

BOTB Interpreters' Cheat Sheet

Before Match Begins:

1. Meet with team that needs an interpreter. Introduce yourself to the player(s) that need an interpreter.
2. Review names in program book before introductions begin.
3. Interpret the Introductions.
4. Interpret the rules and other reminders that the Moderator will share with the audience.

FIRST ROUND:

1. There are 12 questions in this round.
2. Interpret any objections made by either team.
3. DO NOT interpret conversations between players during questions. If a player cannot communicate with another player on the same team, it's NOT your job to facilitate communication between them.
4. Interpret any announcements made by the Judge on VP.

SECOND ROUND:

1. Judges will remind teams the rules for Round 2. DO interpret this part. (Round 2 will see players take turns answering questions)
2. There are 12 questions in this round.
3. Interpret any objections made by either team.
4. Interpret any announcements made by the Judge.

FINAL ROUND:

1. Judges will remind teams the rules for the Final Round. DO interpret this part.
2. Players will take turns answering Final Round presentation-style questions. DO interpret all of the presentation answers made by each player.
3. There are 3 questions in this round but one player from each team will be answering each of the 3 questions.
4. For the players using ASL for their presentations, interpret from ASL to voice while sitting behind the teams.
5. **Voice users: For the players using voice for their presentations, interpret from voice to ASL while standing next to the person presenting their answer in voice. Make sure you interpret EVERYTHING for this presenter including words such as "umm", "like", and so on. Interpret word for word, and do not try to make the voice presenter look better by adding words here and there to make it more presentable.**
6. Interpret any announcements made by the Judge.