Tractor Trivia League: The Official Charter

Welcome to the big leagues. After seven years, we're locking this down. The Tractor Trivia League is a three-month gauntlet.

Here is the law of the land. Read it, learn it, and don't make me repeat it.

Section I: League Operations

- **The Three-Month Season:** Seasons run in three-month sprints.
- **The "Top 10" Rule:** Real life happens. Over the 12-week season, we only count your team's Top 10 highest scores. Bomb a week? Skip a week for a vacation? It drops off.
- **Team Tags are Mandatory:** Your team now can create their own unique four letter Team Tag Code. You can change your team name to whatever unhinged pun you want every single week, but that Tag code MUST be on your sheet. No code, no points tracking.
- **The Standings:** Leaderboards live full-time on the website. Check them obsessively.

Section II: The Nightly Rules of Engagement

- **Keep It Secret:** Don't shout out the answers. Keep it to yourself.
- **Respect the Mic:** Don't fuck with the Trivia Host and the cohost. That's us!
- **No Cheating:** Zero tolerance. If you get caught cheating, your round is zeroed out. Put the phones away.
- **The Rule of 6:** No more than 6 people per team. If you've got more than 6, split it up and start a bitter rivalry.
- **The Points:** Every round is worth 10 points, except for the final two rounds—they're worth 20 each.
- **The Madman Double Down:** You can double your points on one round by defacing the madman at the bottom of your answer packet. You can only do it once per night, so use it wisely.
- **Pacing & Art:** Grab the Visual Round early; it's due after Round 3. Also, do not ignore the themed art on the last page of your answer packet, announced before the start of round 1.
- **The "We Didn't Write It" Clause:** We didn't write the quiz! Someone else did. If you catch an error, let us know during a scoring break, and we can fix that for you.