RULES AND PROPOSITIONS
FOR THE COMPETING PART OF QUIZ
'HELLO EUROPE!'

Thirty-two teams that have won most points in pre-competition (initial testing) will take part in the competing part of 'Hello Europe!' quiz. The competing part of the quiz consists of four rounds:

- First qualifying competition consists of **eight shows.** There are four teams in each show (two participants) from four schools. <u>Two best placed teams qualify for the next round.</u>
- Second round, quarterfinals, consists of **four shows.** Each show hosts four teams (two participants) and <u>two best placed teams qualify for the next round.</u>
- Third round, semi-finals, consists of **two shows.** Each show hosts four teams (two participants) and <u>two best placed teams qualify for the next round.</u>
- Fourth round, finals, is represented by **one show**. There are four teams (two participants) the best placed teams from the semi-finals.

QUIZ

HELLO EUROPE!

GAMES AND THEIR RULES

Quiz show consists of six games (seven when a short introductory game is included, and which brings no points). Primarily in an entertaining and educational way games will present facts on general European values in different strata of life, facts on European Union, its organisation and functioning, as well as its present and future members.

Teams comprised of two members and one extra will participate in each show, cheered by supporters from their schools.

GAMES (working titles for games):

(Introductory game) MUSIC CHAIRS
The audience participates in this game. The aim of the game is to determine the position of teams in the competition in an entertaining way. This game brings no points. The band in the studio plays three tunes; a supporter from the audience, after consulting with other supporters, presses the key to secure his/her right to answer. If they have the shortest time, and give the correct answer, the school team they support takes position one. The game goes on in the same way until all positions are taken. In case of a draw or no correct answers, show host decides on the position of teams.

1. FAST ANSWERS
Participants should answer eight questions from various fields related to European countries, functioning, organisation and history of EU in short time. All teams have the right to answer all questions. The participants entitled to the right to answer are those who press the key within the time frame. Points are awarded at scale 4, 3, 2, 1, depending on the speed of applying and the correctness of the answer. An incorrect answer means one negative point.

2. SINGING GAME

Each school participating in the show gets a list of four songs before the shoot. Tunes are European music close to teenagers. **The song is sung by the extra participant.**
Video beam displays four squares with four tunes behind them. One of the participants chooses a square and after its being opened, the title of the song to be sung appears. The extra participant sings it accompanied by the band.
Points for this game are awarded by the band (1 – 4 points) and by the jury consisting of foreign participants, which means that maximum number of points is 8.

In order to make the Quiz dynamic, tunes will be distributed after the games *Fast Answers, Race through Europe, and Game of Surprise* .

Order of teams is from fourth to first.

3. RACE THROUGH EUROPE

Monitors and graphics display four closed squares, one of which is opened by a competitor. The square contains eight clues specific of eight European countries (E.g. tarantella – croissant – galoshes – sauna – clover – Pan's flute – yogurt). The second participant does not see the clues, but listens to instructions of the first participant who is reading the clues, thus leading him/her to the country. The task of the second participant is to put stars/flags onto the country which is on the map on the floor of the studio in 30 seconds. When the participant places the flag, he/she must pronounce the name of the country he/she has flagged. The participant must not pull down the flag already placed. Each correct answer is worth two points.

SINGING GAME – 2nd part

4. MYSTERIOUS EUROPEAN

Officials and employees of European Delegation and embassies of EU countries take part in this game. They are in the studio. 'Mysterious European' is a diplomat or a representative of Delegation who gives five pieces of information, which are characteristic for his/her country. After each piece of information participants may apply by pressing the key and try to say which country it is. There are five pieces of information altogether that Mysterious European gives to participants. Only the team that applies first has the right to answer. Correct answer after the first piece of information gets the participants 5 points, after the second four points, etc. For a wrong answer a negative point is awarded.

In the final part of this game, Mysterious European will present teams with interesting gifts, which are characteristic for his/her country.

SINGING GAME – 3rd part

5. SURPRISE GAME

One team member gives clues to another to guess a concept related to a country – member of EU using mime or drawing. Each team has 60 seconds. Each guess is 5 points worth.

SINGING GAME – 4th part

After the fourth tune, jury and band award points to singers – extra participants.

6. I GUESS THE SQUARE

The panel for this game contains twenty squares. Participants open four squares and earn four points for each correct answer. If participant does not know the answer, the right to answer goes to the teams that first apply by pressing the key. Three, two, or one points are awarded for applying and correct answer, according to the sequence of applying. There are no negative points.

<u>BONUS GAME</u>

In case of a draw, participants get **bonus questions** in various fields, which participants answer according to sequence of applying.

A change in the sequence is possible.
RTS also reserves the right to make changes and additions to Rules and Propositions of quiz show 'Hello Europe!', with a precondition that participants have to be informed in advance.