The basics...
- It’s VERY important to keep focused on the time -- NOT the game.
- One match is composed of two six (6) minute buzzer question segments separated by a team challenge question segment. There will be a minimum two (2) minute break in between the buzzer segments while team challenge questions are being graded.
- Be familiar with operations of the game timer and stopwatch.
- Be sure game clock is visible to all competitors.

First Buzzer Question Segment: Set 6 minutes on the large game clock/timer
Begin the clock when the moderator reads the “format” designation of the first question (e.g. multiple choice).
*TOSS UP: Students have 5 SECONDS to buzz in and, after being recognized, 3 SECONDS to begin the answer. After 5 SECONDS, announce “TIME!” That ends students’ opportunity to answer that question.
*BONUS QUESTION: Students have 20 SECONDS to answer a bonus question. After 15 seconds, announce “5 SECONDS!” After the total 20 seconds are complete, announce “TIME!”

The Team Challenge Question segment: use the stopwatch to time.
Students have between 2 MINUTES and 5 MINUTES to answer the team challenge questions.
*Timer begin the clock when the moderator announces “BEGIN”.
*When 45 seconds remain, announce “45 SECONDS!”
*When 15 seconds remain, announce “15 SECONDS!”
*When the total time period is up, announce “TIME, PENCILS DOWN!”

Break (halftime): Set the game clock for 2 minutes.
The break is a minimum of 2 minutes, but may be longer. You do not need to time the break beyond the 2 minutes.

Second Buzzer Question Segment: Set 6 minutes on the large game clock/timer
*Begin the clock after the moderator reads the “format” designation of the first question
*After the second halve has lapsed, announce “GAME!”

Challenges & Warnings
When a team challenges a question or rule, when officials are conferring, or when they issue a warning - STOP THE CLOCK!
*Add time back to the clock if necessary. Confer with Moderator or Rules Judge about the amount of time to be added.
Your duties as a Blue Crab Bowl TIMEKEEPER include:

Your job is to keep focused on the time, NOT the game. But, you do have to be aware of any events that may stop the clock during the regular competition time periods.

You keep time on 2 levels:

• The overall round time limits for Buzzer Rounds and Team Challenge Question rounds;
• The time limits surrounding team and individual responses to each buzzer round question (toss-up, bonus questions).

Be sure you have reviewed and are familiar with the rules, and the “when time runs out” procedures. See Timing Rules #37-45 in the 2015 NOSB Competition Rules, also see Rules #56-61 re: When Time Runs Out, and Rules #68, 69 & 72 regarding stopping the clock for Challenges & Warnings.

1. **Operate the official competition time clock.** You will be provided with a clock that shows both minutes and seconds. **This clock must be visible to both teams at all times.**
   * At the beginning of each of the match’s buzzer segments, set the clock at six (6) minutes.
   * The clock should be started as soon as the Moderator reads the “format” designation for the first toss-up question (e.g. multiple choice).
   * The clock should be allowed to run uninterrupted until time expires UNLESS there is a challenge or warning is issued. See #7 below.
   * At half-time, call "HALF" and at the end of the game call "GAME."

2. **Keep track of 5-second time limit for toss-up question response.**
   On toss-up questions during the Buzzer Rounds, 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.

3. **Keep track of 20-second time limit for bonus questions.** Each time a team correctly answers a toss-up question, they will be awarded a bonus question. The students have 20 seconds to answer the bonus question AFTER the Moderator has finished reading the bonus question.
   • When 5 seconds of the 20-second bonus period remain, please say "5 SECONDS."
     This is to alert the students that only 5 seconds are left to offer their answer.
   • At the end of the bonus 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.
4. At the conclusion of first buzzer segment, it is time for the Team Challenge Questions.  
   *Use the game clock to time the TCQs.* The Moderator will tell you how much time is allotted for each of the 2 TCQs. The teams must be able to see the clock.

5. **Keep track of time for team challenge questions.** Teams have from two (2) to five (5) minutes to answer the team challenge question after the paper is handed out to them and the Moderator says “begin.”
   *When 45 seconds in the team challenge period remain, please say "45 SECONDS."* This is to alert the students that only 45 seconds remain in their team challenge period.
   *When 15 seconds remain, please say "15 SECONDS".* At the end of the time period you will simply say **"TIME, Pencils Down."** Please say this loudly enough for all participants to hear.
   *Remember that the team challenge question is followed by a half-time break of at least 2 minutes. Set the clock for 2 minutes (but the actual break may be longer while TCQs are being graded).*
   *The break ends when the Science Judge returns from the Grading/Judges Appeals Room, announces the results and briefly reviews the correct answers for teams and audience.*

6. **At the beginning of the second Buzzer segment,** set the clock for 6 minutes.
   The clock should be started as soon as the Moderator begins to read the “format” designation of the first question.
   *The clock should be allowed to run uninterrupted until time expires UNLESS there is a question or a rules challenge.*
   *At the end of the game call "GAME."

7. **Stop the Clock!: If there is an interruption due to challenge or rule violation,** stop the clock until the issue is resolved.
   *Restart the timer when the Moderator begins reading “format” of the next question.*
   *Add time back onto the clock if the Moderator, Science Judge or Rules Judge feels that an interruption has unduly used competition time. Again, be certain to explain to the participants that a time correction is being made.*