

# Scorekeeper Guidelines

## Correct Answers

1. +20 points to the team and individual score for a correct answer to a regular or tossup question **6.1.1**
2. +10 points to the team score for a correct free question **6.1.4**
3. A quizzer must leave the quiz after 4 correct +20 point answers. **6.1.2**
4. Tie-breaking points are awarded to the individual, not the team **6.5.2 and 6.5.3**

## Bonus Points

5. +20 points to the team and individual scores for 4 correct +20 point answers by 1 quizzer with no errors **6.1.2**
6. +20 points to the team score for a +20 point answer by 3 different team members **6.1.3**

## Error Points

7. -10 points from the team score for errors starting with whichever of the following occur first: **6.2.3**
  - . The third error by the same quizzer
  - . The fourth error by quizzers on the team
  - . Any error on Question 16 or later
  - . (Never will more than 10 points be deducted for an error, though there may be multiple reasons for deducting points).
8. -10 points from the individual score of a quizzer making 3 errors, and he must leave the quiz **6.2.2**
9. An incorrect answer on a free question is an attempt, not an error **6.2.1**

## Fouls

10. -10 points from the team score for every 2 team fouls **6.3.3**
11. -10 points from the individual score for every 2 individual fouls **6.3.2**

## Appeals

12. -10 points from the team score for the second and subsequent overruled appeals **6.4.2**

## General

13. A team and/or a quizzer can have a negative score. **6.2.4**
14. Each team will have two 45-second time-outs per quiz. **5.6.1**
15. All teams must be eligible to jump at the start of every new question number starting with Question 18. (A and B questions are inserted for toss-up and free questions as determined by errors). **3.4.5**
16. A quiz must end with a correct answer. Additional questions will be added as necessary, and both team and individual points, bonuses, and penalties continue until this point is reached (but not beyond question 23). Final team scores are fixed at this point. If there are teams with tied scores, then additional questions are added for those teams only, until all ties are broken and (again) the last question asked is answered correctly. Individual points continue to count; team points count only for the purpose of knowing when the tie is broken and the final team placement. Beyond question 23, a quiz no longer needs to end with a correct answer. Questions 23A and beyond are only asked to tied teams. **3.7 and 3.8**
17. An appeal must identify (1) what the quizzer said that is the point of the appeal, (2) what the correct answer is, and (3) why the difference is significant (or insignificant, depending on the appeal). **5.5.6 and 5.5.7**