



Junior League of Summit Trivia Night Rules

1. The game will consist of nine rounds of questions, with ten questions in each category. Each question is worth one point, with the exception of the final round.
2. The final round consists of 10 questions with 2 parts, 1 point for each part, for a total of 20 points.
3. Each question will be read ONCE. It will also be displayed on the screen.
4. We have judges. It should be noted that they are always right.
5. Each team shall be given a glow wand to use for ONE of the first eight rounds. The sword will double the points earned by your team for one round only. But, your sword must be submitted to a judge even before a category is described. Categories will be given for all the rounds before we begin. The sword MAY NOT be used for Round 9, our final round or the physical challenge.
6. Mulligans- Each team can buy its way out of a jam by purchasing mulligans for \$25 each or \$100 for 5. Each mulligan can give a team 1-point when no one knows an answer. Here's how it works: There are mulligan notices on each table. You can bring your mulligan notices and your money to the sales table and you can purchase up to five mulligans. You get a sticker for each mulligan you purchase. The stickers go on the answer line and will magically make an answer correct no matter what was written. A mulligan will not get double points if used during the round where your team uses its glow sword Just one point. Cash or credit cards are accepted.
7. After the final question for each round is read, teams will have approximately one minute to submit their answer sheets. Teams will be given a countdown and warning and then must submit their answer sheet or they will not be counted.

8. NO LIFELINES! Teams may NOT use cellphones, tablets, the internet, or any assistance. Cell phone buckets will be available for you to put your phones in or just keep your phone in your pocket. If you need to use your phone, please leave the room to do so. And if you leave during a round, we will ask you to not return until the round is over. If you need to check your email or texts, there will be about a minute in between rounds.

9. Answers must be legible.

10. Spelling counts. For fill-in-the-blank answers, minor spelling mistakes will be tolerated, but anything that could mean a different answer won't be accepted by our judges.

11. Make sure only ONE answer is selected. If it is unclear which answer was intended, the question will be marked wrong.

12. Winners will be selected for best team spirit, best table décor and best costumes. Each winning team will have two points added to their overall scores.

13. TIEBREAKER: Should there be a tie for first place at the end of ten rounds, we will offer a tiebreaker. This will consist of one question, sudden death style.