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