

PLAYING THE GAME

A round consists of one team playing one question.

The idea is to identify all members of a list of ten.

The quizmaster reads out the subject of the list, along with the accompanying text that might give clarification and further details about the list.

In turn, each team player gives an answer.

If the team captain thinks an answer is wrong, they can overrule - one overrule is permitted per round.

One player in the team can nominate one of their team members to give them an answer - one nominate is permitted per round.

If the answer given is one of the top ten shown in the Answers, the answer is correct.

The quizmaster finds the appropriate caption and places in the corresponding slot on the Board.

If necessary, the quizmaster can read out any extra information about the answer that is given in brackets in the Answers.

If an answer is wrong, the team player answering is out of the round.

The quizmaster is allowed to explain if the answer was wrong, or not in the top 10. Extra information is available on the Answers to assist with this.

A team continues to suggest answers until all players are out of the round.

A team scores one point for each correct answer

If a team manages to give all ten answers, they score a bonus 5 points (i.e. they score 15 points for the round).

The captions are cleared from the Board and play continues with the next round; another team answering another question.

SAMPLE QUESTION

X

The Ten Commandments

List the ten commandments, as described in the Old Testament of the Bible.

1. I am the Lord your G-d
2. No idol worship
3. Don't use G-d's name in vain
4. Remember the Sabbath
5. Honour your mother and father
6. Do not murder
7. Do not commit adultery
8. Do not steal
9. Do not lie
10. Do not be jealous/covet