

TIMEKEEPER – What do I do?



Challenge?
Stop the clock

The basics...

- It is very important to focus on the time – NOT the game
- Pay attention to whether a question is a toss-up or a bonus
- 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, immediately after the moderator reads the complete subject area of the first question of the half
- Begin the stopwatch 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 an additional five seconds to buzz-in after the moderator says, “not correct”
 - After another 5 SECONDS, announce “TIME!”



Students have **20 SECONDS** to answer a bonus question

- After 15 seconds, announce “5 SECONDS!”
- After 20 seconds have elapsed, announce “TIME!”

Toss-up Question

5 Seconds = “TIME”

Bonus Question

15 seconds - “5 SECONDS”

20 seconds - “TIME”