

# 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

**Toss-up Question**  
**5 Seconds = “TIME”**

## • 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

**Bonus Question**  
**15 seconds - “5 SECONDS”**  
**20 seconds - “TIME”**

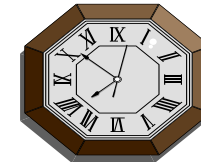
## • Students have **5 SECONDS to buzz-in to answer a toss-up question** after it has been completely read

- 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



## 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