

## **2009 Silicon Valley Trivia Challenge Team Rules**

1. The subject areas are: science; history; music; geography; entertainment; food and drink; sports; literature; and totally meaningless facts.
2. Every team must have a Team Captain to confirm the team's final answer to each question. Before the competition begins, Captains will raise their right hands and repeat after the Emcee: "I swear that my team will abide by all of the stated and written rules of this competition."
3. Teams have 45 seconds to answer. Timing begins after the question has been read for the first time (each is read twice). The Timekeeper rings a bell at 30 seconds and again at 45 seconds. At the second bell, all pencils must be down, and the correct answer will be read.
4. Correct answers: Proctors will ensure each team has stopped writing and put their pencils down when the second bell rings. The Proctors will then check each Captain's circled answer, and if correct, record the point on the team's scorecard. Only a correct answer circled on the Captain's pad will be accepted. Any answers not circled and/or not on the Captain's pad do not count.
5. One point is awarded for each correct answer. There is no penalty for incorrect answers (except as applicable for challenges – see below). All scores return to zero at the end of each round. Common US English terminology and usage will apply to all questions/answers. Spelling can be imperfect if it is recognizable as a correct answer.
6. If a team wishes to challenge an answer: the Captain must notify the Proctor before the Emcee reads the next question. Only a Proctor may officially relay a challenge to the Judge for review.
7. Each team is allowed one penalty-free challenge to an answer per round. Once used, the team must display a yellow flag to indicate the "free" challenge for that round

has been used. No unused challenges carry over to further rounds. Teams making subsequent challenges in a round after using their “free” challenge will be subject to a one point deduction if the Judge rules against their challenge. Correct answers will still yield one point to the challenging team. For each question, the Judge will have a list of answers based upon verifiable third party sources, and may consult his Judge Assistants for input.

8. Proctors will be monitoring all teams for any unauthorized assistance. Teams may not utilize any electronic, audience or “cheat sheet” assistance of any kind. If a Proctor determines that a team has used unauthorized assistance, that team will be subject to instant disqualification. Audience interference (such as yelling out an answer) will nullify a question.
9. All decisions by the Judge are final. Elimination of a question is at the sole discretion of the Judge.
10. Advancing Teams: at the end of the Qualifying Round, the top fifteen teams advance to the Semi-Final Round, after which the top six teams advance to the Final Round. Only three teams can advance to the Sudden Death Round (if one is needed). If after any Round, an excess of teams qualify due to tied scores, elimination questions will be used to reduce advancing teams to the maximum number only. In Elimination Rounds, the tied teams’ scores start at zero. Teams then have 20 seconds per question to answer. A wrong answer eliminates the team from further play.
11. Sudden-Death: this Round occurs only if there is a two or three-way tie between any of the final three teams at the end of the Final Round (or its accompanying Elimination Round), such that a “play-off” is necessary to determine first, second and/or third place. In Sudden-Death, teams’ scores reset to zero, and Elimination Round rules apply. Play continues until the first, second and third place winners are identified.