TIMEKEEPER – What do I do?

• The basics…
  • It is very important to focus on the time – NOT the game – and whether a question is a toss-up or a bonus
  • At the regional events, one match is composed of two eight-minute halves, with a two-minute break
  • At the National Finals, one match is composed of two ten-minute halves, with a two-minute break

• To begin…
  • The timekeeper starts the game clock when the moderator begins reading the first question
  • Begin timing as soon as the moderator finishes reading the question
  • Students have 5 SECONDS to buzz-in to answer a toss-up question after it has been completely read
    • After 5 SECONDS, announce “TIME!”
    • If the first team answers incorrectly, the second team has five seconds to buzz-in after the moderator says, “not correct”
  • Students have 20 SECONDS to answer a bonus question
    • After 15 seconds, announce “5 SECONDS!”
    • After 20 seconds have elapsed, announce “TIME!”
  • If there is a challenge, stop the clock

Minimum Requirements:
• Know and understand the timing rules
• Be able to focus on timing in a competition setting
• Be at least a junior in high school