

# TECHNICAL QUIZ:

## MR. CLARK'S QUIZ

**Team Size:** 3 people per team

### ROUNDS

#### Prelims: The Gate

Enter through "The Gate" to find out if you are worthy enough to proceed.

#### Round 1: The Vanishing of Will Byers

Just like "The Vanishing of Will Byers", your answers will be gone but may return as something valuable if they have been found correct. It is an episode that is open to all and every team gets a chance to prove their mettle!

#### Round 2: Holly, Jolly

Prepare to be surprised by "Holly, Jolly" where you will have to join your ideas to figure out the way.

#### Round 3: The Mind Flayer

If you are not careful in "The Mind Flayer", you might end up bruised, broken or even worse, devoid of points! Every team gets to bet their chances on their rivals.

#### Round 4: Trick or Treat, Freak

"Trick or Treat, Freak" is where you will have to prepare to let go of your truth or take up a dare.

#### Round 5: The Battle of Starcourt

Choose your weapons wisely in "The Battle of Starcourt" since your future depends on the blade or staff you choose!

### Scoring Criteria

- Official points for each round will be awarded according to the rules that will be provided on the day of the quiz.
- The Quiz Master will be the final deciding authority throughout the entire season.
- Phones are not allowed during the contest. The required devices will be provided.
- It is mandatory for each student to carry his/her ID card to the event.