Round		Packet		
Room		Moderator		

	Player Name							Bonus Points	Question Total	Cumulative Score		Player Name							Bonus Points	Question Total	Cumulative Score
Phases 1 & 2 combined: 9 Minutes	**Phase 1** Tossups Only (no power) Put a "10" in the column of the player who answers correctly. Skip lines if tossups go unanswered.										1										
											2										
											3										
											4										
											5										
											6										
											7										
											8										
											9										
											10										
											11										
											12										
	Phase 2 Tossups (with power) plus bonuses Put "10" or "15" in the player's column. Skip lines if tossups go unanswered. If more than 20 are read, record tossup numbers in the center column.										13										
											14										
											15										
											16										
											17										
											18										
											19										
											20										

Phase 3 Lightning Rounds	Lightning										Lightning									
	Bounceback										Bounceback									

Phase 4: 6 Minutes Tossups (with power) plus bonuses Record the number of each tossup in the center column.																				

Player Tossups Heard																				
Number of 15s																				
Number of 10s																				
Player Total Points																				
Subtotals Sum the player "totals points" Sum the "bonus points" column																				

Tie Breaker Read three tossups without bonuses. If still tied, read tossups until score changes.										1									
										2									
										3									
										X									

Final Score Tossup total + bonus total + tie breaker																				

Double check final scores against running cumulative score. Resolve any errors before submitting this scoresheet.

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