



DES MOINES CORPORATE *GAMES*

VIRTUAL CHALLENGE NAME THAT TUNE VIRTUAL TEAM TRIVIA RULES

Eligibility

All players must be regular employees (full or part-time), interns or retirees of companies registered for the Des Moines Corporate Games.

General Rules

1. Companies are allowed two teams of up to 10 players of any gender. Companies may participate with less than 10 players.
2. Name that Tune will be played webinar-style over Zoom. Teams will need to create their own group chat using another method in order to communicate. Only one team member should access the answer sheet. A link and PIN will be provided to each company prior to the game.
3. Trivia will consist of 8 rounds of 8 questions per round.
4. Cell phones or mobile devices are not allowed during trivia.
5. Spelling errors are permissible, but answers must be legible.
6. Each correctly answered question will be worth up to 2 points. One point for the song, one point for the artist. There are 128 possible points.
7. The teams with the highest cumulative scores in each company division of all 8 rounds will be declared the winners.
8. Tie-breaker procedure: If teams are tied after all 8 rounds are completed (1st-4th places only), a 1-question tiebreaker will be given. The team with the answer that is closest to correct will win the tie-breaker.

DMCG Point System

- o Medals will be awarded to the top three teams in each division. Points will be awarded to the top four teams within each division. Only one team per company will be included in the results and earn company points.

Place	Points
1 st	700
2 nd	500
3 rd	400
4 th	300

- o **Bonus Points:** In team trivia, points earned during the competition will be added to the DMCG points earned.
- o Participation points will be awarded to the top team for each participating company. To receive participation points, teams must complete the event as designed. Points for participation per team in Trivia are as follows:

Event	Participation Points
Trivia	200/Team