



DLA PIPER

# Monopoly Challenge

IN CONNECTION WITH THE MASTER CUTLER'S CHALLENGE

## Object

The object of the challenge is to become the wealthiest team by accumulating DLA Piper Dollars (DUSD) through visiting as many properties on the DLA Piper Monopoly Challenge board as possible within two hours.

## EQUIPMENT

Each team shall consist of a maximum of five team members.

At the start of the challenge, each team will be given:

- a fund of DUSD 500 comprising the following notes:  
1 x DUSD 200, 1 x DUSD 100, 2 x DUSD 50, 4 x DUSD 20 and 2 x DUSD 10 and
- a progress report sheet, which will be stamped by the DLA Piper representative at each property visited during the challenge to confirm the team's visit.

Teams may only walk/run/use public transport to travel to the properties around the Monopoly board. A travel pass will be available for each team member. Any team using any other means of transportation shall be disqualified. For the purposes of the challenge, **the use of taxis is prohibited.**

Each team must bring a prop of their choice, which they will have to carry with them for the duration of the challenge. A prize will be given for the most innovative prop.

## SETUP

Teams shall arrive at the offices of DLA Piper at 1 St Paul's Place, Sheffield, S1 2JX by 5:15 pm on Wednesday 29 June 2022.

The challenge shall start promptly at 6:00 pm.

Teams have a maximum of two hours in which to visit properties on the Monopoly board and shall return to the DLA Piper office no later than 8:00 pm.

At the end of the challenge, teams must register their report sheet at the fifth floor reception of the DLA Piper office.

Any team returning to the DLA Piper office after the 8:00 pm deadline shall receive a fixed penalty fine of DUSD 200.

**BANKER**

DLA Piper shall act as banker. The DLA Piper representative at each property shall be cashier for the banker.

Teams will be paid in DLA Piper Dollars at each property they visit within the allotted time limit. The amount of dollars paid per property depends on the face value of the property and shall be determined as set out in the “**Visiting Properties**” section below.

Teams shall be paid by the DLA Piper representative at each property. It is the responsibility of each team to locate the representative and obtain payment.

Teams shall be advised of the property values and the location of the DLA Piper representative at each property before the start of the challenge.

At the end of the challenge, teams must deposit their DLA Piper Dollars with the banker at the DLA Piper office.

**PLAYING THE GAME**

The challenge shall start at the Monopoly board in the DLA Piper office.

Each team in turn throws two dice. The team moves (in the direction of the arrow) the number of spaces on the Monopoly board indicated by the dice. The team must then visit the property on which it lands.

Teams will be issued with a card bearing the name of the property that they must visit. This will be exchanged for DLA Piper Dollars on arrival at the property.

On arrival at the property, teams must locate the DLA Piper representative to receive payment. The representative will pay the appropriate sum of DLA Piper Dollars in exchange for the property card. If the property card is not produced, payment shall not be issued.

The team's report sheet will also be stamped by the representative as evidence that they have visited that property.

Two or more teams may visit the same property at the same time.

A Monopoly board shall be set up at each property. After receiving payment at the property, the team throws the dice again and receives a property card for the next property that they must visit according to the throw of the dice.

**PASSING GO**

Each time a team passes over *GO*, whether by throwing the dice or drawing a card, it receives a DUSD 200 salary from the nearest DLA Piper representative.

**VISITING PROPERTIES**

Whenever a team lands on a property, it will be paid for visiting that property. The first team to visit a property shall be paid at the property's printed price.

When a property has already been visited by a team, subsequent teams landing on that property will be paid the printed price of the property less DUSD 50. Should the first team to visit a property then make subsequent visits to it, they shall also receive the printed price of the property less DUSD 50 for each subsequent visit.

If a team lands on all properties in a colour group or category group, it will receive a bonus payment of DUSD 300. The bonus shall be paid by the DLA Piper representative at the final property in that group that the team visits.

**CHANCE AND COMMUNITY CHEST**

When a team lands on either of the *CHANCE* or *COMMUNITY CHEST* spaces, the team takes the top card from the deck provided by the DLA Piper representative, follows the instructions on the card, and returns the card face down to the bottom of the deck.

**JAIL**

A team lands in jail when:

- it lands on the space marked *Go to Jail*; or
- it draws a card marked *Go to Jail*.

When in jail, the team must proceed directly to the South Yorkshire Police and Fire Museum and report to the uniformed duty constable, who shall issue the team with a fixed on-the-spot fine of DUSD 100 and throw the team in the DLA Piper jail. The team shall be detained for a period of 5 minutes starting from the time they are locked in the DLA Piper jail.

After serving time, the team shall be released by the duty constable and be free to proceed with the challenge by throwing the dice at the Monopoly board set up at the jail and moving to the property on which they land.

If a team is sent to jail and passes *GO* in order to reach jail, it will not receive the DUSD 200 salary for passing *GO*.

**JUST VISITING**

If a team lands on *JUST VISITING*, it throws the dice again.

**FREE PARKING**

If a team lands on *FREE PARKING*, it throws the dice again.

**"OUT OF TOWN" PROPERTIES**

The following properties on the Monopoly board shall be classed as "*Out of Town*"

- Clowne
- Peak District
- Hillsborough
- Robin Hood Airport
- Meadowhall
- Old West Gun Works

Team are not obliged to visit these properties during the challenge. Instead, if a team lands on an out-of-town property, it shall earn payment for that property. There shall be questions numbered 1-12 on each out-of-town property. To select the question, the team shall roll the dice and the question to be posed shall be the question number as shown on the dice.

The DLA Piper representative shall ask the question and only the team's first response to the question posed shall be accepted.

When a team successfully answers the question posed it shall receive payment in full for the property (no deductions) and shall have its report sheet stamped. The team then proceeds with the challenge by rolling the dice.

**BANKRUPTCY**

Should a team become bankrupt at any point in the challenge, the team shall be presented with a bankruptcy card by the nearest DLA Piper representative and must proceed directly to the jail. Upon arrival at the jail the team shall be thrown in jail by the duty constable and shall be detained until 7:30 pm, when the team shall be released to proceed directly to the DLA Piper office to register its report sheet.

**WINNING THE GAME**

The team with the most DLA Piper Dollars at the end of the challenge shall be declared the winner and awarded a prize.

**Good luck!****QUERIES REGARDING THE RULES**

In the event that a team has any queries regarding the rules of the Monopoly Challenge or requires any clarification of the rules, please contact Lorraine Maynard at [lorraine.maynard@dlapiper.com](mailto:lorraine.maynard@dlapiper.com) or on 0114 283 3280, or Natalie Powell at [natalie.powell@dlapiper.com](mailto:natalie.powell@dlapiper.com) or at 0114 283 3513.

Please ensure that any queries are submitted by midday on Wednesday 29 June 2022.

Please note that DLA Piper representatives shall be present at the DLA Piper office from 5:00 pm on the date of the challenge to answer any queries.

The challenge shall start promptly at 6:00 pm on Wednesday 29 June 2022, and it is the responsibility of each team captain to ensure that each member of their team is familiar with the rules.