



## Novel Trivia

## Contest & Dinner

**Sat., Oct. 18 ♦ 6 p.m.**

Colorado Springs Historic City Auditorium  
221 E. Kiowa St.



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**WHAT:** Challenge other organizations in a unique trivia contest based on the **APPR 2003** selection, *Frankenstein*. A buffet dinner and cash bar will be included in the evening. Cost: \$500 per 3-member team, which includes cheerleading section (up to 5 extra people). \$25 per individual not registered with a team.

**WHO:** Three members of any business or organization form a team. Also welcome, as part of the registration fee, are up to 5 people who wish to cheer on their team. More cheerleaders are welcome at an additional price of \$25 per person. Individuals interested in just watching the fun and having dinner can also attend for \$25 per person.

**WHEN/WHERE:** Saturday, October 18, 2003, 6 p.m., Colorado Springs Historic City Auditorium, 221 E. Kiowa St., Colorado Springs.

**WHY:** To raise money for LitSource: adult literacy @ your library™, and **APPR 2003**.

**HOW:** To sign up a team for the Novel Trivia Contest and Dinner, contact Wendie White at 531-6333, x2201 or [wwhite@ppld.org](mailto:wwhite@ppld.org). Registration must be completed by October 10.

### **ANYTHING ELSE? **You bet!****

- ♦ Prizes for Trivia Contest winning teams and team with the best team spirit!
- ♦ Prize for the best costume depicting the themes in *Frankenstein*.
- ♦ Prizes for Audience Trivia Contest.

**GREAT food! FUN door prizes!**

*Frankenstein Novel Trivia Contest & Dinner will be taped for future broadcast on Adelphia Channel 17 - the Library Channel.*

# Frankenstein

Mary Wollstonecraft Shelley

# Rules

## APPR 2003 Novel Trivia Contest & Dinner

1. Each team will consist of three members; preferably associates of your organization. However, any three persons may comprise a team.
2. Team members will be identified as 1, 2, and 3; the designated responder will rotate. For example, team member #1 will be the designated responder for question one; team member #2 will be the designated responder for question 2; and so on.
3. Questions used in Novel Trivia 2003 will be specific to the novel *Frankenstein* by Mary Wollstonecraft Shelley. Please note the particular edition to be used for the contest: Signet Classic, 1963 (212 pages). **Each registered and paid team will receive three copies of this exact edition as part of their registration fee.** Questions from various *Frankenstein* films will also be included.
5. The Quizmaster will state the question, then repeat the question.
6. Teams may ask for one additional repetition of each question prior to beginning their response. They may not ask for clarification regarding language or intent of questions.
7. Team members may (should!) collaborate on answers. The designated responder must begin answering within the designated time and complete his/her answer within one minute. Vague, incomprehensible, and/or incomplete answers will be regarded as incorrect. The designated time will vary from round to round, beginning with 30 seconds, decreasing by 5 seconds each subsequent round.
8. If a team cannot answer the question after the allowable collaboration period, it will be regarded as an incorrect response.
9. Round competition will proceed as follows:

**Round 1** – Teams will choose numbers to determine pairing assignment. Team #1 will pair with Team #12; Team #2 will pair with Team #11; Team #3 will pair with Team #10; etc. Each team will be asked three questions. Teams have 30 seconds in which to answer each question; failure to do so will be regarded as an incorrect response. The team with the most correct answers in each pair will win the round. In case of a tie, both teams will be asked a tiebreaker question, and the team with the correct (or closest) answer will win the round.

**Round 2** – Winning teams from Round 1 will be paired with each other and non-winning teams from Round 1 will be paired with each other. Once paired, each team will be asked three questions. Teams will have 25 seconds in which to answer each question; failure to do so will be regarded as an incorrect response. The team with the most correct answers in each pair will win the round. In case of a tie, both teams will be asked a tiebreaker question, and the team with the correct (or closest) answer will win the round. **The winning teams will continue in the competition,** the non-winning teams will be eliminated.

**Round 3** – The remaining teams will be randomly paired. Each team will be asked three questions. Teams have 20 seconds to collaborate and answer each question; failure to do so will be regarded as an incorrect response. The team with the most correct answers in each pair will win the round. In case of a tie, both teams will be asked a tiebreaker question, and the team with the correct (or closest) answer will win the round. Non-winning teams will be eliminated from the competition; **winning teams will proceed to the Lightning Round.**

**Round 4** (Lightning Round) – The remaining three teams will each be asked one question. Teams have 15 seconds to collaborate and answer; failure to do so will be regarded as an incorrect response. **The two teams that answer the question correctly will proceed to the Final Round;** the non-winning team will be eliminated from the competition. In case of a tie, teams will be asked a tiebreaker question, and the two teams with the correct (or closest) answer will move to the Final Round.

**Round 5** (Final Round) – The remaining two teams will each be asked three questions. Teams have 10 seconds to collaborate and answer each question; failure to do so will be regarded as an incorrect response. **The team with the most correct answers will be crowned Trivia Contest Champions.** In case of a tie, both teams will be asked a tiebreaker question, and the team with the correct (or closest) answer will win.

10. The judges are in complete control at all times of Novel Trivia 2003. Their decisions (however strange they may seem) are always final on all questions.
11. Worn apparel, hands, arms or other body parts, and footwear may be checked for contraband notes or references at any time previous to or during the competition.

**Teams found to be in possession of contraband information shall suffer public humiliation at the hands of the judges.**

## Team Information and Instructions

### Registration:

Contact Wendie White at 531-6333, x2201, or [wwhite@ppld.org](mailto:wwhite@ppld.org) to receive registration packet. Registration must be complete and paid by October 10.

Cost: \$500 to register a team of 3 members. Includes:

- ♦ competition, with seating for 5 “cheerleaders”;
- ♦ books for team members;
- ♦ dinner.

\$25 for spectators not affiliated with a team registration.

Proceeds from registration will benefit LitSource (the adult literacy program for Pikes Peak Library District) and **APPR**. Teams are encouraged to bring people to cheer them on to victory – the more the merrier! Individual tickets available for additional cheerleaders.

### Study Books:

Each team will receive 3 copies of *Frankenstein* by Mary Shelly (Signet Classic, 1963).

### Team Arrival:

**The Novel Trivia team members must report at 5:30 p.m. for instructions!** Seating and pairing will be determined by random drawing.

### Decorating Your Table Space:

We encourage all teams to arrive earlier than 5:30 p.m. to decorate their tables; bring “Team Spirit”-type decorations! Teams are encouraged to dress in appropriate costumes and come up with a clever team name. PPLD will provide “table banners.” A company banner, if provided by the company, for each qualified team entered (e.g., paid!) will be hung in the room.

### Prizes!

Trivia Contest Champions ♦ Trivia Contest Runners-Up ♦ 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place winners of Audience Trivia Contest ♦ Best Costume depicting themes in *Frankenstein* ♦ Most Team Spirit ♦ Many door prizes!

### Food!

Registered teams, cheerleaders, and paid spectators will receive a sumptuous buffet dinner.



All Pikes Peak Reads is a literary program created by the Pikes Peak Library District to involve everyone in El Paso County in the reading and discussion of a single book each year. The 2003 selection is Mary Shelley's classic novel *Frankenstein*. While the story of Victor Frankenstein and his monster is universally known from the many film versions, few people have actually read the book. This is an opportunity for us all to read the book and discuss the many timeless issues of science and humanity presented in the novel. The 2003 All Pikes Peak Reads program offers a large variety of events, appealing to all ages and interests. You will find copies of the book available in all branch libraries.

## Prize Donors

Cheyenne Mountain Zoo	Phantom Canyon Brewery
The Colorado College Department of Athletics	Pikes Peak Cog Railway
Dale Street Café	Radisson Inn & Suites
Diamond Shamrock/Valero Co.	Red Hot and Blue Memphis Pit Bar-B-Que
Garden of the Gods Club Spa	Sencha
Grand West Outfitters	Starbucks Coffee Co.
Il Vicino	Tinseltown Theater
Iron Springs Chateau Melodrama Dinner Theatre	Trattoria DeAngelo
Old Town Bike Shop	Village Inn
Omelette Parlor	Western Museum of Mining & Industry

