

TRIVIA NITE - RULES

#1. HAVE F-U-N!!!!!!!

#2. Judges will post team scores between rounds – *The judges' committee has the final say on any disputed answers.*

#3. No phoning a friend, texting, web surfing or twittering allowed during the game. If you are caught cheating, **your team will lose HALF the points for that round.**

#4. If you need to take or make a call during a round of questions please go to the lobby and complete your call. You will not be allowed to return to your team until after the answer sheets have been turned in for that round.

#5. Select a captain for your team. This person will be responsible for turning in your answer sheets. Your team will have **30 seconds** upon completion of the round to turn in your answer sheets. **Answer sheets NOT turned into the judges by the buzzer will be ZERO (0) points for that round.**

#6. Correct spelling on the answer sheets is not required; however, answers must be legible and the judges must be able to easily recognize your answers. More than one answer per question will automatically be scored as incorrect.

Only one (1) Mulligan per answer sheet allowed. You will have 2 Mulligans to start, for FREE. You may purchase up to 5 more (giving you the 1 allowed per round) for \$10.

#7. Your team will give the judges the estimate of your team's final score before the start of the game. **IF there is a tie, the team closest to their final score WITHOUT going over will be the winner.**

#8. The Trivia will consist of 7 Categories with 7 Questions in each category. Each question is worth 2 pts. Questions will only be read **twice**, so listen carefully. Each team has 2 pts to start. Total possible is 100 pts.

#9. Round ties will be determined by the roll of the dice. The team closest to the number rolled **without going over** will be the winner of that round.

#10. There will be one or two intermissions between rounds. You can peruse and participate in the silent auction and/or refresh your food and drink.

#11. Keep your team discussions to a low roar unless you want the neighboring team to eavesdrop. **Or** discuss loudly the wrong answers and hope they **WILL** be eavesdropping. Anything goes.

Team taunting is definitely allowed. **And remember...HAVE FUN!!!**