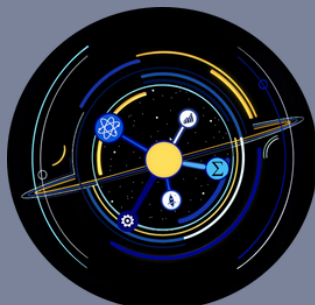




55 PD
STUDY GUIDE



As you embark on this enigmatic journey that the category entails, just imagine yourself to be an officer at the 55 Police Department! Dive into our mystery category where conspiracy and equivocacy come together, murderers and innocent people look alike, perplexing puzzles await you, and you get the chance to unveil your detective talents: all to get to the other side of the labyrinth!

General Guidelines/ Rules: Delegates will act as detectives working for the '55 Police Department.' Each team will be provided with a crime case to analyze, investigate, and solve. They will then present their conclusions in the Criminal Court in front of a jury, defendants, and a judge.

Round 1: Unsolved Chronicles

Delegate limit: 3 per team

Duration: 2 hours

Round Description:

For this round, each team will be given a case file unrelated to the actual cases in Rounds 2, 3, and 4. Each team will be in charge of assembling a murder board. Teams are more than welcome to bring their art supplies and materials, whereas the images and documents will all be provided on the spot.

This will be an elimination round with the top 20 teams qualifying for the next round.

Round 2: Scavenger x Analysis

Delegate limit: 2 per team

Duration: 2 hours

Round Description:

This will be an unconventional scavenger hunt—so much so that the entirety of the scavenger hunt is simply the crime scene! Clues and riddles will all aid in solving the crime; hence, we suggest pocketing each slip of paper you receive. Further details will be disclosed before the round.

This will be an elimination round with the top 5 teams qualifying for the next round.

Round 3: Suspect Profiling

Delegate limit: 2 per team

Duration: 2 hours

Round Description:

Delegates will be given the chance to conduct a quick interrogation of the suspects. Each team will have to choose 2 suspects, out of the 5, which they will get the chance to interrogate. We strongly recommend brushing up on your criminal psychology, as it will undoubtedly assist you in this round.

This round will not be an elimination round.

Round 4: Judge, Jury and Execution

Delegate limit: 2 per team

Duration: 1.5 hours

Round Description:

Teams will be required to prove their presumed murderer guilty in court and act as per actual court proceedings. Will you bring the justice gavel down on the elusive culprit, or would you rather unlawfully convict an innocent man? That is for you to figure out and for us to decide.

Further details will be shared before the round.

Disclaimer: All the rules mentioned above are preliminary and may be subject to change at the day of the event. The decision of heads is final.

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