Adult Scorekeeper Rules

- 1. Scorekeeper **cannot** keep score for their **own team**
- 2. Start each quarter at **ZERO** (**0**)
 - o Do **NOT** carry over points from previous quarter
- 3. There is **no loss** of **points**
 - o If the team gets the answer <u>correct</u> \rightarrow add the point value
 - o If the team gets the answer wrong \rightarrow zero (0) points
- 4. The **captain** needs to be **sitting** when he/she is **writing**
 - If they stand with an answer that they would then like to
 change, they must <u>sit back down</u> to *change their answer* and then be <u>standing again</u> with their final answer when '<u>time</u>' is called
- 5. At the *end* of each *quarter*, make sure that *your total score*matches the *total score* kept by the *student* on their *colored score*sheet. When both scores match, make sure the colored score

 sheet is signed by all three people (captain, student score

 keeper, and adult score keeper)
- 6. Monitor *discussions* and *side conversation* so that they will <u>not</u> <u>distract</u> or <u>interfere</u> with other teams being able to hear the emcee reading the questions
- 7. Directions for a challenge or question about accepting a answer
 - A <u>challenge</u> must happen <u>before</u> the <u>reading</u> of the <u>next</u>
 question so the <u>captain</u> must make the <u>judges aware</u> of their
 <u>challenge</u> by <u>calling out</u> "Challenge!"
 - The *captain* will take their *answer* to the <u>judges table</u> at the *front* of the *room*. The *judges* will determine if the *answer* is <u>acceptable</u> or <u>not</u>. One of the judges with write <u>YES</u> or <u>NO</u> on the *captain's answer sheet* letting you know if the answer is <u>correct</u> or <u>wrong</u>.