

TIMEKEEPER

What do I do?

1. The basics...
 - It's very important to keep focused on the time -- NOT the game
 - One match is composed of two 8 minutes halves
2. To begin...
 - Timer begins the clock when the moderator starts reading the first question
3. Students have 5 SECONDS to answer a toss up question
 - After 5 SECONDS, announce "TIME!"
4. Students have 20 seconds to answer a bonus question
 - After 15 seconds, announce "5 SECONDS!"
 - After the total 20 seconds are complete, announce "TIME!"
5. If there's a challenge, stop the clock
6. Adding time
 - The clock cannot move backwards
 - Therefore, track additional time on your watch, then start the game clock after that time has lapsed
7. Break and final time
 - After the first half has lapsed, announce "HALF!"
 - Time the 2 minute break between halves
 - After the second half has lapsed, announce "GAME!"
8. Know the rules

Toss up Question
5 seconds - "TIME"

Bonus Question
15 seconds - "5 SECONDS"
20 seconds - "TIME"