

# **Senior High Division Scoresheets**

EVENT				
QUIZMASTER				
•	#	/	•	

## TEAM:

	Starting Quizzers	Substitutes	1	2	3	4	5	6	7	8	9	10	11	12			13			14		15			16
1																									
2																									
3																									
		CURRENT SCORE																							
			•	ERR	ORS	1	2	3	4	5	6	7	8		FOI	JLS	1	2	3	4	TIN	/IE OU	TS	1	2

TEAM:

Starting Quizzers	Substitutes	1	2	3	4	5	6	7	8	9	10	11	12			13			14		15			16
1																								
2																								
3																								
	CURRENT SCORE																							
			ERR	ORS	1	2	3	4	5	6	7	8		FOL	ULS	1	2	3	4	TIN	IE OU	TS	1	2

## TEAM:

1		Starting Quizzers	Substitutes	1	2	3	4	5	6	7	8	9	10	11	12		13		14		15		16
3	1																						
CURRENT SCORE	2																						
CURRENT SCORE	3																						
			CURRENT SCORE																				

 ERRORS
 1
 2
 3
 4
 5
 6
 7
 8

FOULS 1 2 3 4

TIME OUTS 1 2

### **SUDDEN VICTORY**

16		17	

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16		17	

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16		17	

## **SCORING**

Correct Answer to Regular Question	+20 pts
Correct Answer to Toss-Up Question	+20 pts
Correct Answer to Free Question	+10 pts
Incorrect Answer to Regular Question #1 to #10	0 pts
Incorrect Answer to Toss-Up Question #1 to #10	0 pts
Incorrect Answer to Regular Question #11 to end	-10 pts
Incorrect Answer to Toss-Up Question #11 to end	-10 pts
Incorrect Answer to any Free Question	0 pts

## **BONUS & PENALTIES**

Quizzer Answers 3 Regular or Toss-Up Questions Correctly (Frozen Chair) Quizzer Incorrectly Answers 3 Regular Questions (Error-Out)

Team Accumulates Three or More Errors

on Regular Questions #1 to #11 -10 pts

Team Accumulates 2, 4, or 6 Fouls on

Questions #1 to end -10 pts

## **FOULS ARE CALLED FOR**

- ...not jumping to full stature with continuous motion.
- ...verbal communication after "Question" is called.
- ...touching chair after "Question" is called.
- ...jumping after "Question" is called but before the question begins.
- ...using a hand motion other than:
  - keep moving because time is running out.
  - contest.
  - time out.
  - sign indicating quizzers to slow down or speed up their jumping.

## **TIMING**

Thirty seconds to complete answer.

Thirty seconds for Time Outs.