

WOOT!

WISE OLE OWL TRIVIA

Game Play:

1. Trivia night consists of Question Rounds with short Intermissions between Question Rounds. There may be anywhere from 4 to 6 rounds of questions depending on the number of teams and the timeliness of teams submitting their answers. If you are a registered Team we have to let the timer run until you provide your answer, or the timer runs out.
2. Question Rounds consist of at least 10 questions.
3. To enter the game:
 - a. See the QuizMasters and pick up a game pack that includes Pencils, Answer Slips, Room Rules, and Game Play overview.
 - b. Review the RULES and GAME PLAY!
 - c. Decide on a Team Name.
 - d. Use an answer slip and write the team's name in the team name area.
 - e. Bring the answer slip and the laminated Rules and Game Play sheets to the QuizMasters, and they will provide you with a Team Number to use for This Trivia Night Only.
4. Answer Slips will need your Team Number and the PRINTED Answer on them when you submit them. The Answer provided must be the Multiple-Choice LETTER when the question is Multiple Choice.

All teams please make sure your Team Number is in on the answer slip and in the correct place.

Team 4, A and 4 look a lot alike when you/we are in a hurry and in low light.
5. In the Case of a first-place tie for the night or the session, the QuizMasters will provide a Tie-Breaker Question. The first provided correct answer will win, in the case of a numerical answer, the first correct or otherwise closest provided answer will win. If needed additional questions may be provided to break the tie.

6. At the end of each Trivia Night the QuizMasters will provide a password to be presented at the next Trivia Night. It provides you/your team with 10 points to start the night with. For an Advantage, don't share it with others that were not here last week or those who didn't write it down/save.
7. The team who scores the LEAST points for the night WINS the selection of the Secret Category for the next week. The QuizMasters must approve the category and will help you "tune" your selection to something suitable.
8. The Team that scores the most points, the evenings highest score, wins for the night. With their permission their photo will be taken with the Scores in the background and the Photo will be posted to the "WOOT! Trivia", and/or Hosting Facility's social media/web pages. They also will be provided with a prize provided by the hosting facility; team members distribute within their team as they see fit.
9. Team Scores are cumulative during the Session. You Team name is how we track it. We will allow you to change your Team Name once during the session while keeping your cumulative scores. If you change the name more than once, it will be considered as a new team and the score starts new.
10. At the end of the Session there will be an overall Winner for the Session and a prize provided by the hosting facility will be awarded to each member of the winning team.