Gifted Resource Council

Table Scoresheet

Academic Challenge Cup

Sample Event and Practice Sheet

Table 03 Round 01

Player Name	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Total	Player's Initials
GE013E45F) Chris Helderson	2	1	1	1	—	—	5	CH
ND035E45F) Malika Broderick	2	1	1	2	—	—	6	MB
RR062E45F) Bob Chobanian	0	1	2	1	—	—	4	BS
EP041E45F) Chip Benjamin	0	0	1	1	—	—	2	<B
LF024E45F) Su-Shing Chen	2	2	0	0	—	—	4	SSC

Maximum	Scorekeeper
6	SSC

The last player listed on this scoresheet is designated the scorekeeper and timekeeper for this round. After each game the points of each player are verified with his/her Player Scoresheet and initialed by the scorekeeper and then entered onto this Scoresheet.

When the round is over, individual scores are totaled. The highest total score earned by a player is then written into the **Maximum** box by the scorekeeper. Players should verify that the **Total** values from the Player Scoresheets agree with the Table Scoresheet, and then initial their rows. The scorekeeper also initials the **Maximum** box as correct.

When the scoresheet is complete and initialed by all players for this round, the scorekeeper raises his/her hand. An official will then pick up the scoresheet. All players remain seated until instructions are given to move to places for the next round.

LinguiSHTIK SCORING:

CHALLENGE WIN -

Challenger correct	2 points
Anyone else with correct response	1 point
Anyone without a correct response	0 points
Challenger wrong	0 points
Any other player with correct response	2 points
All others	1point

CHALLENGE IMPOSSIBLE -

Challenger correct	2 points
Player making "impossible" demand (If called immediately)	0 points
All others	1 point
Challenger wrong	0 points
Anyone with correct response	2 points
Anyone who does nothing	1 point

Note: If no one can prove the challenger wrong, the challenger gets two points even if there really **IS** a word.