



## Playoffs FAQ

### 1. What is the Book Bugs II Playoffs?

The Book Bugs II Playoffs is an event where Book Bugs II fans will be able to participate in competitive play, friendly play, card trading, swap passes and enjoy fringe activities. Pre-registration is required for competitive play.

#### Event details

**Date:** 10 & 11 November 2018

**Time:** 12pm – 6pm

**Venue:** The Plaza, National Library Building

### 2. What are the activities at the event?

During the Playoffs, you can enjoy the following activities

- Competitive Play
- Friendly Play
- Swap Pass
- Card Trading
- Fringe Activities

## COMPETITIVE PLAY

### 1. What is competitive play?

Participants play in groups of four and the winner from each group will proceed to play in the second round. Winners of the second round will be declared as champions.

All participants should be between 8-15 years old till end of 2018 and pre-registration is required.

### 2. How can I register for the competitive play?

You can register for a competitive play timeslot via the goLibrary website at [www.nlb.gov.sg/golibrary](http://www.nlb.gov.sg/golibrary), under the event "Book Bugs II Playoffs".

Participants can only sign up for **one** timeslot, and must sign up using their full name as per their NRIC. Registration is on a first-come, first-served basis and opens on **1<sup>st</sup> October 2018, 8am**.

### **3. What are the different competitive play timeslots that participants can register for?**

There are a total of 6 timeslots for participants to choose from.

- 10 Nov, 12.30PM
- 10 Nov, 02.30PM
- 10 Nov, 04.30PM
- 11 Nov, 12.30PM
- 11 Nov, 02.30PM
- 11 Nov, 04.30PM

### **4. How many participants can register for the competitive play?**

Only 80 participants can register for each competitive play timeslot. A participant may not register for multiple timeslots.

### **5. Will I receive an email confirmation upon registering for the competitive play?**

Yes, all participants will receive an email confirmation which includes the details of the competitive play. Please note that the competitive play timeslot is non-transferable. If you are unable to make it for your allocated timeslot, you may cancel your attendance via your confirmation email.

### **6. What is the reporting time for the participants?**

Please report 30 minutes before your competitive play timeslot.

### **7. What is the duration of each competitive play?**

Each competitive plays lasts for about 2 hours.

## **FRIENDLY PLAY**

### **1. What is friendly play?**

Friendly play is for participants who wish to play the Book Bugs II casually. Participants of all ages can take part in the friendly play.

Participants can register for a timeslot on the day of the playoff. Registration is on a first-come, first-served basis.

## CARD TRADING AND SWAP PASS

### 1. What is card trading?

Participants can bring their Book Bugs II cards to the event and trade them with other Book Bugs II fans.

### 2. What is swap pass?

Each participant will be entitled to one Book Bugs II card of their choice, whilst stocks last. Swap pass is limited to one per person.

### 3. How does one get a swap pass?

Each participant will receive one swap pass upon entry to the event. The swap pass will be issued at the registration counter. Redemption is limited to **one per person**.