

Sample MasterMinds League Assignments

<u>League</u>	<u>W</u>	<u>L</u>	<u>Pts</u>
Brewster	0	0	0
Carmel	0	0	0
Garrison	0	0	0
Haldane	0	0	0
Mahopac	0	0	0
Putnam Valley	0	0	0

Sample Large School Schedule

Rotation 1 -----

Remote play---Mon---11/22---3:30

Early games

Room 1: Brewster vs. Haldane

Room 2: Carmel vs. Garrison

Room 3: Putnam Valley vs. Mahopac

Late games

Room 1: Garrison vs. Brewster

Room 2: Putnam Valley vs. Haldane

Room 3: Carmel vs. Mahopac

Rotation 2 -----

Remote play---Tue---12/14---3:30

Early games

Room 1: Brewster vs. Carmel

Room 2: Haldane vs. Mahopac

Room 3: Garrison vs. Putnam Valley

Late games

Room 1: Mahopac vs. Garrison

Room 2: Brewster vs. Putnam Valley

Room 3: Carmel vs. Haldane

Rotation 3 -----

Remote play---Wed---1/19---3:30

Early games

Room 1: Putnam Valley vs. Carmel

Room 2: Haldane vs. Garrison

Room 3: Mahopac vs. Brewster

Late games

Room 1: Carmel vs. Garrison

Room 2: Putnam Valley vs. Mahopac

Room 3: Brewster vs. Haldane

Rotation 4 -----

Remote play---Thurs---2/10---3:30

Early games

Room 1: Carmel vs. Mahopac

Room 2: Garrison vs. Brewster

Room 3: Putnam Valley vs. Haldane

Late games

Room 1: Carmel vs. Haldane

Room 2: Mahopac vs. Garrison

Room 3: Brewster vs. Putnam Valley

Rotation 5 -----

Remote play---Fri---3/10---3:30

Early games

Room 1: Garrison vs. Putnam Valley

Room 2: Haldane vs. Mahopac

Room 3: Brewster vs. Carmel

Late games

Room 1: Haldane vs. Garrison

Room 2: Mahopac vs. Brewster

Room 3: Carmel vs. Putnam Valley

Rotation 6 -----

Remote play---Wed---4/13---3:30

assigned matches

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To return by:
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Comprehensive MasterMinds Prescheduling Form

Please fill out this form after consulting with your players. It will help speed up the scheduling process as we try to fit all the different leagues into the rotation schedule.

Please check just one box for each day. If you check 'Very Bad,' briefly describe the conflict. Rank order the five days (1, 2, 3, 4, 5) to indicate preferences. Any day checked as first choice should also be indicated with a rank order of 1.

Monday (rank order _____)

First choice/Best

Not desirable but possible/Fair

No problems/OK

Very bad _____

Tuesday (rank order _____)

First choice/Best

Not desirable but possible/Fair

No problems/OK

Very bad _____

Wednesday (rank order _____)

First choice/Best

Not desirable but possible/Fair

No problems/OK

Very bad _____

Thursday (rank order _____)

First choice/Best

Not desirable but possible/Fair

No problems/OK

Very bad _____

Friday (rank order _____)

First choice/Best

Not desirable but possible/Fair

No problems/OK

Very bad _____

School: _____

Coach(es): _____

Coach's e-mail: _____

Special notes (late dismissal, etc): _____

How remote play works

Pre-season

After the registration deadline, participating schools will participate in a Zoom conference call to set the days and dates of competition. If necessary, league policies will also be established for such things as eligibility for Junior Varsity participation, reschedule procedures/make-ups, etc.

In-season

Approximately one week before a scheduled meet, all coaches in the league will be sent an email with the schedule and Zoom room invitations. See a sample below:

Schedule

3:45 (Varsity games)

Room 1: Tamarac vs. Averill Park

Room 2: Berne-Knox-Westerlo vs. Berlin

Room 3: Holy Names vs. Hoosick Falls

4:30 (JV games)

Room 1: Tamarac vs. Berne-Knox-Westerlo

Room 2: Berlin vs. Hoosick Falls

5:10 (Varsity games)

Room 1: Berlin vs. Holy Names

Room 2: Hoosick Falls vs. Tamarac

Room 3: Averill Park vs. Berne-Knox-Westerlo

5:50 (JV games)

Room 2: Berlin vs. Tamarac

Room 3: Hoosick Falls vs. Berne-Knox-Westerlo

Room invitations:

Albany MasterMinds League 5, Room 1

Join Zoom Meeting

[https://us02web.zoom.us/j/85608473597?](https://us02web.zoom.us/j/85608473597?pwd=U3F1bWlZeHlIZ1c4QINOdHVBYUZVdz09)

[pwd=U3F1bWlZeHlIZ1c4QINOdHVBYUZVdz09](https://us02web.zoom.us/j/85608473597?pwd=U3F1bWlZeHlIZ1c4QINOdHVBYUZVdz09)

Meeting ID: 856 0847 3597

Passcode: 979743

Albany MasterMinds League 5, Room 2

Join Zoom Meeting

[https://us02web.zoom.us/j/81791019467?](https://us02web.zoom.us/j/81791019467?pwd=N1pCMUVHMjZENXFzVzV1RieUNYdz09)

[pwd=N1pCMUVHMjZENXFzVzV1RieUNYdz09](https://us02web.zoom.us/j/81791019467?pwd=N1pCMUVHMjZENXFzVzV1RieUNYdz09)

Meeting ID: 817 9101 9467

Passcode: 208778

Albany MasterMinds League 5, Room 3

Join Zoom Meeting

[https://us02web.zoom.us/j/86517865620?](https://us02web.zoom.us/j/86517865620?pwd=MzQvMnZlQkF1aHZBbittWXNpaUo4UT09)

[pwd=MzQvMnZlQkF1aHZBbittWXNpaUo4UT09](https://us02web.zoom.us/j/86517865620?pwd=MzQvMnZlQkF1aHZBbittWXNpaUo4UT09)

Meeting ID: 865 1786 5620

Passcode: 379163

School set-up

For games, schools have the option to put all four players on a single camera, with a single microphone picking up the audio OR have each player at a separate compute, with single or multiple microphone audio (as long as it avoids feedback). Headsets are **not** required.

Prior to games

Five minutes prior to the schedule start time, teams sign in to the appropriate room. Game officials will give the game code for buzzin.live. (This is a free, web-based program that does not need be downloaded. Players, however, will need independent devices to signal. If playing at separate computers, Zoom and web access to buzzin.live is possible.)

In-game play

Games are played in eight question halves. Toss-up questions are read to both teams. Players signal in on toss-up questions with correct answers giving that team a chance to work together on a bonus question. If at least four toss-up questions are not answered correctly, additional questions beyond the standard eight will be read.

Post-game

Once the game is complete — including a tie-breaking overtime if necessary — players simply quit out of buzzin.live and schools log out of Zoom (unless staying in the same room for their next game).