![MCj02805420000[1]]()

**Judge 1**

 Card Board Judge

1. Shuffle and divide each team of student WAY Cards into the two Team Folders. Some pockets will only have one card, for these, roll a single dice and chose a partner for them.

2. Shuffle the 7 Game Cards, and place one each in the middle row.

3. Call teams to play.

Keep These Things in Mind

1. All three judges judge all games.

2. Keep your eyes/ears on the game.

3. Judges, keep to the back of the room.

4. Keep the game going; keep teams on track.

5. Stick to your role.

6. Don’t play favorites with your friends.

7. Make sure there is no ‘help’ from the audience.

8. Before you meet as a team to judge, vote by yourself - L for the group on your left, R for the group on your right. [cover the letter of the group you **don’t** want to vote for]

Do the same for the teams if they went 1st or 2nd.

L

R

1st

2nd

**Judge 2**

2nd

1st

R

L

![MCj02805420000[1]]()

Keep These Things in Mind

1. All three judges judge all games.

2. Keep your eyes/ears on the game.

3. Judges, keep to the back of the room.

4. Keep the game going; keep teams on track.

5. Stick to your role.

6. Don’t play favorites with your friends.

7. Make sure there is no ‘help’ from the audience.

8. Before you meet as a team to judge, vote by yourself - L for the group on your left, R for the group on your right. [cover the letter of the group you **don’t** want to vote for]

Do the same for the teams if they went 1st or 2nd.

Smart Board Judge

1. Bring up the Game of the Week and the Clue Picker

2. You are also the Timer. Determine how long each game will last, watch the clock and time games that need timing. Roll dice when needed, Score Question It.

3. Manage players – rock, paper scissors.

**Judge 3**

2nd

1st

R

L

![MCj02805420000[1]]()

Keep These Things in Mind

1. All three judges judge all games.

2. Keep your eyes/ears on the game.

3. Judges, keep to the back of the room.

4. Keep the game going; keep teams on track.

5. Stick to your role.

6. Don’t play favorites with your friends.

7. Make sure there is no ‘help’ from the audience.

8. Before you meet as a team to judge, vote by yourself - L for the group on your left, R for the group on your right. [cover the letter of the group you **don’t** want to vote for]

Do the same for the teams if they went 1st or 2nd.

Rules Judge

1. Issue yellow and red cards for disruptions/disrespect.

2. Help the Card Board Judge when necessary.

3. Keep track of Captain’s Challenges.

4. Help students follow the rules.

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