**LifeSmarts Volunteer Official Roles – 2025**

**QUESTION MASTER**

The Question Master reads the provided script that contains rules and competition questions. This person interacts with the students throughout competition.

Most importantly – stay positive and upbeat. Even if a player gives an incorrect answer, try saying something like, “good try.” Remember – the players may be nervous and they take the competition very seriously.

Defer to the Judges regarding answers provided. If a player gives an answer that is not in your book, you MUST defer to the Judges. The Judges will decide if the answer is correct.

Remember:

* Use your microphone so everyone can hear you.
* If necessary, please remind the players to project their voices.
* If you make an error in reading a question you may throw it out and use one of the extra questions at the back of the book.
* Avoid any comments about politics, states, teams, officials, etc. These comments may be misinterpreted.
* Be sensitive to the teens’ perspective. The players are nervous, excited, and competitive.
* If you have a question, ask the Referee.  The Referee is the main official in the competition.

**JUDGE**

Judges determine if questions have been answered correctly. LifeSmarts uses a number of open-ended questions, and while you are provided with correct answers, students may provide an answer not listed in the book. If their answer is correct, we want to award points to them. When this happens, you will quickly consult with one another to determine if the answer given by the student is correct.

The Head Judge will announce the Judges’ decision to the audience.

When the Question Master defers to you for a decision, please be aware of the following:

* Discuss quickly and quietly.
* Be sure the players cannot read your lips or see what you are discussing – this could be an advantage to the other team.
* Make your decision quickly – within 10 seconds when possible.
* Don’t explain why you will or won’t accept an answer.
* When announcing the decision, please use language such as: “Yes, that is a correct answer,” or, “Yes, judges will accept that answer, ” or “No, that is not a correct answer,” or “Judges cannot accept.” You do not need to explain your decision.
* You may ask a student to repeat his or her answer, but do not ask a student to expound upon his or her answer.
* Guard your question books. Do not leave them unattended or open when not in use.  Return them to the contest coordinator upon completion of the competition.

**SCOREKEPER**

The Scorekeeper will use our new online scoring system to keep score. **Scorekeepers should provide their own tablet or computer for scoring.** The referee (backup scorekeepter) or another scorekeeperwill use pre-printed scoresheets provided. A hands-on orientation will be hosted on site, or may be recorded and shared via Zoom.

Verify scores with one another before announcing them to the audience.

When keeping score:

* Input score as indicated.
* No points are deducted for incorrect answers.
* Verify all scores.
* Announce the scores when asked.

**TIMEKEEPER**

The timekeeper runs the buzzer box which keeps track of time and indicates which student has buzzed in to answer a question. A hands-on training session will be conducted on-site.

**REFEREE**

The referee is the rules expert and assists the other officials as needed. The referee may stop a match to clarify a rule.