



Slam-In for National Science Bowl

This document contains guidelines for setting Slam-In's Scoreboard software options and running the software in Play Mode to support the rules of the National Science Bowl.

First Half

- 1) Launch Slam-In.
- 2) Pass out Slammers 1-4 to one team and Slammers 5-8 to the other.
- 3) Set Slam-In's Scoreboard software settings to these values (or open a pre-saved Slam-In configuration file with these settings):
 - Game Name = First Half
 - Question Point Value = 4
 - Wrong Answer Penalty = None
 - Timed Round? = Yes, 8 Minutes
 - Timed Ring-In? = Yes, 5 Seconds
 - Wrong Answer Reset = Checked
 - Timed Answer? = Yes, 3 Seconds
- 4) Enter Team and Player names in appropriate boxes, click "Save", then "Play".
- 5) In the Ready Check process that starts the round, have each Player test their slammer.
- 6) Click "Play Question" and read the first Toss-Up Question.
- 7) If a team rings-in before you are finished reading, Slam-In will recognize that team and display the name of the player who rang-in on-screen. The moderator should recognize the Player who buzzed in.
 - a. If the answer given is correct, click "Right". On the Award/Penalize operator menu that appears, click "Done" to award that team 4 points.
 - b. If the answer given is incorrect or if the player answers before being recognized by the moderator, click "Wrong". On the Award/Penalize operator menu that appears, select "Award" from the first dropdown menu, select the opposing team from the second dropdown menu, then click "Done" to award that team 4 points. Slam-In now disqualifies this team from ringing-in again, but the other team may ring-in and attempt an answer.
- 8) If no one rings-in early, click "Done Reading" when finished reading the question. This will begin the 5-second Ring-In Timer for that question.
- 9) If a team rings-in, recognize the Player who buzzes in by reading his/her name on-screen.
 - a. If the answer they give is correct, click "Right".
 - b. If the answer they give is incorrect, click "Wrong". The other team will have a chance to ring-in and answer. If the Player responds before being recognized by the moderator, check the "Early Ring-In" checkbox and then click "Wrong". This will allow you to award their opponent 4 points (as above).



- 10) Click "End Question" if no one rings-in before the Ring-In Timer expires.
- 11) Once a Toss-up is answered correctly, Slam-In resets itself to play a Bonus Question. **Enter a Bonus Question point value of 10 and edit the Set Ring-In/Deliberation Timer to 20 on the first Bonus Question only. Slam-In will remember these settings for subsequent bonus questions in this round.**
- 12) Read the Bonus question, then click "Done Reading". The team that answered the preceding Toss-Up Question is automatically recognized. Award points using the Award/Penalize operator menu, then click "Save".
- 13) **At the end of the First Half, note team scores and click "Setup".**

Second Half

- 14) Change player names or player substitutions if needed.
- 15) Edit the Game Name to be "Second Half".
- 16) Click "Resume".
- 17) **Edit the Round Timer to reflect 8:00, then click "Play Question".**
- 18) Play the Second Half as you played the First Half.
- 19) At the end of the Second Half, click "End Game".
- 20) "Save Results" is optional.

Don't Forget!

You can react to almost any game situation by adjusting Slam-In's settings prior to clicking the Play Question button. Just highlight the value you wish to change, and enter the new value. These adjustments can be made on-screen between questions:

- Type of Question (Toss-Up or Bonus)
- Question Point Value
- Ring-In Time
- Answer Time
- Team Scores

You can even edit a Round Timer that's counting down if you suspend the round by clicking Setup, then resume the round, then edit the Round Timer before clicking the Play Question button again.