## 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



**Toss-up Question** 

5 Seconds = "TIME"

## **Bonus Question**

15 seconds - "5 SECONDS" 20 seconds - "TIME"



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