

## Keeping Score

### **Opening**

Each table staff position is difficult and important but the scorekeeper is very important! It is important to properly track a quiz's score and that can be tricky to remember as there are the many different rules, some of which change part way through a quiz. The one saving grace in scorekeeping is that it is all fact-based; there is little opinion or decision required. This document includes the very basics of scorekeeping.

### **PreQuiz**

The beginning of a quiz is the Scorekeeper's busiest time. That is when they need to fill out the score sheet tracking information, including:

- The Scorekeeper's name
- The Quiz Master's name
- The room number
- The time
- The quiz number; ask in the stats room to clarify between quiz number and slot number
- Each team's name
- Each quizzers' first and last name; remember to denote:
  - first year rookies
  - captains
  - co-captains

Make sure to print legibly: the invisible, often forgotten people in the stats room can have quite the time figuring out who got which questions if you don't. Because there is a lot to accomplish before the quiz starts, feel free to politely decline each quizzers' hand shake, so you can focus on the task at hand.

### **Clarification of Team Score**

Team score, individual score and team points are all different. Team score is calculated during the quiz. Team score is detailed below. Team points are calculated after the quiz with process that includes the team's score. Team Score Vs Team Points are clarified on the Advanced Scorekeeping page. Individual averages calculations are split between the after-quiz process and the stats room personal. Team Score Vs Personal Average Score is clarified on the Advanced Scorekeeping page.

### **Team Score Details**

#### **Points Added for Correct Answers**

20 points are added to the team's score for each correct answer by any individual on a team.

## Multiple Person Bonuses

The team gets bonus points if multiple teammates correctly answer a question.

- When the third quizzier answers a question correctly, 10 bonus points are added to the team's score.
- When the fourth quizzier answers a question correctly, another 10 bonus points are awarded.
- When the fifth quizzier answers a question correctly, yet another 10 bonus points are earned.
- Each bonus only occurs once per quiz, on the first question which the additional quizzier answers correctly.
- Normal questions and toss up questions qualify for multiple person bonuses. Team jumping bonus questions do not qualify.
- Multiple person bonus points are not calculated into the individual's score.
- Multiple person bonuses are marked on the scoresheet as 20<sup>+10</sup>.
- Please note that in this case, "third", "fourth" and "fifth" refer to the order in which the quizzers correctly answered questions, not their seat order nor when they jumped.
- Also, note that there is no "multiple person bonus" for the first or second quizzier to answer correctly.

## Quiz Outs

- Each quizzier may only answer four questions correctly, after which time they "quiz out".
  - If they get four correct, and some wrong, they simply "quiz out".
  - When they get four right, without any wrong, they "quiz out without error". When a quizzier quizzes out without any errors, they are awarded 10 bonus points. These additional 10 points are for individual score (and thus team score), are added to the 20 points for each regular question and are marked as 30 points.
  - Make sure to announce all quiz out to the Quiz Master and all team members.

## Team Errors

- Each team gets two free errors, as long as they are incurred by different quizzers.
  - In other words, the first two quizzers to answer incorrectly don't subtract points from the team.
- Every error after the second error deducts 10 points.
- Every error after question 16 deducts 10 points, even if it is the team's first or second error.
- The question after an error is a toss up for the other two teams.
  - From question 16 and on, all toss ups are sub-question A.
- An error on a toss up makes the next question a team jumping bonus.
  - From question 16 onward, team jumping bonuses are sub-question B.
- Errors on team jumping bonuses never deduct points, even after question 16.

- Each individual may only get three errors, after which they “error out”.

### **Team Jumping Bonus**

- Team jumping bonuses answered incorrectly do not subtract anything, ever.
- Team jumping bonus questions answered correctly before question 16 earn the team 20 points.
- Team jumping bonuses after question 16 only award the team 10 points.
- From question 16 onward, team jumping bonuses are sub-question B.
- Team jumping bonuses do not qualify for multiple person bonuses.
- Team jumping bonuses are **not** counted into an individual's average.

### **Question 16**

To restate which rules change on/after question 16:

- Every standard error onward from question 16 deducts 10 points, even if it is the team’s first or second error.
- From question 16 onward, all toss ups are sub-question A.
- From question 16 onward, team jumping bonuses are sub-question B.
- After question 16 team jumping bonuses answered correctly only award the team 10 points.

### **Proper Marking**

- Make sure to properly mark everything in legible printing.
- Mark multiple person bonus scores as 20<sup>+10</sup>.
- Mark "quiz out without error" as 30 on the final question.
- Mark sub outs by indicating that the quizzier has left the quiz.
- Mark sub ins by indicating that the quizzier has entered the quiz
- Mark time outs for each team.
- Mark the question type, use the question tracker if available. Notify the Quiz Master prior to the end of a quiz if it looks like the quiz wont be legal. It is better to catch this early, or you may need to redo the entire quiz.

### **Post Quiz**

Even after the quiz, a scorekeeper’s work still isn’t finished. They need to insure to:

- Properly tally each quizzier’s personal score.
  - Record it to the left of each quizzers name, in the appropriate boxes.
  - Team jumping bonuses don’t get included in either the errors or the correct.
  - Simply print the number of correct (1-4) and incorrect (1-3).
  - Record each team's rank, score and errors.
- Get each coaches' initials
  - Make changes to score upon coach’s recommendation, if needed

- You may need to loudly call and remind the coaches to initial the sheet.

### **Closing**

The Rulebook contains all of this information. Please do read it! We want to insure we can keep things fair for the youth: they put tons of work in to memorizing all the material they do, it is only fair that table staff do all they can to keep things fair and run everything according to the rules that have been laid out.

Reading the Rulebook to understand Quizzing and the rules is essential for all positions. However, there are also many nuances to the rules that are only learned through experience. You will always learn new things, enjoy it!