

NSSC ROLE-PLAY ROUND 1

Judge Instructions

- Report to the registration desk in the Perdue Hall Atrium at 8:00 a.m. to be escorted to either the second- or third-floor judging room (PH255 & PH353). Please note that the competition cannot start without your presence, so please be on time.
- In the judging room you will sit at a computer station marked with your assigned room number and then receive further instructions.
- Login will provide access to a live video feed and online scoring rubric for each competitor in your assigned room.

Buyer Instructions

- Report to the registration desk in the Perdue Hall Atrium at 8:00 a.m. to be escorted to the second-floor holding room (PH277). Please note that the competition cannot start without your presence, so please be on time.
- In the holding room you will receive further instructions and then be escorted to your assigned role-play room on the second- or third-floor.

NSSC WILD-CARD ROUND

Judge/Buyer Instructions

- Report to the registration desk in the Perdue Hall Atrium to be escorted to the second-floor buyer room. Please note that the competition cannot start without your presence, so please be on time.
- In the buyer room you will sit at an assigned desk and await further instructions.
- The buyer will also judge the call using the scoring sheet provided.
- The single-page scoring sheet will include all competitors for the room in the order in which they will call. Please confirm that you have the right competitor on the zoom call.
- Judges/Buyers will be given a 30-second warning toward the end of the sales call. When the time expires they are to hang up the phone.

NSSC ROLE-PLAY ROUND 2

Judge Instructions

- Report to the registration desk in the Perdue Hall Atrium at 8:15 a.m. to be escorted to the second-floor judging room (PH255). Please note that the competition cannot start without your presence, so please be on time.

- In the judge room you will sit at a computer station marked with your assigned room number and then receive further instructions.
- Login will provide access to a live video feed and online scoring rubric for each competitor in your assigned room.

Buyer Instructions

- Report to the registration desk in the Perdue Hall Atrium at 8:15 a.m. to be escorted to the second-floor holding room (PH277). Please note that the competition cannot start without your presence, so please be on time.
- In the holding room you will receive further instructions and then be escorted to your assigned role-play room on the second-floor.

NSSC SPEED SELLING ROUND 1

Judge Instructions

- All employers with a booth will be assigned 10-15 competitors who will make their pitch at the booth.
- Judges are to use the scoring sheet provided by each competitor.
- MASMI Ambassadors will make rounds throughout the day to collect completed scoring sheets.

NSSC ROLE-PLAY FINAL ROUND

Judge Instructions

- Report to the Perdue Hall Auditorium at 8:15 a.m. to be escorted to a judge laptop station at the front of the room. Please note that the competition cannot start without your presence, so please be on time.
- Login will provide access to an online scoring rubric for each competitor and you will view the role-plays live on the projector with the rest of the audience.

Buyer Instructions

- Report to the registration desk in the Perdue Hall Atrium at 8:15 a.m. to be escorted to the second-floor holding room (PH277). Please note that the competition cannot start without your presence, so please be on time.
- In the holding room you will receive further instructions and then be escorted to your assigned role-play room on the second-floor (PH260).

NSSC SPEED SELLING FINAL ROUND

Judge Instructions

- Report to the front of the auditorium at the conclusion of the Role-Play Final Round to check-in, collect scoring sheets, and find a seat up in the front row. Please note that the competition cannot start without your presence, so please be on time.
- Scoring sheet will be pre-filled with competitor names, in order of appearance.
- MASMI Ambassadors will collect completed scoring sheets at the conclusion of the event.