

## ROOM SET-UP AND CHECK LIST

The rounds are labeled 1A, 1B, 1C and 1D. A, B, C, and D indicate a different room.

All "A" rounds will be played in room \_\_\_\_\_.

All "B" rounds will be played in room \_\_\_\_\_.

All "C" rounds will be played in room \_\_\_\_\_.

All "D" rounds will be played in room \_\_\_\_\_.

Competition Room \_\_\_\_\_

Moderator \_\_\_\_\_

Chief Judge \_\_\_\_\_

Buzzer system from \_\_\_\_\_  
(School)

\_\_\_\_\_ Score sheets - one for each round

\_\_\_\_\_ Paper - one per student per round (\_\_\_\_ rounds X 8)

\_\_\_\_\_ Pencils - one per student (8) plus 3 officials

\_\_\_\_\_ Masking tape - to secure name tags

\_\_\_\_\_ Copy of bracket and time schedule for officials

\_\_\_\_\_ Sign for each room, "Do Not Enter, Game in Progress"

DUPLICATE CHECK LIST FOR EACH ROOM