COUNTY QUIZ

Clubs may enter up to three teams of four members. Each member must be 30 years of age and under on the 1st September in the year of the start of the competition.

2. Substitutes: Substitutes will be allowed in all rounds, only if they have not competed for another team during the contest.

PLEASE NOTE: If you have competed for Team "A" you cannot at any time during the Quizzes take part for Team "B" and vice-versa.

3. Rounds 1, 2 and 3

(a) In rounds 1, 2 & 3, all teams entered will be drawn into three cornered contests. Host teams must inform visiting teams of the venue at least one week before the date of the Quiz.

(b) The host team will obtain a Questionmaster, the choice of person is open to the host team as long as that person has no connection with any member of the team, or that connection is declared before the Quiz commences. The Questionmaster's name and address should be sent to the County Organiser, who will supply the questions, **AT LEAST ONE WEEK** before the contest. The visiting teams will each be asked to supply a timekeeper/scorer.

4. All teams must be present ready to take part in the Quizzes at 8.00 p.m. 10% of marks will be deducted for late arrival by the County Organiser on receipt of a special form circulated to Questionmasters requesting time of arrival of teams if after 8.00 p.m. All teams must also remain for the duration of the competition, otherwise penalty points of 10% will be incurred and will also be deducted by the County Organiser on information received from Question Masters.

5. Procedure:

(a) The team to take the first question shall be decided by a draw

(b) Members of the competing teams shall be seated alternately so that collaboration between members of the same team is impossible.

(c) Questions shall be addressed to individual members of the teams in turn, and where an individual fails to answer, the questions shall go to the team. If an individual gives the wrong answer, the questions shall **NOT** go to the team.

(d) If a team is short of a member, the question that would normally go to that member will not be put. If a competing team has not arrived every third question will not be put.

(e) Thirty seconds shall be allowed to an individual to answer the question (the rule may be waived where, in the opinion of the Questionmaster, more than thirty seconds are required to give a full answer to the question).

(f) **In all matters of controversy, the Questionmaster's decision is FINAL**

6. Marking

(a) Two (2) marks shall be given to the team whose member in their turn gives the correct answer.

(b) One and a half (1.5) and half (.5) marks may be given for partly correct answers, at the discretion of the Questionmaster.

(c) Questions may be passed to other members of the same team. A maximum of one mark can be awarded, this mark must be credited to the individual answering.

(d) In the first three rounds, the team scoring the highest marks shall be awarded three points, the second highest, two points and the lowest one point.

(e) In the Preliminaries, Semi-finals and Finals - in the case of equal scores at the end of the rounds, each Team Captain will be asked to answer questions in turn until a result is achieved (sudden death).

7. Finals. At the end of the third round the three Clubs with the highest aggregate score in the three rounds will go forward to the Final. The Questionmaster, Timekeeper/Scorer for the Semi-Final and the Final will be appointed by the County Federation.

8. The dates of the three rounds, and Final will be set by the County Federation and circulated prior to the competition.

THE WINNING TEAM WILL RECEIVE THE C S RAYNER CUP