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