@Winfield Public Library
The Rules

Before the Game:
- Every team needs two things – both should be determined by the team before trivia night.
  - A team name
  - A team captain
    - Only the answers turned in by the team captain will count toward the team's score. Other team members' answers will be ignored.
    - Only the first answer typed in by the team captain will be counted.
    - The captain needs to rename themselves to the team's name **when prompted** so the answers they are giving can be properly assigned to your team.

Signing into Zoom:
- Sign up for a Zoom account BEFORE June 20th so it is fast and easy for you to join us on the 20th.
- You only need the free version of Zoom.
- It is recommended that you use a computer and not the Zoom app for this game; the chat on the app doesn't work the same as over the internet. If that doesn't work for you, make sure at least one of your team members is using a computer so your team can have quick access to the chat where the questions will be listed.
- Sign into Zoom using your name listed on your team's registration, otherwise we can't determine which team breakout room to put you in.   For example, if you are listed under the team as "John Smith," don't sign into Zoom under the name "Wolfman." However, you can change your name to Wolfman after the first breakout room☺

Rules:
- YOU MAY NOT LOOK UP ANSWERS – no googling or phoning a friend:). This is cheating – any team caught cheating will be kicked out of the game.
- Keep it clean.
- Set-up:
  - The night will be made up of 4 rounds of trivia with five questions per round.
  - There will be a tie-breaker question(s) if needed.
  - After an introduction that will include an introduction to the chat feature (vital to game night)
  - Teams will be given a trial question so everyone can see how breakout rooms work. No points will be awarded for this trial question but will simply ensure everyone understands the process.
- Playing - after the trial, round 1 will begin.

- o Questions will be typed into the chat by your WPL host.
- o Teams will go into their breakout rooms and have one minute per question.
- o When asked, teams will leave their breakout rooms.
- o After leaving the breakout room, team leaders will type their answers in the chat only when prompted by host.
- o Answers can only be seen by the host – no other teams will be able to see your answers.
- o The host has the final say on scoring, the answers, and anything else to do with this game
- Scoring:
  - o Each question is worth 2 points. Partial credit may be given if warranted but will be determined by the host (WPL). For example, if the answer is "Jim Parsons," one point will be awarded for Parsons but not Jim.
  - o After each round, we will check the score.