

QUIZ—BUZZERRR....

The story goes that a Dublin theatre proprietor by the name of Richard Daly made a bet that he could, within forty-eight hours, make a nonsense word known throughout the city, and that the public would supply a meaning for it. After a performance one evening, he gave his staff cards with the word 'quiz' written on them, and told them to write the word on walls around the city. The next day the strange word was the talk of the town, and within a short time it had become part of the language.

The word, however, was already in use by then, meaning 'an odd or eccentric person', and had been used in this sense by Fanny Burney in her diary entry for 24 June 1782.

Meaning of Quiz is 'to question or interrogate'. This emerged in the mid-19th century and gave rise to the most common use of the term today, for a type of entertainment based on a test of a person's knowledge. We are stuck into the internet and streaming information and it's time to just unplug and look within.

FORMAT

Round 1 – (In case more than 8 teams register)

Each team would be given a set of question paper containing 25 multiple choice objective type questions.

- Time limit- 15 minutes
- Only 6 teams would be selected for final rounds.
- In case of tie between 2 or more teams, further 5 questions would be asked for final selection.
- The selected teams will be allowed to give them an appropriate name by which they want to be known.

FINAL QUIZ - ROUNDS

Round 1 - General quiz:

- Each team would be asked 4 questions each. (Objective questions with options)
- 10 marks for correct answer and 5 negative marks for wrong answer.
- If a team cannot answer the question, they can pass the question & the question would be forwarded to the next team.
- Answering time is only 30 seconds.
- Team discussion is allowed.

Round 2 - Rapid Fire Round:

- Each team will be asked 10 questions back-to-back within a minute - 60 questions.
- 10 marks for the correct answer and 5 negative marks for the wrong answer.
- Answering time is only 3 seconds.
- Team discussion is allowed.
- If a team cannot answer the question, they can say pass for the next question. The question will not be forwarded to the next team.

Round 3 – Buzzer Round:

- A question will be fired & the team who presses the buzzer first gets to answer first- 6 Questions.
- 10 marks for the correct answer and 5 negative marks for the wrong answer or if team doesn't answer after they press the buzzer – No passing
- Answering time is only 30 seconds.

Round 4 - Audio-visual Round:

- Teams will have to answer based on clips shown (2 per team) - 12 questions
- 10 marks for the correct answer and 5 negative marks for the wrong answer.
- Each team would be asked 2 audio-visual questions. (1 slide in each round).
- Answering time is only 30 seconds.
- No passing to the next team. Audience can answer.

RULES

1. Only team entries are eligible and a team shall consist of max three persons.
2. The decision of the quiz-master will be final and will not be subjected to any change.
3. The participants shall not be allowed to use mobile or other electronic instruments.
4. The questions shall be in the form of multiple choice, True / False statement, Specific-answer question etc.
5. Audience shall not give any hints or clues to the competitors.
6. Replacement of any participant of a team is not allowed after registration.
7. **QUIZ-MASTER CAN CHANGE THE FORMAT OR RULES OF THE QUIZ IF REQUIRED.**

PRIZES

Cash prize to the top 2 teams.

All registered participants will receive a certificate of participation from NIT Tiruchirappalli.