

# **PUB QUIZ RULES**

**Updated 12.02.2024**

## **§ 1 General provisions**

1. The organiser of PUB QUIZ (hereinafter referred to as the Quiz or the Game) is Next Enter Sp. z o.o. with its registered office in Bydgoszcz 85-171, Wojska Polskiego 8/34, NIP 9532783102, REGON 388597230.
2. The quiz is a form of intellectual entertainment where teams of Participants answer questions posed by the host. The terms and conditions of the Quiz are set out in these Rules and Regulations (hereinafter: Rules).
3. The Terms and Conditions are binding on the Organiser and the Participants and govern the terms and conditions of participation in the Quiz, the rights and obligations of the Organiser and the Quiz Participants. Participation is solely determined by the Rules and Regulations and all advertising and promotional material is for information purposes only.
4. The quiz is not a game of chance within the meaning of the Gambling Act of 19 November 2009.

(Dz. U. z 2009 r. Nr 201, poz. 1540 z późn. zm.)

## **§ 2 Participants**

1. Participation in the Quiz is voluntary. The condition for taking part in the quiz is registration to the host and payment of the entry fee. Participation in the game implies acceptance of these Rules.
2. The entry fee is from PLN 1 (in words: one zloty) to PLN 20 (in words: twenty zloty). The host may exempt Participants from paying the entry fee. Information on the amount of the entry fee or any exemption shall be announced before the start of the collection of applications.
3. The Organiser shall not be liable for the provision of false data or data of a third party by Participants. Provision of false data shall result in the loss of the right to the prize.

## **§ 3 Quiz rules - Teams**

1. A minimum of two teams may enter the Game and each team must consist of at least one participant. The number of people in teams entering one Game does not need to be equal. The organiser reserves the right to change the rule depending on the arrangements with the venue.
2. The number of teams that may participate in one Game and the number of Participants in the one team is determined by the host before the start of the game. The numbers depend on the venue conditions and the number of registered Participants.

3. Each team chooses its own name and a representative. In the event of ambiguity about an asked question or a given answer, only the representative shall represent the team in discussions with the host.
4. If team names are commonly regarded as vulgar and offensive, the host has the right to refuse to enter the name of such a team in the results table.
5. A Team can only take part in the Quiz once on any given day.
6. During the PubQuiz game, and during breaks, it is not permitted to exchange players who were signed up at the beginning of the game for others who were not present at the venue or who arrived at the venue during the ongoing game.

#### **§ 4 Quiz rules - Questions**

1. The quiz consists of questions divided into categories. About the number of questions in the categories and the number of categories Participants will be informed by the instructor before starting the Game.
2. The host presents questions by:
  - a) reading out the question,
  - b) screening of an excerpt from the film and reading out a question about the screened excerpt,
  - c) playing a piece of music and reading out a question about the piece of music played,
  - d) presenting a photograph and reading out a question about the photograph presented.
3. The facilitator informs participants how the questions will be presented before the questions in the category.
4. Each question and answer prepared by the organiser is confirmed by a source of knowledge (e.g. the PWN Great Encyclopaedia, the Polish Press Agency, Wikipedia).
5. If the correctness of an answer prepared by the Organiser is questioned by a Quiz participant, one may request the source used by the Organiser. The request to provide the source of the answer should be addressed to the Organiser at the following e-mail address: kontakt@pubquiz.pl.
6. In the event that an answer to a question prepared by the Organiser is found to be incorrect, the Organiser has the right to apply the 'good will privilege'. The goodwill privilege is a rule whereby the answer prepared by the Organiser is considered correct. The organiser does not create the answer himself, but presents information taken from various sources. The organiser using information from a given source is convinced of its correctness and its purpose is not to mislead game participants.
7. In order for the organisers to be able to use that rule, they must provide the interested parties with a source, from of which the error originates.

8. The decision of the facilitator on contentious issues is unequivocal, final and binding on participants.

### **§ 5 Quiz rules - the course of the Game**

1. The team receives a playing sheet from the facilitator on which they write the answers to the questions. The playing sheet consists of two sheets - a top sheet and a bottom sheet. They are made of self-copying paper in order to make two identical copies.

2. The questions for all teams are the same. The presenter asks the question and then gives the Participants time to answer, which must be no less than 3 seconds.

3. Each Game consists of 2 stages:

a) Stage I - asking questions by the facilitator,

b) Stage II - checking the correctness of the answers given by the Participants, by comparing them with the correct answers presented by the host,

3. Checking the correctness of the answers given involves handing over the top playing sheet with the answers written on it to the host or a representative of another team taking part in the same Game, who checks their correctness and indicates the number of points scored by the team.

4. The stages of the Game may interweave at will within a given game. Before the start of the Game, the host announces the sequence in which the stages will follow.

5. For a correct answer, the team receives 1 point. For no answer or an incorrect answer, the team receives no points.

6. Bonus questions may occur during the Game. The number of additional points to be scored for answering a bonus question correctly must be communicated by the host before the question is presented.

7. The team with the highest number of points wins.

8. In the event of two or more teams scoring the same number of points, the prize will be decided by the additional question. The supplementary question for all teams is the same and consists of identifying the number as close as possible to the one that is the correct answer to the question.

9. The aim of the additional question is to determine the best teams, which will be awarded prizes. If one extra question fails to determine the best teams, then another is held.

10. Points scored in additional question are not added to the final score, i.e. the sum of points from all categories.

11. In the standard form of the quiz, an additional question also determines the winner of an additional prize which is awarded to the team that finishes outside the TOP3 or TOP4, depending on the number of players.

12. The organiser reserves the right to change the rules for the additional prize depending on the number of entrants and the arrangements with the venue.

### **§ 6 Quiz rules - disqualification**

1. Any changes to the sheet that remain with the team, once the top sheet has been handed back to the host to check the correctness of the answers, will result in the disqualification of all Participants in that team.
2. Participants in the Game are strictly prohibited from using electronic devices such as mobile phones or laptops or any other material that may contain answers to questions asked during the competition. It is prohibited to:
  - a) writing text messages (e.g. SMS, Messenger)
  - b) making phone calls,
  - c) Internet usage.
3. Consulting questions and answers with people who are not participating in the Game will result in disqualification.
4. If violations of the prohibitions indicated in paragraph 2 or paragraph 3 above are found, the host shall admonish the team. In the event of repeated infringement of the prohibitions he shall take away points from the team. In the event of repeated infringement of the prohibitions, the host will deduct 10 points from the team. In the event of repeated infringement of the prohibitions, the host may disqualify all Participants in the team.
5. If a team is subject to one of the above point penalties, it will be excluded from answering the additional question (when asked to reward the team finishing outside the podium).
6. All Participants of a team that breaks the prohibitions indicated in paragraph 2 and paragraph 3 above will be disqualified.
7. In the event of Participants' behaviour exceeding the moral and Ethical behaviour (e.g. vulgar behaviour, insulting the host or other players) the host may warn the team. A second warning will result in disqualification of the whole team.
8. If a team is disqualified for the reasons mentioned in paragraph 2, paragraph 3 and paragraph 6, no refund of the entry fee can be claimed.

### **§7 Awards**

1. In the standard Quiz, 4 or 5 teams win. When the number of participants is between 1 and 40, the top 3 teams win and an extra prize is awarded. When the number of participants is 41 or more, the top 4 teams win and an additional prize is awarded. The organiser reserves the right to change the prize rules depending on the arrangements with the venue.
2. The Game host shall inform the participants of the value of the prizes and additional prizes before the start of the call for entries. The Game host also informs whether only the winning team is entitled to a prize in a given Game or also the teams that come next.

3. Any review of the scores after the end of the Game does not change the order approved in the table, and does not give the right to amend the awards granted. The end of the Game is reached when the final scoreboard is displayed and prizes are handed out by the Game host.
4. In some cases, the Host may decide that the prize for winning the PubQuiz will be transferred by bank transfer. The prize will be transferred within 7 working days of receipt of the transfer details.

## **§ 8 Protection of personal data**

1. The data controller within the meaning of the Personal Data Protection Act is the Organiser. In matters concerning the processing of personal data you can contact the Data Protection Officer at the following email address: [iod@newentertainment.pl](mailto:iod@newentertainment.pl). The person registering for the Game agrees to the processing of personal data (in accordance with the provisions of the Act of 29 August 1997 on the protection of personal data, unified text Dz. U. of 2002 No. 101, item 926 as amended).
2. Personal data will be processed to the extent and for the purposes of the running of the Game and, in particular, for the purposes of communicating with Participants and issuing the prize to the winner. Personal data may be used to promote the Game in particular by publishing information on the winners of the Game and on the Organiser's website, its Facebook profile and in promotional materials.
3. At the end of the Game, the personal data of the Participants will be erased by the Organiser in accordance with the principles set out in the Personal Data Protection Act.
4. By entering the Game, the Participant agrees that photographs may be taken and their image may be published on the Organiser's website, its Facebook profile and in other promotional materials (posters, leaflets, articles) for promotional and marketing purposes.

## **§ 9 Final provisions**

1. The right to complain as to the non-compliance of the Game with these Rules, is due to the Participants of the Game, within 14 days of the end of the Game. Complaints should be submitted in electronic form to the Organiser's email address: [kontakt@pubquiz.pl](mailto:kontakt@pubquiz.pl) or in writing to Wojska Polskiego 8/34, 85-171 Bydgoszcz. Organiser will consider the complaint within 14 days of its receipt and notify the Participant of the outcome. The Participant is requested to indicate the following details in the complaint: name, surname and exact address of the Participant, contact telephone number, exact description and reason for the complaint.
2. In all matters not covered by these Terms and Conditions, the provisions of the Civil Code, the Personal Data Protection Act and the Act on the copyright and related rights and other provisions of applicable law.
3. The Quiz Rules are available for inspection during the Quiz from the Quiz host.
4. The final interpretation of the Rules and Regulations rests with the Organiser. In cases of dispute, the Organiser's decision is final. Ignorance of the rules and regulations does not exempt the participant from observing them.

5. The organiser reserves the right to make changes to the regulations. All changes shall come into effect from the date of publication of the updated version of the rules.