

# Eureka Challenge

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## 1<sup>st</sup> through 3<sup>rd</sup> Round Instructions

1. DO NOT OPEN THE 'SECURITY ENVELOPE' containing the Question and Answer Cards until you are ready to start ' Starting Time begins IMMEDIATELY UPON OPENING this envelope.
2. Make sure the Lodge has a stapler loaded with plenty of staples. To 'answer' a question, a Lodge must staple an Answer Card to a matching Question Card. No other means of attaching cards will be accepted.
3. Make sure the Lodge has a watch or clock with a second hand ' time must be kept to the nearest second. The Secretary (or his designee) is Official Timekeeper.
4. Familiarize yourself with the Official Rules (which also appear on the back of the Lodge Participation Form). All Lodges will be governed by these rules. Note that the 1st Round of the Eureka Challenge MUST be conducted between Feb. 1 and March 31, and the 2nd Round between May 1 and June 30. There are NO EXCEPTIONS to this timeframe and NO DISPENSATIONS can be granted. Completed materials submitted outside this timeframe will not be included in the competition.
5. The Lodge must be tiled while conducting the Eureka Challenge, but the Tiler may tile from within (so he may participate as well).
6. When ready to start, open the 'Security Envelope.' At that moment, the Secretary should record the Starting Time to the nearest second on the Lodge Participation Form (a substitute for the Secretary may be designated).
7. The Quizmaster should immediately pass out all 20 Answer Cards to the Lodge members. Make sure each member has at least one card if possible.
8. The Quizmaster should read Question Cards aloud in any order.
9. Any member who believes he has the correct Answer Card reads it aloud and, if the Lodge agrees, it should be stapled to the matching Question Card. A Lodge may also match questions and answers by other methods such as reading all answers aloud first, laying out the cards on a table, etc.
10. Proceed answering questions, up to a maximum time of 20 minutes.
11. Ending Time is when the last pair of cards is stapled together. Time may not be stopped until stapling has been completed. The Secretary should record the Ending Time to the nearest second on the Lodge Participation Form.
12. Fill out completely the Lodge Participation Form, including Master's and Secretary's signatures (or their designees), and emboss the Lodge Seal on it, if available.
13. If you encounter an error (missing or extra card, etc.) make note of this on the Lodge Participation Form and it will be taken into account in scoring.
14. Place the Lodge Participation Form and all Question and Answer Cards (whether stapled together or not) in the Return Envelope included with your materials, and seal it.
15. Affix proper postage and mail promptly -- postmark vs. date conducted will be used as an additional tiebreaker.

## 3rd Round Instructions

1. Each lodge MUST have members who wish to participate (including plural and honorary members) sign in and be present as of Starting Time on Friday at the Annual Meeting of Grand Lodge of Illinois held in October in Springfield, IL. No accommodations will be made for late arrivals.
2. Non-members may not participate as part of a lodge's team.
3. Each Area Champion lodge will compete one after the other, based on the order of their times in the 2nd Round.

4. The Quizmaster must read questions aloud at least once over the PA system from his podium, and team members are asked to read their answers at least once over the PA microphones provided from their seats at the conference table.
5. A lodge may use one or more 'runners' to pass cards between the Quizmaster's podium and the table and to staple cards.
6. Each lodge will be provided with two fully-loaded staplers, tables, chairs, note paper and pens. No reference materials of any kind will be permitted. Cell phones and pagers should be turned off. A lodge may use its own stapler(s).
7. The Grand Lodge Programs Committee (the 'Committee') will act as official timekeeper. Time will be recorded to the nearest second.
8. A sealed envelope containing 20 question and 20 answer cards will be handed to the Quizmaster.
9. Starting Time commences when the Quizmaster opens the envelope.
10. Each lodge will have a maximum of 20 minutes in which to match its questions and answers. No breaks (i.e., stopping of the clock) will be permitted.
11. A lodge may proceed to match questions and answers in any order it chooses.
12. A question will be considered answered when stapled to an Answer Card.
13. Timing stops when the Quizmaster hands ALL cards to a member of the Grand Lodge Programs Committee. If a lodge is still in the process of answering questions when the 20 minutes expire, the Committee will call "time" and immediately end the round. No questions or answers may be stapled together or changed after 'time' is called.
14. Scoring will be as follows: +5 points for each correctly answered question; zero points for each incorrectly answered or unanswered question. Total potential maximum score is 100 points or a "Hecatomb." There is no point deduction penalty for incorrect answers.
15. Scores are determined by the Committee, whose decision is final. Results will be announced following the conclusion of the 3rd Round at the Grand Master's Banquet. Awards will be presented at the Grand Lodge awards ceremony on Saturday at the Prairie Capital Convention Center.