

NATIONAL HIGH SCHOOL ETHICS BOWL

Moderator Script for NHSEBOne (VC Mode)



BEFORE THE MATCH BEGINS, WELCOME EVERYONE AND ASK THEM TO CHANGE THEIR DISPLAY NAMES ON ZOOM USING A UNIFORM CONVENTION (E.G., SCHOOL_NAME or ROLE_NAME).

PLEASE REMIND COACHES THAT THEY SHOULD HAVE THEIR CAMERAS AND MICROPHONES TURNED OFF ONCE THE MATCH BEGINS.

AT THE SCHEDULED START TIME, SELECT 'INTRODUCTION' MATCH STEP IN THE DROPDOWN.

WHEN THE TEAMS, JUDGES, AND SPECTATORS ARE SETTLED, ANNOUNCE THE BEGINNING OF THE ROUND AS FOLLOWS:

Welcome to <<ROUND>> of the <<EVENT NAME>>. This match is between <<TEAM A>> and <<TEAM B>>. Now, I'd like to thank our judges for volunteering their time today and ask them to please introduce themselves.

JUDGES INTRODUCE THEMSELVES.

Now I'd like to welcome the students. Students, will you please introduce yourselves?

Thank you. Now we will begin the match. Teams, from this point on there should be no substitutions, no consulting with anyone other than your teammates, and no reviewing outside materials (either digitally or on paper). Coaches and spectators, please remember that communicating with either team (verbally or otherwise) is impermissible, and video and audio recording of matches in progress is prohibited. The NHSEBOne platform has randomized teams to determine presenting order.

<<TEAM A>> , you will present first and are known as Team A. Judges, please verify in NHSEBOne that <<TEAM A>> is Team A and <<TEAM B>> is Team B.

ADVANCE MATCH STEP TO 'CASE A - TEAM A PRESENTATION'

We are ready to begin! The case is <<CASE A>>. The question is _____ (read CASE A QUESTION, provided by Organizer).

<<TEAM A>>: you now have up to 2 minutes to confer before beginning your presentation. Either team may pass notes privately using Zoom's chat function, but only <<TEAM A>> is allowed to speak during this time. <<TEAM A>>, you may enter your conferral room now.

SET TIMER. GIVE TEAM A 2 MINUTES TO CONFER. CLOSE CONFERRAL ROOM AFTER 2 MINUTES.

<<TEAM A>> now has 5 minutes to make its presentation. Any member of the team may speak, one at a time. <<TEAM A>>, I will give you reminders when there are three minutes and one minute remaining.

SET TIMER. GIVE TEAM A 5 MINUTES FOR ITS PRESENTATION, GIVING THEM THE TIME REMINDERS USING NOTIFICATIONS/CHAT. IF TEAMS USE UP ALL OF THEIR TIME, TELL THEM THAT TIME IS UP, BUT ALLOW THEM TO FINISH THEIR FINAL SENTENCE.

Judges, please mark your scores for <<TEAM A>>'s presentation.

WHILE JUDGES FINISH, ADVANCE MATCH STEP TO 'CASE A - TEAM B COMMENTARY'

<<TEAM B>>, you now have 2 minutes to confer. Either team may pass notes privately using Zoom's chat function, but only <<TEAM B>> is allowed to speak during this time. <<TEAM B>>, you may enter your conferral room now.

SET TIMER. GIVE TEAM B 2 MINUTES TO CONFER. CLOSE CONFERRAL ROOM AFTER 2 MINUTES.

<<TEAM B>>, you now have up to 3 minutes to comment on <<TEAM A>>'s presentation. Any member of your team may speak, one at a time. <<TEAM B>>, I will indicate when you have 1 minute remaining. Do you want your reminders verbally or visually?

SET TIMER. GIVE TEAM B UP TO 3 MINUTES FOR ITS COMMENTARY, GIVING THEM A ONE MINUTE REMINDER USING NOTIFICATIONS/CHAT.

Judges, please record your scores for <<TEAM B>>'s commentary.

WHILE JUDGES FINISH, ADVANCE MATCH STEP TO 'CASE A - TEAM A RESPONSE'

<<TEAM A>>, you now have 2 minutes to confer. Either team may pass notes privately, but only Team A is allowed to speak during this time. <<TEAM A>>, you may enter your conferral room now.

SET TIMER. GIVE TEAM A 2 MINUTES TO CONFER. CLOSE CONFERRAL ROOM AFTER 2 MINUTES.

<<TEAM A>> has 3 minutes to respond to <<TEAM B>>'s commentary. Any member of your team may speak, one at a time. <<TEAM A>>, I will indicate when you have 1 minute remaining.

SET TIMER. GIVE TEAM A 3 MINUTES FOR ITS RESPONSE, GIVING THEM A 1 MINUTE REMINDER USING NOTIFICATIONS/CHAT.

Thank you. Judges, please note your score for <<TEAM A>>'s response. You can give me a thumbs up when you're ready to proceed to Q&A.

WHEN READY, ADVANCE MATCH STEP TO 'CASE A - JUDGES' Q&A'

We will now have a 10 minute question and answer session for the Judges and <<TEAM A>>.

Judges, before beginning your questions, you may, if you like, confer amongst yourselves for one minute. That time begins now.

SET TIMER. GIVE JUDGES 1 MINUTE TO CONFER. CLOSE CONFERRAL ROOM AFTER 1 MINUTE.

Judges, you may ask your questions in the order you see fit. Please remember to limit yourselves to one question and a brief follow up. I will let you know when there are three minutes remaining in the Q&A. You should use all ten minutes for discussion with the team, though please limit yourselves to one question each and one brief follow-up. We can return to additional questions if time allows.

SET TIMER. GIVE JUDGES 10 MINUTES FOR Q&A.

JUDGES WILL ASK QUESTIONS, AND TEAM A WILL ANSWER FOR UP TO 10 MINUTES. YOU MAY NEED TO REMIND THE JUDGES TO KEEP THEIR QUESTIONS AS BRIEF AS POSSIBLE OR TO ASK ADDITIONAL QUESTIONS. ENCOURAGE JUDGES TO USE ALL THE TIME. GIVE REMINDER AT THREE MINUTES REMAINING.

Thank you. Judges, please score <<TEAM A>>'s responses to your questions, to finish the first half of our match.

PART 1 OF ROUND FINISHED

ADVANCE MATCH STEP TO 'CASE B - TEAM B PRESENTATION'

We are ready to begin! The case is <<CASE B>>. The question is_____ (read CASE B QUESTION, provided by Organizer).

<<TEAM B>>: you now have up to 2 minutes to confer before beginning your presentation. Either team may pass notes privately using Zoom's chat function, but only <<TEAM B>> is allowed to speak during this time. <<TEAM B>>, you may enter your conferral room now.

SET TIMER. GIVE TEAM B 2 MINUTES TO CONFER. CLOSE CONFERRAL ROOM AFTER 2 MINUTES.

<<TEAM B>> now has 5 minutes to make its presentation. Any member of the team may speak, one at a time. <<TEAM B>>, I will give you reminders when there are three minutes and one minute remaining. Would you like those reminders verbally or visually?

SET TIMER. GIVE TEAM B 5 MINUTES FOR ITS PRESENTATION, GIVING THEM THE TIME REMINDERS USING NOTIFICATIONS/CHAT. IF TEAMS USE UP ALL OF THEIR TIME, TELL THEM THAT TIME IS UP, BUT ALLOW THEM TO FINISH THEIR FINAL SENTENCE.

Judges, please mark your scores for <<TEAM B>>'s presentation.

WHILE JUDGES FINISH, ADVANCE MATCH STEP TO 'CASE B - TEAM A COMMENTARY'

<<TEAM A>>, you now have 2 minutes to confer. Either team may pass notes privately using Zoom's chat function, but only <<TEAM A>> is allowed to speak during this time. <<TEAM A>>, you may enter your conferral room now.

SET TIMER. GIVE TEAM A 2 MINUTES TO CONFER. CLOSE CONFERRAL ROOM AFTER 2 MINUTES.

<<TEAM A>>, you now have up to 3 minutes to comment on <<TEAM B>>'s presentation. Any member of your team may speak, one at a time. <<TEAM A>>, I will indicate when you have 1 minute remaining. Do you want your reminders verbally or visually?

SET TIMER. GIVE TEAM A UP TO 3 MINUTES FOR ITS COMMENTARY, GIVING THEM A ONE MINUTE REMINDER USING NOTIFICATIONS/CHAT.

Judges, please record your scores for <<TEAM A>>'s commentary.

WHILE JUDGES FINISH, ADVANCE MATCH STEP TO 'CASE B - TEAM B RESPONSE'

<<TEAM B>>, you now have 2 minutes to confer. Either team may pass notes privately using Zoom's chat function, but only Team B is allowed to speak during this time. <<TEAM B>>, you may enter your conferral room now.

SET TIMER. GIVE TEAM B 2 MINUTES TO CONFER. CLOSE CONFERRAL ROOM AFTER 2 MINUTES.

<<TEAM B>> has 3 minutes to respond to <<TEAM A>>'s commentary. Any member of your team may speak, one at a time. <<TEAM B>>, I will indicate when you have 1 minute remaining.

SET TIMER. GIVE TEAM B 3 MINUTES FOR ITS RESPONSE, GIVING THEM A 1 MINUTE REMINDER USING NOTIFICATIONS/CHAT.

Thank you. Judges, please note your score for <<TEAM B>>'s response. You can give me a thumbs up when you're ready to proceed to Q&A.

WHEN READY, ADVANCE MATCH STEP TO 'CASE B - JUDGES' Q&A'

We will now have a 10 minute question and answer session for the Judges and <<TEAM B>>.

Judges, before beginning your questions, you may, if you like, confer amongst yourselves for one minute. That time begins now.

SET TIMER. GIVE JUDGES 1 MINUTE TO CONFER. CLOSE CONFERRAL ROOM AFTER 1 MINUTE.

Judges, you may ask your questions in the order you see fit. Please remember to limit yourselves to one question and a brief follow up. I will let you know when there are three minutes remaining in the Q&A. You should use all ten minutes for discussion with the team, though please limit yourselves to one question each and one brief follow-up. We can return to additional questions if time allows.

SET TIMER. GIVE JUDGES 10 MINUTES FOR Q&A.

JUDGES WILL ASK QUESTIONS, AND TEAM B WILL ANSWER FOR UP TO 10 MINUTES. YOU MAY NEED TO REMIND THE JUDGES TO KEEP THEIR QUESTIONS AS BRIEF AS POSSIBLE OR TO ASK ADDITIONAL QUESTIONS. ENCOURAGE JUDGES TO USE ALL THE TIME. GIVE REMINDER AT THREE MINUTES REMAINING.

Thank you. Judges, please score <<TEAM B>>'s responses to your questions, to finish the second half of our match.

PART 2 OF ROUND FINISHED

ADVANCE MATCH STEP TO 'FINAL SCORING'

Judges, please finish your scores by scoring each team for Respectful Dialogue during the match. Please also take a few moments to leave written feedback for the teams, which will be shared with them after the event.

WAIT A MOMENT HERE FOR SCORING—NO LONGER THAN AN EXTRA 2-3 MINUTES.

WHEN READY, ADVANCE MATCH STEP TO ‘REVIEWING RESULTS’

Thank you. Judges, you can now confirm your final scores and award your votes.

ONCE THE RESULTS HAVE BEEN CONFIRMED, MODERATORS SHOULD ANNOUNCE THE RESULT OF THE MATCH, AND CONFIRM THE WINNER (I.E., THE TEAM WHICH HAS THE HIGHEST NUMBER OF JUDGE VOTES) BY SELECTING THAT TEAM FROM THE DROPDOWN BOX AS THE WINNER. AT THIS POINT, ALL USERS WILL RECEIVE A POP-OVER WITH THE RESULTS, AND YOU CAN SAY:

With a score of (READ JUDGE VOTES), <<WINNER>> is the winner of this match. Thanks and congratulations to both teams for a great match.