

## THE ROLE OF A JUDGE

Each team that participates in TOM presents two different Challenge solutions. One is their Long Term Challenge solution. This is the result of six weeks of preparation. Each team chooses to work on a Long Term Challenge in one of the following disciplines:

- **STEM**
- **The Arts**
- **Language Literature**
- **Social Sciences.**

This presentation is conducted in an approximately 3x3 metre square in front of the judging panel and an audience. Each presentation takes ten minutes.

On Tournament Day each team also presents a solution to the Spontaneous Challenge®. As the name suggests, this is an unseen challenge that is given to the team at the time of their presentation. Only the team and the judging panel are present during this presentation. A Spontaneous Challenge presentation generally takes about five minutes.

A judging panel consists of two or three judges. There will be an experienced judge on the panel and one of the judges is usually a teacher. Of course also having judges from outside education is a wonderful strength of TOM and greatly encouraged.

For every 1 to 2 teams nominated, teams are to provide a judge for Tournament Day - perhaps an interested parent, a school councillor, the Principal or an enthusiastic teacher.

TOM judges have a two-fold role. Firstly, you provide immediate, positive and constructive verbal feedback to teams. Secondly, you assess the performance of the team based on a detailed set of scoring criteria and provide written feedback.

**You must strive to make Tournament of Minds a positive experience for all students regardless of what happens during their presentation.**

## JUDGE REGISTRATION

The Judge Registration form can be accessed by contacting your Branch Director.

You may judge the Spontaneous Challenge or one of the four disciplines of Long Term Challenges or a combination. You may have a choice with regard to judging primary or secondary teams.

The time commitment varies from state to state. As a guide, in Northern Territory a judge typically sits on a panel for one session of approximately 5 hours on Tournament day with breaks for lunch. Some TOM judges generously offer to judge for more than one session.

## TRAINING FOR JUDGES

All judges are encouraged to attend a Judges Training Session. It provides an opportunity to practise judging challenges, meet other judges, review any Challenge Clarifications, note any rule changes and discuss the Challenges and scoring in depth.

## UNPACK THE CHALLENGES

The four Long Term Challenges will be forwarded to you by your region's Judging Coordinator around the first week of September.

With them, you will receive: a copy of the *Judges Handbook*; a sample of a previous Spontaneous Challenge; and any additional notes from the Challenge writers to assist you in your role.

It is expected that judges familiarise themselves with the *Instruction Manual* and the details of the Challenge they are judging, if it is a Long Term Challenge.

If judging the Spontaneous Challenge, it will only be shown to you just prior to your judging session on Tournament Day.



## TOURNAMENT DAY

Judges should arrive about 60 minutes prior to the appointed time. This allows time to locate the judges room - not always an easy task in a university - and meet with your judging panel to discuss the Challenge and its scoring. Some panels will feel the need to discuss their scoring for a short time after their session.

Judges should wear comfortable clothes. Refreshments will be available before, during and after each judging session.

Each judging panel is supplied with a running sheet, timetable and all the necessary paperwork and equipment required for judging the Challenge.

Be aware that scoring is confidential and no team's performance should be discussed in public outside the positive verbal feedback given by judges directly after the performance.

No scores are ever released to teams, schools, teachers, parents or facilitators.

## POINTS TO NOTE

Each team's Long Term Challenge solution must be presented within a ten minute time limit inside a 3x3 metre square performance area.

Team members should wear mainly black clothes, to which costumes and props can be added.

All costumes and props must be made by the team from the list of allowable materials found in the Challenge (see the *Instruction Manual* for exceptions).

Recycled materials are encouraged.

At least four team members must be visible within the approximately 3x3 metre square at all times throughout the presentation.

All forms, scripts and required documentation should be supplied to you by the team:

- Outside Assistance Form
- Presentation Skills Form
- A copy of the script
- Any other required items

Each team is trusted to keep the Spontaneous Challenge a secret until the day and time advised to you on Tournament Day.

Bonus points for each of the areas are awarded as full points or zero points.

## THE SPIRIT OF TOM

TOM uses a code of conduct that requires students to undertake the fairly and respectfully. It is called "*The Spirit of TOM*". Under this code teams must:

- Show respect to the judges, audience and fellow competitors at all times. This includes using appropriate language, behaving safely and adhering to the rules.
- Be trusted not to get 'outside assistance' in generating, developing or presenting their Challenge solution ideas.
- Ensure the Spontaneous Challenge is kept a secret until the given deadline.

If you feel a team has not conducted themselves within the rules or Spirit of TOM, penalty points can be applied. It is best to discuss your concerns with your Judge Coordinator before finalising the scores.

## IF YOU NEED HELP...

Please contact your Branch Director, check the [tom.edu.au](http://tom.edu.au) website for details.