



The Rules



1. Each team will consist of up to four members. All members must be adults (19+).
2. Each team will raise a minimum of \$500 to enter. Teams can raise money through sponsorship (sponsored amounts of \$20 or more can receive a charitable receipt). Sponsorship sheets are available on the Sip & Spell website, we can also provide an online option if sponsors wish to pay by credit card.
3. Cheating will be allowed and you will receive 'cheats' based on how much money the team raises. There will be a prize for most money raised.

Money Raised	Cheats Awarded
\$500	1 Mulligan (try again to spell a new word) 1 New Word (choose to get a different word before you attempt to spell it)
\$1,000	All above + ask the audience (go out and find an audience member for help – remember, they still have their phones!)
\$1,500	All above + Word List (Get a word list to study! Word lists will be provided 2 weeks prior to the event or when the \$1,500 is confirmed.)

4. Teams will participate in rounds. Order for each round will be determined by a draw prior to the event.
5. Placement in the event is determined by the order in which a team goes out (first one to misspell a word gets last place, etc.)
6. Electronic devices or other reference materials can not be used. Teams that raised enough to have word lists are not permitted to bring their word lists.
7. These procedures and official rules will govern at the spelling bee. Any disputes will be resolved by the judges. There will be no appeals. In case of a dispute over the correct spelling of a word or any other question, the decision of the judges is final.
8. For the first rounds, all teams will spell the same word. Each team will write their word on the board and one team member come up to the stage to reveal.
9. Teams will have 60 seconds to write their word and get up on stage. The timer will begin once the Pronouncer has announced the word and used it in a sentence.
10. Once we are down to the last three teams, those teams will be up on stage, each team will receive a different word to spell and one member of the team will go to the microphone to spell the word.



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11. The spelling of the word must start before the 60 second timer elapses and can take no more than 60 seconds.
12. The team can decide to use one of their cheats to assist with the spelling of the words. All cheats are assigned before the start of the Spelling Bee and cheats must be used before the end of the 60 second timer (except in the case of the mulligan).
13. A contestant may pause during the spelling of the word and start over as long as the sequence of the letters is not altered and they start over with the first letter of the word. If the sequence of the letters is altered, it is considered a misspelling, and the team is out of the competition.
14. Teams must leave the stage and return to their team table once they are eliminated from the competition. Teams can remain on the “dance floor” or move up into empty seats after elimination.
15. When the contestants are reduced to two teams, and one misspells a word, the other team shall spell the same word. If the second team spells that word plus the next word on the word caller's list, the second team is the winner.
16. Because of time constraints, the announcer and the judges have the right to move to a more difficult list of words whenever they deem necessary.