

How to Keep Score for ACB

When a player rings in, put their initials to the left of the slash, under the column heading Player Initials.

Que. #	Toss-Ups Player /15, 10 Initials / or 0	Bonuses Earned Value	Line Total Cumulative		Toss-Ups Player /15, 10 Initials / or 0	Bonuses Earned Value	Line Total Cumulative	
			T-U + Bonus	Total			T-U + Bonus	Total
1.	AB /		=		/		=	

If a player gets the answer correct, put 10 (or a 15 in the case of a "power mark" toss-up) in the column immediately to the right of the slash in the Toss-ups column. If the answer was wrong, place a 0 in that column. In this case, Alan Baker (AB) has rung in correctly but did not get the power mark.

1.	AB / 10		=		/		=	
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If a player answers a toss-up correctly, that team gets to answer a bonus question. On the same line as the recorded toss-up, write in what gets earned on the bonus. In this case, the team got the first part correct, earning 10 points, but missed the next two parts.

1.	AB / 10	10 + 0 + 0	=		/		=	
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The points of the toss-up are added to whatever was earned on the bonus question. This value is entered under the Line Total column heading. That line total is then added to whatever points had been earned on previous questions and that value is entered under the Cumulative Total.

1.	AB / 10	10 + 0 + 0	20 = 20		/		=	
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On the second question of the game, Ed Fiore rings in (initials EF) and answers correctly and the bonus is read for the team. Like the first bonus question, they get the first part right but miss the next two parts. Note the cumulative total is now 40.

1.	AB / 10	10 + 0 + 0	20 = 20		/		=	
2.	EF / 10	10 + 0 + 0	20 = 40		/		=	

On the third question, Alan Baker rings in but gets the answer wrong. A 0 is placed next to his initials on line 3. Paula Quick rings in for the other team, her initials get recorded on the **same line** and she answers correctly (no power mark) and the team converts all 30 bonus points. **NOTE:** The points for the second team are not recorded on line 1; they are shown on line 3.

1.	AB / 10	10 + 0 + 0	20 = 20		/		=	
2.	EF / 10	10 + 0 + 0	20 = 40		/		=	
3.	AB / 0		=		PQ / 10	10 + 10 + 10	40 = 40	

If neither team rings in on a toss-up, place a dash in the Player Initials column for both teams as a space holder, as in Question 7. If a player from one team rings in incorrectly and the other team does not ring in, place a dash under Player Initials for the second team as shown in Question 14.

7.	-- /		=		-- /		=	
14.	OP / 0		=		-- /		=	

For the halftime lighting round, mark each correct answer with a 10; incorrect with a 0. In this example, the first team got questions 1, 3 and 5 correct; the second team got 1, 2, 3 and 4 correct.

10	0	10	0	10	=	30
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10	10	10	10	0	=	40
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What not to do: since each question goes on its own line, you cannot have two correct answers on the same question line. You can have two ring-ins on the same line, but not two correct answers.

1.	AB / 10	10 + 0 + 0	20 = 20		PQ / 10	10 + 10 + 10	40 = 40	
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