

TIMEKEEPER

Your duties as a Science Bowl TIMEKEEPER include:

1. **Operating the official competition time clock.** You will be provided with a clock that shows both minutes and seconds. At the beginning of each of the competition's halves, set the clock at 8 minutes (or 10 at the nationals). The clock should be started as soon as the Moderator begins to read the first question. The clock should be allowed to run uninterrupted until time expires UNLESS there is a question or a rules challenge. At half-time, call "HALF" and at the end of the game call "GAME."

If there is an interruption, stop the clock until the issue is resolved. Restart the timer when the Moderator begins reading the next question. Add time back onto the clock if the Moderator feels that an interruption has unduly used competition time. Again, be certain to explain to the participants that a time correction is being made.

2. **Keeping track of the time for bonus questions.** Each time a team correctly answers a toss-up question, the team will be awarded a bonus question. The students have 20 seconds to begin to answer the bonus question AFTER the Moderator has finished reading the bonus question. After 15 seconds in the bonus period have elapsed, please say "5 SECONDS." This is to alert the students that only 5 seconds remain in their bonus period. At the end of the 20-second time period you will simply say "TIME." Please say this loudly enough for all participants to hear. Generally, it will be sufficient for you to time the 20-second interval by reading the clock provided for the match. However, a stopwatch may also be used for this purpose.
3. **On toss-up questions,** one of the teams must answer within 5 seconds of the Moderator's completing the question. Keep track of the 5 seconds allowed, calling "TIME" so that the Moderator will know to proceed to the next toss-up question.
4. **At the conclusion of each half,** reset the clock.