

Business Brain Quiz League Season 2

Gyaanspace and GoSpring have combined to bring to you Season 2 of the much-acclaimed Business Brain Quiz League. The league will be comprehensive quizzing fun, comprising:

1. 8 weeks of Mimir quizzing; 6 weeks for games of 4 players each (6*4*2) and 2 finals rounds (8*4*2)
2. 6 online quizzes with 20 questions each on Spring forming a mini-league

Game details

1. The Quiz will be conducted in the **Mimir league format**. We recommend playing a few practice games if you are unfamiliar with the format. We will provide access to trial games ahead of the league for at least 2 weeks.
2. Questions will be related to business with a strong international focus. We expect 10% or fewer questions based on Indian business. This is to ensure the league has an international flavour and attracts global players too.
3. The league **starts on Aug 4th** and will have **8 game weeks**. The first 6 weeks will be games of 48 questions (4 players * 2 questions per player * 6 rounds). The last 2 weeks will be 64 questions (4 players * 2 questions per player * 6 rounds)
4. The first week will have an **open draw** and the following weeks will be based on scores in the previous weeks combined, **based on tiers**.
5. There are no knock-outs and all players will play all 8 weeks.
6. Questions will be text-based, audio or video-based. It will have operative parts in **bold** and lateral clues leading to the answer are in *italics*.

Platform & Automation

We will be using the Spring front end for the mimir league. And also new automation will be enabled to facilitate the smooth flow for the league creators, players and readers. The changes from previous leagues namely are:

1. All draws will be sent individually to the group of 4 via email to facilitate scheduling. This saves time in the first person looking at the draws and triggering the email. Hopefully a few hours down.
2. As soon as a reader picks a game, players will get an alert so that they don't need to keep checking the sheet if they have a reader.
3. The reader gets a clean web page with questions and answers so that it is easy to refer to them while reading the game. There is also a separate reader screen available for those who are comfortable managing 2 screens - a reader screen to read from and a player screen to show on Zoom. The player screen is controlled by the Reader screen, with the benefit that the reader screen has the answer.
4. The reader also gets a game link with all questions and player names listed. There is no need for separate TSVs. Once the game is completed, there is no need for any separate submission of the scoresheet.

5. The leaderboard will get automatically populated immediately after the game or at the beginning of the following day if due diligence is needed based on feedback from players/readers.
6. We have also introduced automatic backups for Kill so that questions will appear automatically on screen in case a Kill is necessary.
7. Tie-breaker questions in the last 2 rounds will also appear automatically on screen.

League Scoring System

1. For winning a match you get 4 league points, for coming second 3 points, for coming third 2 points and for coming fourth you get 1 point.
2. In case of ties, the points get divided (E.g. A tie for first spot, would mean the two participants get 3.5 points each, while the third and fourth would get 2 and 1 points respectively)
3. The Leaderboard will be based on (i) Points (ii) Directs scored (iii) Total points
4. There is a normalisation of scores for scenarios when a game is played with 3 or 2 players. Bonus Attempts, Bonus Points, BA%, & Game Score are normalised. Owns will not be affected by the normalisation. 3 Players = 75%, 2 Players = 50%.

League Etiquette

To ensure the league runs smoothly, the following guidelines are critical:

1. Be responsive to the emails and messages from fellow players and organisers. If a player does not respond for 36 hours, please go ahead and schedule your game. We are introducing some automation to facilitate and quicken the process - and hopefully, you will not face the issue.
2. We recommend the use of Zoom.
3. The important game play norms as always are:
 - a. Please keep your video on at all times; both your hands visible on screen
 - b. Please keep your audio on at all times, unless unavoidable
 - c. Please play fair at all times – do not Google or take any external assistance (human or otherwise)
 - d. Do not discuss the questions with anyone till the Game week is over
 - e. Respect the reader and opponents: Allow the reader to complete the question, even if you know the answer even before the reader has finished the question
 - f. Please be on time for the game - you can start the game if players don't land 10 minutes after scheduled time - 5 minutes if they have not informed of delays!

Guidance for Readers

1. We request everyone to read. A friendly league works with effort from everyone. So if you finish your game early in the week, do consider picking a game or 2 to read. Experience says this will also make you a better quizzier.
2. You can earn reader credits of INR 150 for reading each game. You can encash it at the end of the season, or use it to get a discount for next season.
3. An hour before the game, you will get in separate emails,
 - a. the game link to run the game. So you don't need a Chrome extension and can be played from popular browsers like Chrome, Edge or Safari and

- b. questions and answers of the quiz in the form of a web page. There is no need for TSV at all.
- 4. Once you have signed up to read a game, you would ideally be added to the mail chain by the players with the Zoom link. In case the players have not reached out to you, even an hour before the game, please reach out to the players over email
- 5. Please reach out to our team in case of any confusion, discrepancy, disagreements regarding points given or not given for a question.
- 6. Please ensure you press the last button on the Spring platform "Submit Score" so that the final score gets recorded.

Payment Details

Considering the significant effort in conducting the quiz league over 8 weeks, we would be charging a fee for this league. The charges are as below:

Open Category:

- a) For Indians: INR 1800
- b) For international payments: \$25 / GBP 25 / 25 EURO

Student category:

- c) For college students: INR 1000
- d) For school students: INR 500
- e) For international payments (for college students) : \$15 / GBP 15 / 15 EURO

Payment Details:-

UPI: 8197551215@ybl/ 8197551215@paytm/ dreamtheatre.titash@okicici / 8197551215
(maybe as a backup you can add your UPI Id)

Account Transfer:

Name- Titash Banerjea
Account no- 104001506897
IFSC code- ICIC00000002

For international participants:- Paypal to kunaljuprod@gmail.com

For all further questions and feedback, contact: -

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