

SCOREKEEPER

- 1. Set up
 - Set up score sheet on flipchart
- 2. Understand where to place points
 - Use a cumulative tally
- 3. Toss up questions = 4 points
- 4. Bonus questions = 10 points
- 5. If a competitor interrupts the Moderator while a question is being read, and if the competitor answers incorrectly, the opposing team:
 - Is awarded 4 points
 - Has a chance to answer the toss up question (for an additional 4 points)
 - Has a chance to answer the bonus question (for an additional 10 points)

(This is also true for unrecognized answers or "blurts.")

6. At halftime

- Draw a double line with a total.
- Announce scores for teams A and B.

7. At end of game

- Announce the final scores and call SBC.
- Have the team captain sign the score sheet.

| Team A Team B | | | | |
|---------------|----|----|-----|------|
| 4 | 10 | 14 | 4 4 | 4 12 |
| 4 | | 18 | | 12 |
| | | | | |
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Minimum Requirements:

- Be able to perform basic math skills quickly and accurately
- Be able to focus on the scoring in a competition setting
- Be comfortable standing as needed during competitions
- Be at least in eighth grade (depending on maturity)