
Guideline

AN IMPORTANT NOTE:

- The organizers reserve the right to modify the rules or guidelines at any time. Any such changes will be communicated to the participants promptly.
 - Decisions made by the judging panel will be final and binding on all teams. No appeals or queries regarding the judgment will be entertained.
 - Prize pool is subjected to the number of participants and on the discretion of the organizing committee.
 - **Cliffesto'25** reserves the right to disqualify any team at any stage for non-compliance with the rules or misconduct.
 - For any queries or clarifications, participants are encouraged to contact the **Cliffesto'25** organizing team
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Contact Details of Event Head:

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Prashnotsav (Quiz Competition)

This year, as part of the festivities, we're hosting an exciting **Quiz Competition** designed to challenge your knowledge and wits across three popular themes.

Event Details:

● Eligibility:

To be eligible for participation, individuals must be registered online

● Themes & Categories:

The quiz competition will consist of 2 subquizzes, subsequently each quiz will be held separately during a time frame of 2 days , each focusing on a unique theme:

1. Anime
2. Bollywood

● Team Composition:

- o A team may consist of a minimum of 3 and a maximum of 4 participants. These participants can be from the same or different institutes.
- o Team Captain: Each team must specify their team captain at the time of registration on the website. All the important communications between Organizers and the registered teams will be done through their team captain.
- o The team must submit valid contact details at the time of registration.
- o Maximum teams allowed in the quiz competition for each category are 15.

● Cash Prizes:

- o First Place: ₹5,000 per theme
- o Runner-up: ₹3,000 per theme

● Participation:

Teams are allowed to participate in multiple quiz competitions if they wish.

Competition Format:

The quiz competition will be conducted in **two rounds**.



Round 1: Direct Question Round

- Each team will be asked questions **one by one**. A correct answer earns the team **+5 points**.
- If a team cannot answer, the question passes to the next team, giving them an opportunity to score.
- At the end of this round, the **three teams with the highest scores** will advance to the final round.

Power Play Skill

- Each team gets one **"Power Play"** opportunity in **Round 1**.
- During their turn, if a team activates the Power Play, they get a chance to **double their points** for a correct answer, earning **+10 points** instead of +5. However, a wrong answer will deduct -5 points.

Hint Mechanism

- In Round 1, each team gets **one "Hint" card** they can use for one question.
- The hint will make the question slightly easier, but if they answer correctly after using the hint, they earn only **+3 points** instead of +5.
- POWERPLAY AND HINT MECHANISM **CANNOT BE USED FOR THE SAME QUESTION**

Risk & Reward Question

- A special **"Risk & Reward" question** that's worth **+10 points** if answered correctly but incurs a **-5 point penalty** if wrong.
- Only one such question is asked, and it's a high-difficulty question. Teams can choose whether to answer or pass, adding a high-stakes before the final round.

Round 2: Buzzer Round

- In this high-stakes final round, the **first team to hit the buzzer** will answer.
 - A **correct answer** earns **+5 points**.
 - A **wrong answer** results in **-2 points**.



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- o Teams that do not hit the buzzer receive **0 points** for that question.

THE FINAL SCORE WILL BE THE SUM OF INDIVIDUAL SCORES OF THE TWO ROUNDS

Winner :

The team with the highest point will be the winner