

GRIMSBY & DISTRICT  
QUIZ LEAGUE



**FOUNDED 1975**

**FIXTURE LIST  
2018/2019**

## **N.B. SCORES**

The question master of the last game of the evening is responsible for transferring the evening's scores onto the postcard provided and for posting it without delay to the scores co-ordinator. (see Quiz League Officers)

## **FINALS & PRESENTATION NIGHT**

Monday 20<sup>th</sup> May 2019

7pm for 7:15pm

**BIRDS EYE CLUB**

# ENTRY FORM

2018-19

- A. Individual Open Knockout Competition  
(any Quiz League player)
- B. Individual Knockout Shield Competition  
(Division 2 players only)

Name.....

Team.....

Competition: A  B  Both

Entry is £2 per person per competition  
Please make cheques payable to GRIMSBY  
AND DISTRICT QUIZ LEAGUE and return  
this form plus entry fee to:

Tree Singleton  
7, Laburnum Avenue  
Waltham  
Grimsby  
DN37 0JT

**Before 31<sup>st</sup> October 2018**

Tip: Do it **now** and be sure of entering

See next page for Pairs Handicap Entry Form



**ENTRY FORM**  
Pairs Handicap Competition  
2018-19

Name (1).....

Team.....

Name (2).....

Team.....

Entry is £2 per person. Please make cheques  
payable to GRIMSBY AND DISTRICT QUIZ  
LEAGUE and return this form plus entry fee to:

Tree Singleton  
7, Laburnum Avenue  
Waltham  
Grimsby  
DN37 0JT

**Before 31<sup>st</sup> October 2018**



# **ENTRY FORM**

20 Questions Quiz  
2018-19

Name .....

Team .....

Entry is £2 per person. Please make cheques payable to GRIMSBY AND DISTRICT QUIZ LEAGUE and return this form plus entry fee to:

Tree Singleton  
7, Laburnum Avenue  
Waltham  
Grimsby  
DN37 0JT

**Before 31<sup>st</sup> December 2018**

All players also have to bring a set of 20 General Knowledge questions to ask on the night.





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### **IMPORTANT**

It is usually good practice on receiving your fixture book to underline all of your games this giving an at-a-glance guide to your forthcoming season's matches. Do not forget your question setting commitments which in some instances may be on different nights from those on which you are playing.

## **Quiz League Officers 2018-19**

**CHAIRMAN**  
M.R. Towle  
56, Weelsby Road, Grimsby  
Tel: 872773

**SECRETARY**  
MRS P. SINGLETON  
7, Laburnum Avenue, Waltham  
Tel: 824660

**TREASURER**  
Mrs S. MERCER  
3. Mollison Avenue, Cleethorpes  
Tel: 581484

**VICE CHAIRMAN**  
A. HUNTER  
98, Caistor Road, Laceby  
Tel: 872647

**SCORES CO-ORDINATOR**  
H. BUCK  
3, Connaught Avenue, Grimsby  
Tel: 322105

LOCATION OF VENUES  
2018-19

**Bridge Club**                      Corner of Bargate  
and College Street  
Grimsby  
Tel: 357235

**R.A.F.A. Club**                    Alexandra Road,  
Cleethorpes  
Tel: 694150

## DIVISIONS FOR SEASON 2018-19

Teams are listed alphabetically within division.  
The figures in brackets are the points received  
in Team Handicap Competition.

### DIVISION 1

APOSTLES (6)  
BUX KWIZ (16)  
NEMESIS (1)  
QUIZLINGS (4)  
RAFA DIPSOS (5)  
RASEN (2)  
SURPLUS ROWDIES (3)  
SWATS (15)  
TIME OUT (17)

### DIVISION 2

BELLIGERENT FOOLS (21)  
DAD'S ARMY (7)  
MAGIC ROBOTS (18)  
MIDORI DESU (23)  
MINDERS (8)  
SERENDIPITY (9)  
SOMNAMBULISTS (20)  
TOO WITLESS (22)  
WOODENTOPS (19)

## Duties of the Question Master

Unless a nominated member of the Organising Committee is present, the question master is the representative of the Quiz League at the playing venue, and should maintain order and friendly relations with those present and the officials, staff, members and customers of the playing venue. If any serious difficulty should arise it should be reported to the League Chairman or Secretary at the earliest opportunity. Specific duties of the question master include the following:

### 1. ROOM LAYOUT.

The question master should arrive at the playing venue in good time to ensure that the room is suitably arranged for the match. The Quiz League score book kept at the venue must contain a diagram of the preferred layout of furniture for matches, which should be adhered to where possible.

### 2. EQUIPMENT.

The question master should obtain the scoreboard, clock, team name-cards appropriate to the match, and the Quiz League score book from the officials of the playing venue at the beginning of the evening, and these should be returned after the last match. Team name-cards should be put back in alphabetical order.

### 3. PROMPT START.

The question master must call the teams to order and ensure that the match is played in accordance with the Adopted Playing Rules as printed in the Quiz League fixture book. Rule C3 refers to late starting, but teams should be discouraged from invoking this rule except as a last resort, it being preferable to play a match rather than abandon it.

### 4. PROCEDURE DURING PLAY.

- A. When asking questions it should be remembered that matches are intended to provide entertainment for the audiences as well as the teams. Questions should therefore be asked loud enough for members of the audience to hear.
- B. When an answer is given by an individual or team, this should be repeated by the question master, even if it is the wrong answer, so that the audience can hear it, in order to maintain audience interest.

## Duties of the Question Master (Continued)

- C. Even when an individual or team gives the correct answer, the question master should not just say "correct", but should announce the correct answer to the audience.
- D. The scores should be announced, despite being displayed on the scoreboard, at the end of each round. This affords each team the opportunity to express any queries they may have regarding the score.
- E. At the beginning of each round the number of the round should be announced.

### 5. ADJUDICATION.

When a nominated committee member is present he/she may intercede as a final authority in the event of a dispute, but the question master must otherwise make decisions upon points of contention, with the help of the Quiz League rules.

### 6. RECORDING SCORES.

The question master is responsible for correctly recording the final score in the Quiz League score book kept at the playing venue, and for obtaining a signature of verification of each of the teams involved. The question master of the last game of the evening is responsible for transferring the evening's scores onto the postcard provided and for posting it without delay to the scores co-ordinator.

### 7. TIDYING UP

The question master is responsible for leaving the playing room in clean and tidy, and should obtain the assistance of those present to ensure that the glasses are returned to the bar, and that furniture is left tidy.

### 8. EMERGENCY PROCEDURE.

In the event of a Quiz League emergency situation e.g. the failure of questions to arrive or the question master to turn up telephone the Chairman at the number in the fixture book.

## Guidelines for Question Setting

The following are intended as a guide. They are not rules but considerations to be applied with discretion. They refer only to team games.

1. A set of questions should cover a wide range, and should not include too many questions on any one topic. Since there are ten rounds per game is likely that ten broad categories will be used as the basis for a set, but it is preferable to subdivide these into smaller topics, to provide variety. For example history might be split into English/British/European/World/Ancient etc.
2. It is left to question masters to choose their own categories and topics, and how many questions they each merit, but it is generally felt that eight questions (the equivalent of a full round) should be the maximum for a broad category, and correspondingly less for narrower topics. It should be borne in mind that players will have a wide range of interests which should be catered for, even if they are not shared with the question master. So, a group of question on, say, music, should not be confined to pop, classical or jazz, but should include a mix of two or more types, depending on the size of that section.
3. Questions should be based on general knowledge, derived from widely available sources. Specialised questions, particularly on local matters, should be avoided, since they would be unfair to those teams that are based outside Grimsby and Cleethorpes.

## Guidelines for question setting (continued)

4. Questions should be well researched, so that the answers are accurate. Bear in mind that even the best reference books can contain errors, so try to confirm each answer from more than one source.

5. Any one source should not be used to provide too many questions, especially if that source is itself a source of quiz questions, whether a published one, or a previously asked set of Quiz League questions. A substantially new set should be prepared for each game.

6. Questions should not be ambiguous, nor should hints be given, either in the questions themselves or in a reply given to a wrong answer (see below).

7. Where a numerical or date questions are set, it should be decided in advance whether any leeway is to be allowed, and if so, what it will be. This should be worked out, and written into the answer in full, giving not only the actual answer but the two limits which include the leeway. This should be done in order that an immediate "correct" or "incorrect" can be given. If the questioner has to pause to work out if an answer is acceptable, a hint could well be given as to the required answer. It is not necessary to disclose whether there is a leeway when asking the question.

8. Questions should always be in good taste.



Adopted Playing Rules  
Amended for 2018-19

A. TEAM COMPETITIONS

A.1. Each team shall consist of four players. No limit will be imposed on the number of players a team may call on during the course of a season. A team may participate in a game with only 2 players but will be penalised in that the 3<sup>rd</sup> and 4<sup>th</sup> member's question will be conferred. The 3<sup>rd</sup> or 4<sup>th</sup> member of a team arriving after the game has started may only take his place after the final question of a round.

A.2. No substituting of players shall be permitted during the course of a game.

A.3. No person can play for more than one team during the course of each competition.

A.4. Each game shall consist of 10 rounds of 8 questions (i.e 80 questions).

A.5. The League secretary will be responsible for keeping records of the score in each game, printing fixture lists, periodically printing league tables etc. Scores to be advised to a nominated person in a manner agreed at the beginning of the season.

## A.6. LEAGUE COMPETITION

A.6.1. The League shall consist of the number of divisions deemed necessary by the Organising Committee after the closing date for entries.

A.6.2. The winners of a game shall be awarded 2 points and in the event of a draw one point shall be awarded to each side. The losing team will not score any points.

A.6.3. Where there is a need to identify between teams having the same number of league points in order to decide championship, promotion, relegation or other issues, this will be resolved by the use of a points difference system, or if this fails to resolve the issue by use of play-off games.

A.6.4. The promotion and/or relegation of teams will be on the basis of three up and three down, but with the proviso that sufficient teams will be promoted or relegated to provide leagues of suitable size, as decided by the organising committee.

## A.7. TEAM KNOCK-OUT COMPETITION.

A.7.1 Team knock-out matches will be arranged on a random basis.

A.7.2. A result must be obtained for each game in the knock-out competition. Therefore an additional round of questions must be prepared for the event of a draw after 10 rounds. The order of play for the eleventh round must be decided by the fresh toss of a coin. A tie break question must also be prepared for a draw after 11 rounds. This should be answered as a confer in just 20 seconds and a written answer passed to the question master. In the event of a draw still existing, further tie -break questions must be asked until a result is obtained.

## A.8. PROCEDURE FOR A TEAM LEAGUE MATCH

A.8.1 The question master will begin by tossing a coin, the team which wins the toss shall have the option of going first or second.

A.8.2 The question master will invite the first player of the team going first to choose his or her first round question. This choice will be a number from 1 to 8, and the question master will then ask the question in his first round questions which has that number.

A.8.3 Twenty seconds will be allowed to answer. The remaining 3 members of the team may not confer whilst the question is with the individual. If a correct answer is given by the individual then the team shall be awarded 3 points. If the question is not answered correctly (i.e. answered wrongly or not answered at all) then the whole of the team may confer for twenty seconds from the start of conferring before answering. If, after conferring, the question is answered correctly then the team shall be awarded 2 points. If the question has still not been answered correctly the question will be put to the other side. A further twenty seconds will be allowed for the whole of the other side to confer, and if they answer correctly they shall be awarded 1 point.

At each stage, after fifteen seconds of the question being offered, the timekeeper will remind the individual or team, whichever is applicable, of the time remaining before the answer must be given. If a team has started to answer before the time allowed has expired, they may continue.

A. 8.3 (continued).

When the full twenty seconds available for answering at any stage has been taken the question master should ask for an answer before proceeding to the next stage.

A.8.4. The question master will then ask the first player of the team going second to choose a number, which will be any number from 1 to 8, except for the number already chosen. The procedure for answering and scoring this and every other question is the same as for the first (except when a team has only 3 players, see below).

A.8.5 The above procedures are then repeated for the second player of the first team, then the second player of the second team, etc. The fourth player of the team going second has, of course, no choice of question, as when his turn comes there will only be one unasked question left in the round.

A.8.6 The procedures for the first round are repeated for the second, third, fourth and fifth rounds. The end of the fifth round is the half-way point in the game; a break is taken at this point.

A.8.7 For the second half of the quiz the team that went second in the first half goes first; the remainder of the procedures are unaltered for rounds 6 to 10.

A.8.8. In the event of a team participating with only three players, forty seconds shall be allowed for answering the conferred question in each round.

A.8.9. When a dispute or objection is made during the course of a game the question master's decision must be accepted. If an appeal on behalf of either team regarding an objection to a question or answer is considered valid, the question master must ask a supplementary question. He must decide if the replacement question be put as an individual, conferred or bonus supplementary. Under such circumstances a conferred supplementary will be put allowing forty seconds to answer. Similarly, a bonus supplementary will attract a full sixty seconds before an answer is needed.

A.8.10. If a question master inadvertently forgets to pass a question to the second team, a supplementary question will be put to that team for 1 point, again allowing a full sixty seconds before answering.

A.8.11. A member of the League Committee who has been nominated to the game may intercede on a point of order or act in the capacity of arbitrator where no satisfactory conclusion to a dispute is forthcoming.

A.8.12. Objections to questions or answers must be raised immediately (i.e. before the next question is asked) or it will be considered invalid. Objections to the score, which will be given at the end of each round, must be raised before the beginning of the next round, otherwise the objection will be overruled.

## B. INDIVIDUAL KNOCK-OUT COMPETITION.

B.1. Entry of individuals to the individual knock-out competition will be at the discretion of the Organising Committee and will normally preclude those who failed to turn up for their games in the competition in the previous season.

B.2. Individual knock-out games will be arranged on a random basis.

B.3. The game shall consist of 15 general knowledge questions per individual, with a time limit of 20 seconds per question. (The number of questions may be increased in the later stages of the competition).

B.4. The same questions will be asked to each contestant in each game, with the second contestant going out of the room while the questions are asked to the first.

B.5. The contestant with the greater number of correct answers will progress to the next round of the competition.

B.6. In the event of any game up to the semi-final finishing with both contestants level on points, the winner will be determined by a tie-break question or questions. If however contestants in the semi-final or final should end level on points, a further 5 questions shall be asked; if this fails to produce a result, successive tie-break questions will be asked until there is a winner.

## C. DISCIPLINARY PROCEDURE

C.1. No Fixtures will be rearranged except in very exceptional circumstances and then only at the discretion of the League Secretary.

C.2. In the event of a team being unable to field a side of at least 3 players the opposing side will be awarded the game. Unless there are exceptional circumstances, the offending team will have 2 league points deducted.

C.3. A team arriving more than fifteen minutes after the appointed starting time will have to concede the game if the opposing team exercise their right to claim the game. The offending team will also be penalised in that two points will be deducted from their final league points. Any such defaults will result in severe disciplinary action which may include expulsion from the Quiz League at the discretion of the Committee.

C.4. In the event of a team responsible for setting questions failing to appear severe disciplinary action will be taken. This is likely to include expulsion from the Quiz League, at the discretion of the Organising Committee.

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## Rules for Pairs Handicap Competition

### 1. INTRODUCTION.

This format aims to add variety and chance to our quiz games, perhaps challenging the dominance of a few of our more regular trophy winners. Players outside GDQL will only be admitted with Committee approval.

### 2. TEAMS.

A team must include at least one of the original players in successive rounds. All players must have played for a GDQL team in present or previous season, but not necessarily for the same team.

### 3. HANDICAPPING.

A "Pairs Team Handicap Score" will be calculated by adding the division number in which each team member plays in GDQL, and multiplying by the "Score/Handicap Ratio" to give the opening score for that pairs team.

### 4. PLAY.

4.1 The match will consist of 20 questions arranged into 5 rounds of 4.

4.2 The team with the highest score will go first, where handicaps are equal a toss of coin will decide who starts.

4.3 Team A, Player 1 chooses a question from 1 to 4.

4.4 The player receiving the question must indicate within 5 seconds whether he wishes to answer individually or will be assumed to be conferring. An immediate answer will be taken as an "individual" will any communication with a team mate will make it a confer.

4.5 Where an individual answer is incorrect or none is given, there is no second chance i.e. No CONFERRED ANSWER, but the opposition may attempt a "conferred bonus".

4.6 Where the receiving player opts to confer and an incorrect or no answer is given, the question will be offered to the opposing side for a "conferred bonus".



## 5. SCORING.

5.1 Correct answers within the time limit will score as follows:

Individual Answer 3  
Conferred Answer 1  
Conferred Bonus 2

5.2 When a “nominated“ player gives correct answer to both his side’s questions in a Nominated Round, his side will score an additional individual answer score i.e. 3 points

## 6. TIME ALLOWED.

6.1 A receiving player must announce within 5 seconds decision time whether he will answer individually or confer, or else will be considered to confer.

6.2 A total of 20 seconds (including decision time) will be allowed at each stage.

## 7. CONTINUED PLAY.

7.1 The receiving player will alternate as for GDQL team matches, and will select a number from the remaining questions. Play continues as before.

7.2 After the determination of which team will start (see 4.2) teams will take the first question in alternate rounds.

## 8. NOMINATED ROUNDS.

8.1 At the start of rounds 2 and 5, the captain of each team may nominate for both the teams questions for that round to be answered as individual questions by the same member of the team, and must name that player. Both teams must decide whether to nominate before any question is asked in that round. The team to play first must decide first.

8.2 The game proceeds normally with the selection of the question number alternating as before. With no conferring the nominated player will score 3 or zero per question. If he is correct on both questions in the round he will earn an additional question score as indicated in “scoring” above. Two conferred bonus points are still available to the opposing team for questions passed over to them.

8.3 The same or different player may be nominated for each nominated round.

8.4 A player may be nominated for both, one or none of the nominated rounds.

#### 9. TIE-BREAKS.

9.1 Where a result is essential to a pairs handicap match and there is a tie after the final round, each team will be asked to provide a written answer to the same tie-break question, within 20 seconds. The nearest to the correct answer will win.

9.2 If a team has nominated only one player during the game, the other team member must answer the tie-break without conferring.

#### 10. QUESTIONS AND QUESTIONMASTER.

The same standards and principle apply as for the GDQL team matches except that questions do not need to be paired. It is important that those setting questions for pairs handicap matches do not reveal them to anyone beyond their pairs team – not even to their GDQL team, to avoid accidental disclosure.

# **FIXTURES FOR 2018-19**

**Monday 10th September**  
TABLE QUIZ FOR ALL TEAMS

**Birds Eye Club**

**Monday 17th September** **BRIDGE CLUB**

Rasen v Swats (Woodentops) 7:30

Woodentops v Dad's Army (Rasen) 9:00

**R.A.F.A. CLUB**

Too Witless v Minders (Surplus Rowdies) 7:30

Surplus Rowdies v Apostles (Too Witless) 9:00

**Tuesday 18th September** **R.A.F.A. CLUB**

Nemesis v Time Out (Serendipity) 7:30

Serendipity v Magic Robots (Nemesis) 9:00

**Thursday 20th September** **R.A.F.A. CLUB**

No games this Thursday

**Monday 24th September** **BRIDGE CLUB**

Midori Desu v Too Witless (Apostles) 7:30  
Apostles v Quizlings (Midori Desu) 9:00

**R.A.F.A. CLUB**

Swats v Bux Kwiz (Somnambulists) 7:30  
Somnambulists v Woodentops (Swats) 9:00

**Tuesday 25th September** **R.A.F.A. CLUB**

Time Out v RAFA Dipsos (Belligerent Fools) 7:30  
Belligerent Fools v Serendipity (Time Out) 9:00

**Thursday 27th September** **R.A.F.A. CLUB**

No games this Thursday

**Monday 1st October**

**BRIDGE CLUB**

Quizlings v Surplus Rowdies (Mindere) 7:30  
Mindere v Midori Desu (Quizlings) 9:00

**R.A.F.A. CLUB**

Dad's Army v Somnambulists (Bux Kwiz) 7:30  
Bux Kwiz v Rasen (Dad's Army) 9:00

**Tuesday 2nd October**

**R.A.F.A. CLUB**

RAFA Dipsos v Nemesis (Magic Robots) 7:30  
Magic Robots v Belligerent Fools (RAFA Dipsos) 9:00

**Thursday 4th October**

**R.A.F.A. CLUB**

No games this Thursday

**Monday 8th October****BRIDGE CLUB**

Surplus Rowdies v Swats (Serendipity) 7:30  
Serendipity v Dad's Army (Surplus Rowdies) 9:00

**R.A.F.A. CLUB**

Too Witless v Magic Robots (Rasen) 7:30  
Rasen v Time Out (Too Witless) 9:00

**Tuesday 9th October****R.A.F.A. CLUB**

Woodentops v Minders (Nemesis) 7:30  
Nemesis v Apostles (Woodentops) 9:00

**Thursday 11th October****R.A.F.A. CLUB**

No games this Thursday

**Monday 15th October****BRIDGE CLUB**

Swats v RAFA Dipsos (Midori Desu) 7:30

Midori Desu v Serendipity (Swats) 9:00

**R.A.F.A. CLUB**

Somnambulists v Too Witless (Time Out) 7:30

Time Out v Quizlings (Somnambulists) 9:00

**Tuesday 16th October****R.A.F.A. CLUB**

Belligerent Fools v Woodentops (Apostles) 7:30

Apostles v Bux Kwiz (Belligerent Fools) 9:00

**Thursday 18th October****R.A.F.A. CLUB**

No games this Thursday



**Monday 22nd October**

**BRIDGE CLUB**

Dad's Army v Midori Desu (RAFA Dipsos) 7:30

RAFA Dipsos v Surplus Rowdies (Dad's Army) 9:00

**R.A.F.A. CLUB**

Quizlings v Rasen (Magic Robots) 7:30

Magic Robots v Somnambulists (Quizlings) 9:00

**Tuesday 23rd October**

**R.A.F.A. CLUB**

Minders v Belligerent Fools (Bux Kwiz) 7:30

Bux Kwiz v Nemesis (Minders) 9:00

**Thursday 25th October**

**R.A.F.A. CLUB**

No games this Thursday

**Monday 29th October**

**BRIDGE CLUB**

Woodentops v Magic Robots (Surplus Rowdies) 7:30

Surplus Rowdies v Time Out (Woodentops) 9:00

**R.A.F.A. CLUB**

Serendipity v Minders (Rasen) 7:30

Rasen v Apostles (Serendipity) 9:00

**Tuesday 30th October**

**R.A.F.A. CLUB**

Nemesis v Swats (Too Witless) 7:30

Too Witless v Dad's Army (Nemesis) 9:00

**Thursday 1st November**

**R.A.F.A. CLUB**

No games this Thursday

**Monday 5th November****BRIDGE CLUB**

Midori Desu v Woodentops (Time Out) 7:30

Time Out v Bux Kwiz (Midori Desu) 9:00

**R.A.F.A. CLUB**

Somnambulists v Serendipity (Apostles) 7:30

Apostles v RAFA Dipsos (Somnambulists) 9:00

**Tuesday 6th November****R.A.F.A. CLUB**

Belligerent Fools v Too Witless (Swats) 7:30

Swats v Quizlings (Belligerent Fools) 9:00

**Thursday 8th November****R.A.F.A. CLUB**

No games this Thursday

**Monday 12th November****BRIDGE CLUB**

Bux Kwiz v Surplus Rowdies (Magic Robots) 7:30

Magic Robots v Midori Desu (Bux Kwiz) 9:00

**R.A.F.A. CLUB**

RAFA Dipsos v Rasen (Mindere) 7:30

Mindere v Somnambulists (RAFA Dipsos) 9:00

**Tuesday 13th November****R.A.F.A. CLUB**

Quizlings v Nemesis (Dad's Army) 7:30

Dad's Army v Belligerent Fools (Quizlings) 9:00

**Thursday 15th November****R.A.F.A. CLUB**

Individual Knockout Competition - Open 7:30

**Monday 19th November**

**BRIDGE CLUB**

Midori Desu v Somnambulists (Surplus Rowdies) 7:30  
Surplus Rowdies v Rasen (Midori Desu) 9:00

**R.A.F.A. CLUB**

Minders v Dad's Army (Apostles) 7:30  
Apostles v Swats (Minders) 9:00

**Tuesday 20th November**

**R.A.F.A. CLUB**

Too Witless v Woodentops (Quizlings) 7:30  
Quizlings v Bux Kwiz (Too Witless) 9:00

**Thursday 22nd November**

**R.A.F.A. CLUB**

No games this Thursday

**Monday 26th November** **BRIDGE CLUB**

Swats v Time Out (Dad's Army) 7:30

Dad's Army v Magic Robots (Swats) 9:00

**R.A.F.A. CLUB**

Somnambulists v Belligerent Fools (Rasen) 7:30

Rasen v Nemesis (Somnambulists) 9:00

**Tuesday 27th November** **R.A.F.A. CLUB**

Bux Kwiz v RAFA Dipsos (Woodentops) 7:30

Woodentops v Serendipity (Bux Kwiz) 9:00

**Thursday 29th November** **R.A.F.A. CLUB**

No games this Thursday.

**Monday 3rd December**

**BRIDGE CLUB**

Belligerent Fools v Midori Desu (Nemesis) 7:30

Nemesis v Surplus Rowdies (Belligerent Fools) 9:00

**R.A.F.A. CLUB**

Magic Robots v Minders (Time Out) 7:30

Time Out v Apostles (Magic Robots) 9:00

**Tuesday 4th December**

**R.A.F.A. CLUB**

RAFA Dipsos v Quizlings (Serendipity) 7:30

Serendipity v Too Witless (RAFA Dipsos) 9:00

**Thursday 6th December**

**R.A.F.A. CLUB**

No games this Thursday

**Monday 10th December**  
TABLE QUIZ FOR ALL TEAMS

**Birds Eye Club**



**Monday 31st December 2018**  
No Games this Monday

**BRIDGE CLUB**

**R.A.F.A. CLUB**

**Tuesday 1st January**  
No games this Tuesday

**R.A.F.A. CLUB**

**Thursday 3rd January**  
Team Knockout Competition Round 1

**R.A.F.A. CLUB**  
7:30

**Monday 7th January** **BRIDGE CLUB**

Quizlings v Swats (Midori Desu) 7:30

Midori Desu v Dad's Army (Quizlings) 9:00

**R.A.F.A. CLUB**

Bux Kwiz v Time Out (Somnambulists) 7:30

Somnambulists v Magic Robots (Bux Kwiz) 9:00

**Tuesday 8th January** **R.A.F.A. CLUB**

Belligerent Fools v Minders (RAFA Dipsos) 7:30

RAFA Dipsos v Apostles (Belligerent Fools) 9:00

**Thursday 10th January** **R.A.F.A. CLUB**

No games this Thursday

**Monday 14th January**

**BRIDGE CLUB**

Dad's Army v Too Witless (Surplus Rowdies) 7:30

Surplus Rowdies v Quizlings (Dad's Army) 9:00

**R.A.F.A. CLUB**

Magic Robots v Woodentops (Rasen) 7:30

Rasen v Bux Kwiz (Magic Robots) 9:00

**Tuesday 15th January**

**R.A.F.A. CLUB**

Nemesis v RAFA Dipsos (Mindere) 7:30

Mindere v Serendipity (Nemesis) 9:00

**Thursday 17th January**

**R.A.F.A. CLUB**

No games this Thursday

**Monday 21st January** **BRIDGE CLUB**

Swats v Surplus Rowdies (Too Witless) 7:30

Too Witless v Midori Desu (Swats) 9:00

**R.A.F.A. CLUB**

Woodentops v Somnambulists (Time Out) 7:30

Time Out v Rasen (Woodentops) 9:00

**Tuesday 22nd January** **R.A.F.A. CLUB**

Apostles v Nemesis (Serendipity) 7:30

Serendipity v Belligerent Fools (Apostles) 9:00

**Thursday 24th January** **R.A.F.A. CLUB**

No games this Thursday

**Monday 28th January**  
PAIRS HANDICAP COMPETITION

**BRIDGE CLUB**  
7:30

PAIRS HANDICAP COMPETITION

**R.A.F.A. CLUB**  
7:30

**Tuesday 29th January**  
No games this Tuesday

**R.A.F.A. CLUB**

**Thursday 31st January**  
No games this Thursday

**R.A.F.A. CLUB**

**Monday 4th February** **BRIDGE CLUB**

Somnambulists v Minders (Quizlings) 7:30

Quizlings v Apostles (Somnambulists) 9:00

**R.A.F.A. CLUB**

Midori Desu v Magic Robots (RAFA Dipsos) 7:30

RAFA Dipsos v Time Out (Midori Desu) 9:00

**Tuesday 5th February** **R.A.F.A. CLUB**

Belligerent Fools v Dad's Army (Bux Kwiz) 7:30

Bux Kwiz v Swats (Belligerent Fools) 9:00

**Thursday 7th February** **R.A.F.A. CLUB**

No games this Thursday

**Monday 11th February** **BRIDGE CLUB**

Minders v Too Witless (Rasen) 7:30

Rasen v Quizlings (Minders) 9:00

**R.A.F.A. CLUB**

Surplus Rowdies v RAFA Dipsos (Magic Robots) 7:30

Magic Robots v Serendipity (Surplus Rowdies) 9:00

**Tuesday 12th February** **R.A.F.A. CLUB**

Nemesis v Bux Kwiz (Dad's Army) 7:30

Dad's Army v Woodentops (Nemesis) 9:00

**Thursday 14th February** **R.A.F.A. CLUB**

No games this Thursday

**Monday 18th February**  
Individual 20 Questions Quiz

**BRIDGE CLUB**  
7:30

No games at the RAFA Club tonight.

**R.A.F.A. CLUB**

**Tuesday 19th February**

**R.A.F.A. CLUB**

**Thursday 21st February**

**R.A.F.A. CLUB**

NO OTHER GAMES THIS WEEK - HALF TERM



**Monday 25th February** **BRIDGE CLUB**

Serendipity v Midori Desu (Time Out) 7:30

Time Out v Surplus Rowdies (Serendipity) 9:00

**R.A.F.A. CLUB**

Too Witless v Somnambulists (Apostles) 7:30

Apostles v Rasen (Too Witless) 9:00

**Tuesday 26th February** **R.A.F.A. CLUB**

Woodentops v Belligerent Fools (Swats) 7:30

Swats v Nemesis (Woodentops) 9:00

**Thursday 28th February** **R.A.F.A. CLUB**

No games this Thursday

**Monday 4th March**                      **BRIDGE CLUB**  
TEAM KNOCKOUT COMPETITION ROUND 2

**R.A.F.A. CLUB**  
TEAM KNOCKOUT COMPETITION ROUND 2

**Tuesday 5th March**                      **R.A.F.A. CLUB**  
TEAM KNOCKOUT COMPETITION ROUND 2

**Thursday 7th March**                      **R.A.F.A. CLUB**  
TEAM KNOCKOUT COMPETITION ROUND 2

**Monday 11th March****BRIDGE CLUB**

Midori Desu v Minders (Bux Kwiz) 7:30

Bux Kwiz v Apostles (Midori Desu) 9:00

**R.A.F.A. CLUB**

Somnambulists v Dad's Army (RAFA Dipsos) 7:30

RAFA Dipsos v Swats (Somnambulists) 9:00

**Tuesday 12th March****R.A.F.A. CLUB**

Quizlings v Time Out (Belligerent Fools) 7:30

Belligerent Fools v Magic Robots (Quizlings) 9:00

**Thursday 14th March****R.A.F.A. CLUB**

No games this Thursday

**Monday 18th March****BRIDGE CLUB**

Minders v Woodentops (Surplus Rowdies) 7:30  
Surplus Rowdies v Bux Kwiz (Minders) 9:00

**R.A.F.A. CLUB**

Rasen v RAFA Dipsos (Dad's Army) 7:30  
Dad's Army v Serendipity (Rasen) 9:00

**Tuesday 19th March****R.A.F.A. CLUB**

Magic Robots v Too Witless (Nemesis) 7:30  
Nemesis v Quizlings (Magic Robots) 9:00

**Thursday 21st March****R.A.F.A. CLUB**

No games this Thursday

**Monday 25th March****BRIDGE CLUB**

Swats v Rasen (Serendipity) 7:30  
Serendipity v Somnambulists (Swats) 9:00

**R.A.F.A. CLUB**

Woodentops v Midori Desu (Apostles) 7:30  
Apostles v Surplus Rowdies (Woodentops) 9:00

**Tuesday 26th March****R.A.F.A. CLUB**

Time Out v Nemesis (Too Witless) 7:30  
Too Witless v Belligerent Fools (Time Out) 9:00

**Thursday 28th March****R.A.F.A. CLUB**

No games this Thursday

**Monday 1st April**

Dad's Army	v Minders (Swats)	7:30
Swats	v Apostles (Dad's Army)	9:00

**BRIDGE CLUB****R.A.F.A. CLUB**

Somnambulists	v Midori Desu (Rasen)	7:30
Rasen	v Surplus Rowdies (Somnambulists)	9:00

**Tuesday 2nd April**

Woodentops	v Too Witless (Bux Kwiz)	7:30
Bux Kwiz	v Quizlings (Woodentops)	9:00

**R.A.F.A. CLUB****Thursday 4th April**

No games this Thursday

**R.A.F.A. CLUB**

**Monday 8th April****BRIDGE CLUB**

Time Out v Swats (Magic Robots) 7:30

Magic Robots v Dad's Army (Time Out) 9:00

**R.A.F.A. CLUB**

Nemesis v Rasen (Belligerent Fools) 7:30

Belligerent Fools v Somnambulists (Nemesis) 9:00

**Tuesday 9th April****R.A.F.A. CLUB**

RAFA Dipsos v Bux Kwiz (Serendipity) 7:30

Serendipity v Woodentops (RAFA Dipsos)

9:00

**Thursday 11th April****R.A.F.A. CLUB**

No games this Thursday

**Monday 15th April**  
TABLE QUIZ FOR ALL TEAMS

**Birds Eye Club**



**Monday 29th April** **BRIDGE CLUB**

Midori Desu v Belligerent Fools (Surplus Rowdies) 7:30

Surplus Rowdies v Nemesis (Midori Desu) 9:00

**R.A.F.A. CLUB**

Minders v Magic Robots (Apostles) 7:30

Apostles v Time Out (Minders) 9:00

**Tuesday 30th April** **R.A.F.A. CLUB**

Quizlings v RAFA Dipsos (Too Witless) 7:30

Too Witless v Serendipity (Quizlings) 9:00

**Thursday 2nd May** **R.A.F.A. CLUB**

No games this Thursday

**Tuesday 7th May**                      **Pairs Semi-finals**  
at The RAFA Club.

**Thursday 9th May**                      **Individual Semi-finals**  
at The RAFA Club.

**Monday 13th May**                      **Team Knockout Quarter-Finals**  
Bridge Club and RAFA Club.

**Thursday 16th May**                      **Team Knockout Semi-Finals**  
at The RAFA Club.

**Monday 20th May**                      **FINALS NIGHT**  
at The Birds Eye Club.

**The date (and place) of the AGM to be advised.**

## FINAL LEAGUE TABLES 2017-18

<b>Division 1</b>	P	W	D	L	F	A	diff	Av.	Pts
Nemesis	16	13	0	3	1437	1157	280	89.8	26
Rasen	16	10	1	5	1283	1142	141	80.2	21
Surplus Rowdies	16	10	0	6	1247	1156	91	83.1	20
Quizlings	16	9	1	6	1207	1219	-12	75.4	19
RAFA Dipsos	16	8	0	8	1307	1217	90	81.7	16
Apostles	16	9	0	7	1176	1126	50	78.4	16
Dad's Army	16	7	0	9	1143	1193	-50	71.4	14
Minders	16	3	0	13	1035	1258	-223	69.0	6
Serendipity	16	2	0	14	909	1276	-367	60.6	2

<b>Division 2</b>	P	W	D	L	F	A	diff	Av.	Pts
Swats	16	13	1	2	1171	942	229	78.1	25
Bux Kwiz	16	11	0	5	916	874	42	70.5	22
Time Out	16	10	1	5	1156	1080	76	72.3	21
Magic Robots	16	10	0	6	1242	1034	208	82.8	18
Woodentops	16	8	1	7	1120	1105	15	70.0	17
Somnambulists	16	8	0	8	1186	1103	83	74.1	16
Belligerent Fools	16	5	0	11	1093	1126	-33	68.3	10
Two Witless	16	4	1	11	869	1104	-235	57.9	7
Midori Desdu	16	1	0	15	884	1269	-385	55.3	2

2 points have been deducted from Apostles for failing to play a game against Surplus Rowdies, from Serendipity for failing to play a game against Minders, and from Swats, Magic Robots and Two Witless, in each case for failing to play a game against Bux Kwiz.

## Other Winners 2017-18

### TEAM KNOCKOUT (The Malcolm Green Trophy)

Winners: NEMESIS

Runners-up: MINDERS

### PAIRS COMPETITION (The Dennis Hook Trophy)

Winners: Ian TOWNSEND & Mick CAVANAGH

Runners-up: Lawrence COOK & Bob BLACK

### INDIVIDUAL OPEN (The Graham Fielding Trophy)

Winner: Andrew HUNTER

Runner-up: Andy ALCOCK

### INDIVIDUAL SHIELD (The Gwyneth Welham Trophy)

Winner: Ian WELHAM

Runner-up: Graham JACKSON

### 20 QUESTIONS TROPHY Alan BENTLEY

### TABLE QUIZ

Div 1 SURPLUS ROWDIES

Div 2: BUX KWIZ

### MOST SPORTING TEAM (The Norrie Lyons Trophy)

Winners: RASEN

### BEST QUESTION SETTING (The Rene Burnett Cup)

Winners: Not awarded

The Bent Cup: CHRIS CHAPMAN

## The Bent Cup

The Bent Cup is awarded on Finals Night to the best (or funniest) wrong answer given during the season. Please record here nominations for this prize (and any other humorous comments, asides and voices from the audience).

## The Best Questions

There is to be an award for the best set of questions asked during the season. It may help if you record here your opinions of the questions after each game.

**GRIMSBY AND DISTRICT  
QUIZ LEAGUE**

**SUPPORTED BY**

**WILKIN CHAPMAN**

