

At the end of a regular toss-up question, the teams have 5 seconds to buzz-in.
At the end of a math or science computation (moderator will announce) the teams have 15 seconds to buzz-in.

Math and Science computation questions will have the word computation in the question subject for both toss-up or bonus. The moderator may say computation or math computation/science computation. A question subject of Science or Mathematics will not be computation.

The Moderator announces the question subject and number and reads the question. " Question 1, **CURRENT EVENTS:** In February of 2012, this reigning monarch celebrated her 60th year on the throne. Who is this grandmother of William and Harry?"

The question is interrupted at any point before the moderator completes it.

The question is read in its entirety (not interrupted).

The timekeeper does NOT start the clock.

When the moderator finishes the last word of the question, the timekeeper starts the 5 second clock.
The clock does NOT stop when someone buzzes-in.

The team interrupting the question does not answer correctly. The moderator will pick-up at a logical spot and finish the question.

One team buzzes in and answers incorrectly.

If no one answers the question. When the clock zeros out the timekeeper says "TIME." Firmly and loudly. If the clock makes a noise, the beep, buzz or other signal and the timekeeper saying "TIME" should be simultaneous.

When the moderator finishes the last word of the question, the timekeeper will start the 5 second clock.

The timekeeper will allow the clock to continue running. If the clock makes an audible sound at the end of 5 (or 15) seconds it should be allowed to beep then silenced as quickly as possible. The timekeeper does NOT say "TIME." If the clock does not make an audible sound, at the end of 5 seconds the timekeeper will quietly say, "5 (or 15) seconds" The seconds are announced so the moderator will know a response from the second team must be immediate.

If there is a tie between a team member buzzing-in and the clock time running out the tie goes to the team member. They should be allowed to answer.

If the clock is still running and the 2nd team buzzes in, the timekeeper will turn off the clock.

Even if time has expired, if the answer given was incorrect, the opposing team will be allowed to buzz-in and respond. It must be an immediate buzz.

BONUS Question

Team members are allowed 10 seconds to confer once the bonus question has been completed. Team members are allowed 15 seconds for a mathematics or science computation.

The moderator reads the question. Once the question has been completed the timekeeper will start the 10 second clock. When the clock zeros out the timekeeper says "Time" Firmly and loudly. If the clock makes a noise, the beep, buzz or other signal and the timekeeper saying "Time" should be simultaneous.