

SCOREKEEPER – What do I do?



- Complete the required information on the score sheet (team names)
- Understand where to place points --- Use a cumulative tally
- Scoring
 - Toss up questions = 4 points Bonus questions = 10 points
 - Toss up Penalty = 4 points Bonus Penalty = 10 points
- If a competitor **interrupts** the Moderator while a question is being read, and if the competitor answers incorrectly, then the opposing team:
 - Is awarded 4 points
 - Has the question reread
 - Has a chance to answer the toss up question, if still eligible (for an additional 4 points)
 - If the toss-up is correct, has a chance to answer the bonus question (for an additional 10 points)
- If a competitor buzzes in, and answers before being recognized (a **Blurt**), then the opposing team:
 - Is awarded 4 points (Note: if there is a blurt AND an interrupt, there is only ONE 4-point penalty)
 - Has a chance to answer the toss up question, if still eligible (for an additional 4 points)
 - If the toss-up is correct, has a chance to answer the bonus question (for an additional 10 points)
- At halftime
 - Announce the scores
- VERY IMPORTANT: At end of each round:
 - Announce the final scores
 - Double check final (printed) score sheet: 1) scores recorded correctly? 2) captains signed correctly?
 - Make sure signed score sheet and question sets for each round are delivered to command central (via runner, Scorekeeper, or Timekeeper)
 - Please do not leave signed score sheets in the room!

Minimum Requirements:

- Be able to perform basic math skills quickly and accurately
- Be able to focus on the scoring in a competition setting
- Be comfortable standing as needed during competitions
- Be at least in eighth grade (depending on maturity)