

# LIONS CLUBS INTERNATIONAL DISTRICT 105SW

## DISTRICT QUIZ COMPETITION RULES

1. Initial matches will be played in a league. Two points are awarded for a win and one for a draw. In the event of equal points, the league position will be determined by the average % of correct answers, which is calculated by dividing the total number of points scored by the number of games played. The winners of each Division will enter the knockout stage, the format of which will depend on the number of entries.
2. Matches must be played between the dates specified, unless there is mutual agreement between the two Clubs. Matches cannot be played after the date specified for the end of the league phase, without the prior permission of the District Competitions Officer. The first club named in the draw is the Home Club and is responsible for arranging the Venue and Date. A choice of three dates are to be offered to the Away Club in both the league and the knockout stages. If there is any disagreement re the date of the match then rule 3 will apply.
3. In the event of the Away Club not accepting one of the three dates offered that Club shall have deemed to have lost the match. Unless the District Competitions Officer accepts there is a valid reason, if the match is not played by the specified date, the home Club will be deemed to have lost the match. In league matches the Club claiming the points under this rule must put their claim in writing to the Competitions Officer within 28 days of the end date for the relevant match, and his/her decision is final. The Club that is granted the win will be awarded 2 league points and an average of all the winning results for that match. The losing team will be granted the average of all the losing scores for that match.

### **All matches for this Competition must be completed prior to the District Convention**

4. In the knockout stages the Venue is to be at a halfway point where possible. If both Clubs agree, the matches during the league may take place at a convenient halfway point.
5. A team shall consist of 4 players who should be Club or prospective members but can, if necessary, include immediate family of Club members. The home team shall provide the Question Master and the away team the Scorer/Timekeeper. The Questions will be sent in a sealed envelope to the contact appointed by the home Club. At the start of the game both captains should check that the envelope is still sealed. Spare questions are included in case of mistake or dispute.
6. A match shall consist of 6 rounds each of 10 questions and the same questions will be asked of both Clubs. 60 seconds will be allowed from when each question is asked before the Question Master starts to ask the next question in the round. The team captain or his/her nominee will write down the team's answers and at the end of each round the papers of both teams shall be passed to the Scorer/Timekeeper for checking and allocation of points. Two points are awarded for a fully correct answer. If there is any disagreement on an answer the Question Master's decision is final. Each match can be followed by a beer round of 10 questions, the scores of which do not count in the Competition. The results from each match are to be recorded on the result sheet and posted to the District Quiz Co-ordinator as soon as possible after the match.
7. The District Quiz Trophy will be presented to a representative of the winning Club at the next District Convention. The Club is responsible for the safe keeping of the trophy and for having it engraved with Their Club name and year of winning, in the same style as previous years.
8. Any dispute regarding this competition shall be settled by the District Governor and his/her decision is final.
9. The entry fee is £5.00. After expenses all monies will be used at the discretion of the Cabinet.

April 2009