



TIMEKEEPER

What Do I Do?

The Basics:

- Keep focused on the time -- NOT the game.
- One match is composed of two (2) buzzer question halves and two (2) team challenge questions. There will be a minimum two (2) minute break in between the halves.

First Buzzer Question Half:

- Clock set for 6 MINUTES and **visible** to all competitors.
- Begin the clock after the moderator has identified the question type (toss-up) of the first question of the half.
- After the first half has lapsed, announce “HALF.”

Team Challenge Question (TCQ) Segment:

- Students have between 2 and 5 MINUTES to answer two (2) TCQs. It is optional to show competitors the game clock during this portion. Use the stop watch to time each TCQ and begin the clock when the moderator announces “BEGIN”.
- After the students have finished their second TCQ, time a 2-MINUTE BREAK. The break is a minimum of 2 minutes but may take longer.

Second Buzzer Question Half:

- Clock set for 6 MINUTES and **visible** to all competitors.
- Begin the clock after the moderator has identified the question type (toss-up) of the first question of the second half.
- After the second half has lapsed, announce “GAME!”

Challenges & Warnings

- When a team challenges a question OR when officials decide to issue a warning- stop the clock!
- Add time to the clock if necessary. Confer with the Rules Judge or other officials about amount.

Challenge?

- **Stop the Clock**



Toss-up Question (5 seconds to buzz in, 3 seconds to answer)

When time is up- Say “TIME”

Bonus Question (20 seconds to answer)

When 5 SECONDS are left- Say “5 SECONDS”

When time is up- Say “TIME”

Team Challenge Question

When 45 SECONDS are left- Say “45 SECONDS”

When 15 SECONDS are left- Say “15 SECONDS”

When time is up- Say “TIME, PENCILS DOWN!”