you do?

- A. Confirm the score with the scorekeeper and the coaches. Randomly pick an unused toss-up. If it is answered correctly, randomly select a bonus. Repeat until the tie is broken.
- B. Confirm the score with the scorekeeper and the coaches. The first tiebreaker toss-up must be math, since that is the first category listed in the IHSA rule book. Use other categories in the order listed.
- C. Confirm the score with the scorekeeper and the coaches. Read the first toss-up. The first team to answer correctly is the winner.
- D. Confirm the score with the scorekeeper only. Read the first toss-up. The first team to answer correctly is the winner.

48. A toss-up question asks for the name of a city, and the answer is given in the packet as “MILWAUKEE (Wisconsin)”, which means that the answer does not have to include Wisconsin. Team “A” buzzes in, is recognized, and gives the answer “Milwaukee”. You mistakenly ask the player for more information, and (s)he states “Milwaukee, Connecticut”. You rule the answer wrong, and Team “B” proceeds to give the answer “Milwaukee, Wisconsin”. The coach of Team “A” protests immediately, and you recognize your mistake. The correct remedy is:

- A. Because Team “B” gave a better answer, rule that its answer is correct.
- B. Because of the confusion, read a replacement question.
- C. Because the question is over, it is too late to change anything.
- D. An admission of error would lessen your authority. Do not allow the protest.
- E. Rule that Team “A” was correct. Adjust the scores accordingly and handle the bonus accordingly.

49. In which of the following situations would a moderator be required to read a COMPLETE toss-up or bonus replacement question?
- A. Toss-up #5 was read instead of toss-up #4.
 - B. While reading a toss-up, you say the name “Manet” instead of “Monet”, and a player immediately rings in before you correct yourself.
 - C. Bonus #5 was read instead of bonus #4.
 - D. Team “X” gives three-out-of-four correct answers on a bonus, and you read the fourth answer before Team “Y” is given the chance to rebound.
 - E. More than one of the above is correct.

50. The moderator reads the toss-up: “Who was the 16th president of the United States?” Nine of the ten lights on the lockout system light up, and buzzers go off everywhere as players lunge over the desks trying to answer. What is the best way to handle this?
- A. Replace the question, but check the system before continuing.
 - B. Reset the system. Ask the captains to select one player, count to three, and whichever of the two players rings in first, gets to answer the question.
 - C. The single person’s light that did not go on should be given the chance to answer.
 - D. If you know which player was first, allow him/her to answer.