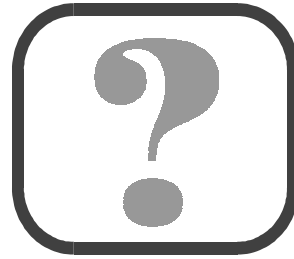


FARNHAM
INDEPENDENT
QUIZ
LEAGUE



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Correspondence to : Mo Stokes, Quiz Organiser, 49 Shortheath Road, FARNHAM, Surrey, GU9 8SH.

Tel: 01252 714557. Fax: 01252 727101

RULES OF PLAY

Each team shall consist of four players, one being the Captain. Ideally, each team should have a non playing scorer. In the event of only three people being available to play, the fourth question in the individual round will be given to the opposing team's fourth member for one bonus point. The same member can then go on to answer his/her own question for 2 points but it cannot be thrown back should the answer be incorrect.

The Match

1. Each match will start with the toss of a coin. The team Captain who wins the toss will choose to be team A or B. After Round 4 the teams must change over.
2. Each match will consist of 8 Rounds.
3. Rounds 1, 2, 4, 6, 7 and 8 will consist of 8 **team** questions - four per team, per round.
4. There must be a nominated spokesperson within each team (normally the Team Captain) to answer all team questions. The first answer given by the spokesperson (on team questions) will be the only accepted answer.
5. A correct answer scores 2 points; an incorrectly answered question will be offered to the opposing team for 1 bonus point.
6. Rounds 3 and 5 will consist of 8 **individual** questions - one for each team member (both rounds) and each team member must choose a category from the ones available.
7. Individual questions must be asked alternatively, ie, Team `A', member number one will answer the question, then Team `B', member number one, and so on. **There must be no conferring by either team on individual questions.**
8. Questions must be asked in the order they appear on the question sheet - ie, Team `A' answers question 1A, then Team `B', question 1B and so on.

9. The Quiz Questioner must ensure that all unasked questions remain unseen by all concerned.
10. All questions answered incorrectly must be passed over to the other team for a bonus point.
11. An individual question may only be passed to a team member's opposite number, ie the person who has chosen the same category of question, ie a question incorrectly answered by Team A, member number 1, may only be answered by Team B, member, number 1. See Match Scoring Rounds at paragraph 25 for specialist round scoring.
12. Each team member is allowed 30 seconds in which to answer a question and in the case of a bonus being available, a further 15 seconds.
13. Two reserve questions are provided for use in the event that a question is disputed (see Rule 18).

Anomalies

14. If the validity of any answer in the Quiz is disputed or the answer be shouted out of turn, the Question Person should use the following procedure, which must be carried out before the next question is asked.
15. Consult both team Captains for agreement to one of the following 3 courses of action:-
 - allow the answer
 - refuse the answer
 - declare the question null and void and substitute a spare question.
16. If no agreement can be reached, the Question Person will decide upon which of the above courses of action should be followed. This decision will be final and binding.
- 17. Under no circumstances will a question or answer be reviewed at any later stage of the contest.**
18. Should any of the match questions in Rounds 1-8 be missing the **reserve** questions will be used as a substitution to complete the match.
19. In the unlikely event that 64 questions are not available to hold 8 rounds of the competition, teams must continue to play with the questions available to obtain a finishing result.
- 20. Under no circumstances will there be an appeals committee for after match queries. All queries must be settled at the time of play by the Question Person.**
- 21. All team members must abide by the rules and the decision of the question person is final.**

Match Scoring/Rounds

22. A correct answer by a team or individual will score 2 points (see rule no 27 for Joker Round scoring).
23. If a question cannot be answered correctly it must be passed to the opposing team who will score 1 bonus point for a correct answer.

Joker Individual Rounds

24. A Joker may be played only where teams have prior knowledge of the categories offered before the next round. Teams should decide beforehand which of their players will play the Joker on one of the questions in each individual round. **The question person must be informed before the round commences, of the question on which each team intends to play its joker.** Double points are awarded for a correct answer. In the event of an incorrect answer, the question will be passed to the opposing team member choosing the same category for 2 bonus points.

Notifying the result

25. At the end of the game the winning team captain (home captain for a draw) must telephone the results to Russ Eaton on **07768 428303** by 11:30pm. Scores not received by this time will be disregarded. Russ plays quiz (for the Queens Head) so the phone will be switched off during the match so try later. **The scores can also be delivered via text.** Russ will monitor for bias so when giving the scores state whether A or B team in the first half. When phoning it should be borne in mind that certain pubs may only have a payphone that disallows calls to mobiles so it may be necessary to have a mobile available to make the call.