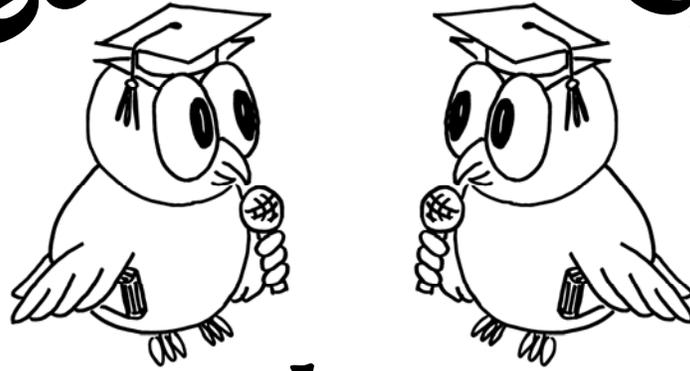


Head to Head



Let's Go!

Timekeeper

"Head to Head LIVE"

“Head to Head LIVE” Timekeeper:

- Obtain a stopwatch from the host coordinator and know how to use it.
- Have a reliable clock or watch to monitor the two twelve-minute halves and the two two-minute lightning rounds.
- Be very familiar with the “Head to Head LIVE” rules.
- Use the stopwatch to time the teams’ responses to the questions. (*You must be familiar with the rules!*)
- Start the stopwatch immediately when the moderator has completed the question. (If the moderator repeats the question, the clock continues to run.)
- When there are 5 seconds left to make a response, say “Five” loudly and hold up fingers (5...4...3...2...1)
- In the event of a challenge, the 10 second time limit begins immediately - regardless of when (during the 20 seconds) the challenge was issued.
- When the allotted time for a response (20 seconds or 10 seconds) is up, announce strongly, “Time.”
- At the end of each half and each lightning round, announce, “Time,” loudly.
- At the end of the event, leave the stopwatch on the table.

“Head to Head LIVE” Rules

Rules:

- 2 teams of four members each
- Each team selects a captain; all answers must come from the captain.
- Moderator starts the event with a coin toss to see which team goes first.
(home team = heads visiting team = tails)
- Teams take turns receiving questions from a variety of categories.
- Timekeeper starts the 20 second clock upon completion of the question.
- Team members may talk quietly among themselves.
- Receiving team has 20 seconds in which to answer the question correctly for 5 points. (answering incorrectly results in a 5 point deduction)

OR

Receiving team may opt NOT to answer and to challenge the other team.
The challenged team has 10 additional seconds in which to answer.

- If the challenged team answers incorrectly or does not answer, the original team gets 10 points.
(*The original team does NOT need to have the correct answer to get these points.*)
- If the challenged team answers correctly, the original receiving team gets a 10 point deduction.
- Teams take turns receiving new questions regardless of the outcome of the prior question.
- If the receiving team does not respond in the time allowed, they will be credited with an “incorrect” answer.
- If an answer is shouted out from anyone other than the team captain, that team will be credited with an incorrect answer.
- Play continues for 12 minutes.
- When time runs out for the half, play stops immediately.

- Second half: The team with the low score in the first half of the “Head to Head LIVE” competition will receive the first question.
- All scores are doubled in this half.
 - Receiving team may answer correctly for 10 points
 - OR**
 - Receiving team may challenge for 20 points.
- All other rules apply re: timing of each question and penalties for incorrect or lack of answers.
- Play continues for another 12 minutes.
- When time runs out for the half, play stops immediately.

“Head to Head LIVE” Lightning Round Rules:

- At the end of the second half, each team will have a two-minute lightning round in which to score more points starting with the visiting team.
- Correct answers are worth 10 points.
- Incorrect answers are a 10 point deduction.
- A team may pass on a question and go to the next question without penalty.
- There are no challenges during the lightning round.
- The winning team will have 25 points added to their cumulative meet total, and the runner-up team will have 15 points added to their cumulative meet total.

Teams will NOT earn their actual “Head to Head LIVE” scores.