

# QUIZZARD OF OZ

With this everchanging world, the competition has become so fierce that even a small mistake turns out to be a gaffe, giving the lead to your opponent. It all depends on that on one moment, that very decision which is make or mar for you. You have to play it safe as well as be lightning fast to triumph in this relentless cut-throat competition. Buzzers ringing, prompt thinking and swift strategy, all these ingredients make up a prefect recipe for being crowned the ultimate quizzing champion. Are you the perfect duo who can raise to the occasion outclassing others with outburst of trivial knowledge and nimble answers then come and vindicate the power of wit and knowledge to gain supremacy and take home the coveted title of the ultimate quizzing duo.

PARTICIPATION: Two members per team

RULES:

## Round 1:Written Round-

- All the teams will be given a set of questions which has to solved within a given time limit.
- 10 points will be awarded for correct answer and 5 points will be deducted for wrong answer.

## Round 2: Lightening Round –

- Each team has a quota of 10 questions.
- In this round each team will be asked 10 questions one after another.
- On the immediate completion of a question, each team gets 75 seconds to answer as many questions they can. If a team is not able to answer a question, they can pass it for the next question.
- There is no team discussion in this round.
- 10 points is awarded for the correct answer.
- No negative points for the wrong answer.
- Once a question is passed the team cannot give an answer later.
- No buzzer is used in this round.

## Round 3 Buzzer Round –

Ten questions in all 10 questions will be fired at all the teams one after another.

- The teams can discuss among themselves and then press the buzzer/bell to answer the question first.
- No discussion is allowed after pressing the buzzer.
- The team that presses the buzzer/bell first gets a chance to answer it.
- 10 points for the correct answer and minus 5 points for the wrong answer.
- If a team doesn't answer or gives a wrong answers after they press buzzer they also lose 5 points.
- If a team presses the buzzer before the question is over they will be asked to answer it without the question being completed.
- The question has to be answered in 20 seconds.
- If a question is not answered by the first team who pressed the bell. The team that pressed the bell next gets to answer.
- There are no choices in this round.

- If two teams press the buzzer/bell together there will be a pull of cards to decide who gets the chance to answer and then If the first team answers it correctly they get a point. If they give a wrong answer they lose 5 points and the next team that pressed the buzzer gets to answer.

Round 4 Deadlock Breaker round (Only in case of a tie)-

- Both the teams will be given 30 seconds each to answer as many questions they can.
- The team getting more correct answers will be declared as the winner of the competition.

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