

GRIMSBY & DISTRICT
QUIZ LEAGUE



FOUNDED 1975

**FIXTURE LIST
2019/2020**

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 18th May 2020
7pm for 7:15pm
BIRDS EYE CLUB

ENTRY FORM

2019-2020

- 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 24th October 2019

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

See next page for Pairs Handicap Entry Form

ENTRY FORM

Pairs Handicap Competition
2019-20

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 24th October 2019

ENTRY FORM

20 Questions Quiz
2019-20

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 31st December 2019

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

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2019-20

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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 2019-20

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
2019-20

Bridge Club

Corner of Bargate
and College Street
Grimsby
Tel: 357235

R.A.F.A. Club

Alexandra Road,
Cleethorpes
Tel: 694150

DIVISIONS FOR SEASON 2019-20

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

This season the handicap is based on average points
scored in last season's league games.

DIVISION 1

BUX KWIZ (22)
DAD'S ARMY (9)
MAGIC ROBOTS (5)
NEMESIS (0)
RAFA DIPSOS (7)
RASEN (5)
SOMNAMBULISTS (13)
SURPLUS ROWDIES (11)
SWATS (17)

DIVISION 2

APOSTLES (14)
BELLIGERENT FOOLS (23)
MIDORI DESU (20)
MINDERS (11)
QUIZLINGS (16)
SERENDIPITY (20)
TIME OUT (22)
TOO WITLESS (25)
WOODENTOPS (12)

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 question master 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 2019-20

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 3rd and 4th member's question will be conferred. The 3rd or 4th 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 2 or 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 two or three players, forty seconds shall be allowed for answering the conferred question(s) 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 2019-20

Monday 16th September
TABLE QUIZ FOR ALL TEAMS

Birds Eye Club

Monday 23rd September

BRIDGE CLUB

Rasen v Swats (Serendipity) 7:30

Serendipity v Time Out (Rasen) 9:00

R.A.F.A. CLUB

Surplus Rowdies v Somnambulists (Quizlings) 7:30

Quizlings v Belligerent Fools (Surplus Rowdie) 9:00

Tuesday 24th September

R.A.F.A. CLUB

Too Witless v Minders (Magic Robots) 7:30

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

Thursday 26th September

R.A.F.A. CLUB

No games this Thursday

Monday 30th September **BRIDGE CLUB**

Midori Desu v Quizlings (Somnambulists) 7:30

Somnambulists v RAFA Dipsos (Midori Desu) 9:00

R.A.F.A. CLUB

Swats v Nemesis (Apostles) 7:30

Apostles v Serendipity (Swats) 9:00

Tuesday 1st October **R.A.F.A. CLUB**

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

Dad's Army v Bux Kwiz (Woodentops) 9:00

Thursday 3rd October **R.A.F.A. CLUB**

No games this Thursday

Monday 7th October

BRIDGE CLUB

RAFA Dipsos v Surplus Rowdies (Belligerent Fool) 7:30
Belligerent Fools v Midori Desu (RAFA Dipsos) 9:00

R.A.F.A. CLUB

Nemesis v Rasen (Time Out) 7:30
Time Out v Apostles (Nemesis) 9:00

Tuesday 8th October

R.A.F.A. CLUB

Bux Kwiz v Magic Robots (Mindere) 7:30
Mindere v Woodentops (Bux Kwiz) 9:00

Thursday 10th October

R.A.F.A. CLUB

No games this Thursday

Monday 14th October **BRIDGE CLUB**

Serendipity v Minders (Surplus Rowdies) 7:30

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

R.A.F.A. CLUB

Too Witless v Belligerent Fools (Rasen) 7:30

Rasen v Somnambulists (Too Witless) 9:00

Tuesday 15th October **R.A.F.A. CLUB**

Quizlings v Time Out (Magic Robots) 7:30

Magic Robots v Swats (Quizlings) 9:00

Thursday 17th October **R.A.F.A. CLUB**

No games this Thursday

Monday 21st October

BRIDGE CLUB

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

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

R.A.F.A. CLUB

Somnambulists v Bux Kwiz (Apostles) 7:30

Apostles v Too Witless (Somnambulists) 9:00

Tuesday 22nd October

R.A.F.A. CLUB

Swats v RAFA Dipsos (Woodentops) 7:30

Woodentops v Quizlings (Swats) 9:00

Thursday 24th October

R.A.F.A. CLUB

No games this Thursday

Monday 28th October

BRIDGE CLUB

Minders v Midori Desu (Nemesis) 7:30

Nemesis v Surplus Rowdies (Minders) 9:00

R.A.F.A. CLUB

Bux Kwiz v Rasen (Belligerent Fools) 7:30

Belligerent Fools v Apostles (Bux Kwiz) 9:00

Tuesday 29th October

R.A.F.A. CLUB

Time Out v Woodentops (RAFA Dipsos) 7:30

RAFA Dipsos v Magic Robots (Time Out) 9:00

Thursday 31st October

R.A.F.A. CLUB

No games this Thursday

Monday 4th November **BRIDGE CLUB**

Surplus Rowdies v Swats (Too Witless) 7:30

Too Witless v Time Out (Surplus Rowdies) 9:00

R.A.F.A. CLUB

Quizlings v Minders (Rasen) 7:30

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

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

Magic Robots v Somnambulists (Serendipity) 7:30

Serendipity v Belligerent Fools (Magic Robots) 9:00

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

No games this Thursday

Monday 11th November **BRIDGE CLUB**

Swats v Bux Kwiz (Midori Desu) 7:30

Midori Desu v Too Witless (Swats) 9:00

R.A.F.A. CLUB

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

Apostles v Quizlings (Dad's Army) 9:00

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

Woodentops v Serendipity (Somnambulists) 7:30

Somnambulists v Nemesis (Woodentops) 9:00

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

Individual Knockout Competition - Open 7:30

Monday 18th November

BRIDGE CLUB

Bux Kwiz v Surplus Rowdies (Time Out) 7:30

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

R.A.F.A. CLUB

RAFA Dipsos v Rasen (Mindere) 7:30

Mindere v Apostles (RAFA Dipsos) 9:00

Tuesday 19th November

R.A.F.A. CLUB

Belligerent Fools v Woodentops (Nemesis) 7:30

Nemesis v Magic Robots (Belligerent Fools) 9:00

Thursday 21st November

R.A.F.A. CLUB

No games this Thursday

Monday 25th November**BRIDGE CLUB**

Rasen v Surplus Rowdies (Apostles) 7:30

Apostles v Midori Desu (Rasen) 9:00

R.A.F.A. CLUB

Time Out v Belligerent Fools (Swats) 7:30

Swats v Somnambulists (Time Out) 9:00

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

Nemesis v RAFA Dipsos (Serendipity) 7:30

Serendipity v Quizlings (Nemesis) 9:00

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

No games this Thursday.

Monday 2nd December

BRIDGE CLUB

Midori Desu v Woodentops (Surplus Rowdies) 7:30

Surplus Rowdies v Magic Robots (Midori Desu) 9:00

R.A.F.A. CLUB

Belligerent Fools v Minders (Somnambulists) 7:30

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

Tuesday 3rd December

R.A.F.A. CLUB

Quizlings v Too Witless (RAFA Dipsos) 7:30

RAFA Dipsos v Bux Kwiz (Quizlings) 9:00

Thursday 5th December

R.A.F.A. CLUB

No games this Thursday

Monday 9th December **BRIDGE CLUB**

Dad's Army v Swats (Mindere) 7:30

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

R.A.F.A. CLUB

Magic Robots v Rasen (Woodentops) 7:30

Woodentops v Apostles (Magic Robots) 9:00

Tuesday 10th December **R.A.F.A. CLUB**

Too Witless v Serendipity (Bux Kwiz) 7:30

Bux Kwiz v Nemesis (Too Witless) 9:00

Thursday 12th December **R.A.F.A. CLUB**

No games this Thursday

Monday 16th December
TABLE QUIZ FOR ALL TEAMS

Birds Eye Club

Monday 6th January 2020

BRIDGE CLUB

Midori Desu v Minders (RAFA Dipsos) 7:30

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

R.A.F.A. CLUB

Nemesis v Somnambulists (Apostles) 7:30

Apostles v Belligerent Fools (Nemesis) 9:00

Tuesday 7th January

R.A.F.A. CLUB

Woodentops v Time Out (Bux Kwiz) 7:30

Bux Kwiz v Swats (Woodentops) 9:00

Thursday 9th January

R.A.F.A. CLUB

No games this Thursday

Monday 13th January **BRIDGE CLUB**

Belligerent Fools v Serendipity (Rasen) 7:30

Rasen v Nemesis (Belligerent Fools) 9:00

R.A.F.A. CLUB

Surplus Rowdies v RAFA Dipsos (Mindere) 7:30

Mindere v Quizlings (Surplus Rowdies) 9:00

Tuesday 14th January **R.A.F.A. CLUB**

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

Magic Robots v Bux Kwiz (Time Out) 9:00

Thursday 16th January **R.A.F.A. CLUB**

No games this Thursday

Monday 20th January

BRIDGE CLUB

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

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

R.A.F.A. CLUB

Somnambulists v Rasen (Serendipity) 7:30

Serendipity v Apostles (Somnambulists) 9:00

Tuesday 21st January

R.A.F.A. CLUB

Swats v Magic Robots (Too Witless) 7:30

Too Witless v Woodentops (Swats) 9:00

Thursday 23rd January

R.A.F.A. CLUB

No games this Thursday

Monday 27th January
PAIRS HANDICAP COMPETITION

BRIDGE CLUB
7:30

PAIRS HANDICAP COMPETITION

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

Tuesday 28th January
No games this Tuesday

R.A.F.A. CLUB

Thursday 30th January
No games this Thursday

R.A.F.A. CLUB

Monday 3rd February **BRIDGE CLUB**

Nemesis v Swats (Midori Desu) 7:30

Midori Desu v Time Out (Nemesis) 9:00

R.A.F.A. CLUB

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

Apostles v Minders (Bux Kwiz) 9:00

Tuesday 4th February **R.A.F.A. CLUB**

Woodentops v Belligerent Fools (RAFA Dipsos) 7:30

RAFA Dipsos v Somnambulists (Woodentops) 9:00

Thursday 6th February **R.A.F.A. CLUB**

No games this Thursday

Monday 10th February **BRIDGE CLUB**

Time Out v Serendipity (Surplus Rowdies) 7:30

Surplus Rowdies v Nemesis (Time Out) 9:00

R.A.F.A. CLUB

Minders v Too Witless (Rasen) 7:30

Rasen v Bux Kwiz (Minders) 9:00

Tuesday 11th February **R.A.F.A. CLUB**

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

Belligerent Fools v Quizlings (Magic Robots) 9:00

Thursday 13th February **R.A.F.A. CLUB**

No games this Thursday

Monday 17th February
Individual 20 Questions Quiz

BRIDGE CLUB
7:30

R.A.F.A. CLUB

No games at the RAFA Club tonight.

Tuesday 18th February
No games this Tuesday

R.A.F.A. CLUB

Thursday 20th February
Team Knockout Competition Round 1

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

Monday 24th February**BRIDGE CLUB**

Swats v Surplus Rowdies (Serendipity) 7:30

Serendipity v Midori Desu (Swats) 9:00

R.A.F.A. CLUB

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

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

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

Quizlings v Woodentops (Somnambulists) 7:30

Somnambulists v Magic Robots (Quizlings) 9:00

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

No games this Thursday

Monday 2nd March **BRIDGE CLUB**
TEAM KNOCKOUT COMPETITION ROUND 2
R.A.F.A. CLUB
TEAM KNOCKOUT COMPETITION ROUND 2

Tuesday 3rd March **R.A.F.A. CLUB**
TEAM KNOCKOUT COMPETITION ROUND 2

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

Monday 9th March **BRIDGE CLUB**

Midori Desu v Belligerent Fools (Bux Kwiz) 7:30

Bux Kwiz v Somnambulists (Midori Desu) 9:00

R.A.F.A. CLUB

RAFA Dipsos v Swats (Apostles) 7:30

Apostles v Time Out (RAFA Dipsos) 9:00

Tuesday 10th March **R.A.F.A. CLUB**

Woodentops v Minders (Nemesis) 7:30

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

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

No games this Thursday

Monday 16th March**BRIDGE CLUB**

Time Out v Quizlings (Rasen) 7:30

Rasen v RAFA Dipsos (Time Out) 9:00

R.A.F.A. CLUB

Belligerent Fools v Too Witless (Surplus Rowdies) 7:30

Surplus Rowdies v Bux Kwiz (Belligerent Fools) 9:00

Tuesday 17th March**R.A.F.A. CLUB**

Magic Robots v Nemesis (Mindere) 7:30

Mindere v Serendipity (Magic Robots) 9:00

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

No games this Thursday

Monday 23rd March**BRIDGE CLUB**

Too Witless v Midori Desu (Somnambulists) 7:30

Somnambulists v Surplus Rowdies (Too Witless) 9:00

R.A.F.A. CLUB

Swats v Rasen (Quizlings) 7:30

Quizlings v Apostles (Swats) 9:00

Tuesday 24th March**R.A.F.A. CLUB**

Serendipity v Woodentops (Dad's Army) 7:30

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

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

No games this Thursday

Monday 30th March **BRIDGE CLUB**

Surplus Rowdies v Rasen (Midori Desu) 7:30

Midori Desu v Apostles (Surplus Rowdies) 9:00

R.A.F.A. CLUB

Somnambulists v Swats (Belligerent Fools) 7:30

Belligerent Fools v Time Out (Somnambulists) 9:00

Tuesday 31st March **R.A.F.A. CLUB**

RAFA Dipsos v Nemesis (Quizlings) 7:30

Quizlings v Serendipity (RAFA Dipsos) 9:00

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

No games this Thursday

Monday 6th April
TABLE QUIZ FOR ALL TEAMS

Birds Eye Club

Monday 20th April

BRIDGE CLUB

Woodentops v Midori Desu (Magic Robots) 7:30

Magic Robots v Surplus Rowdies (Woodentops) 9:00

R.A.F.A. CLUB

Dad's Army v Somnambulists (Mindere) 7:30

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

Tuesday 21st April

R.A.F.A. CLUB

Bux Kwiz v RAFA Dipsos (Too Witless) 7:30

Too Witless v Quizlings (Bux Kwiz) 9:00

Thursday 23rd April

R.A.F.A. CLUB

No games this Thursday

Monday 27th April **BRIDGE CLUB**

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

Time Out v Minders (Swats) 9:00

R.A.F.A. CLUB

Rasen v Magic Robots (Apostles) 7:30

Apostles v Woodentops (Rasen) 9:00

Tuesday 28th April **R.A.F.A. CLUB**

Serendipity v Too Witless (Nemesis) 7:30

Nemesis v Bux Kwiz (Serendipity) 9:00

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

No games this Thursday

Tuesday 5th May **Pairs Semi-finals**
at The RAFA Club.

Thursday 7th May **Individual Semi-finals**
at The RAFA Club.

Monday 11th May **Team Knockout Quarter-Finals**
Bridge Club and RAFA Club.

Thursday 14th May **Team Knockout Semi-Finals**
at The RAFA Club.

Monday 18th May **FINALS NIGHT**
at The Birds Eye Club.

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

FINAL LEAGUE TABLES 2018-19

Division 1	P	W	D	L	F	A	diff	Av.	Pts
Nemesis	16	14	0	2	1419	1107	312	88.7	28
Rasen	16	12	0	4	1332	1188	144	83.3	24
RAFA Dipsos	16	10	0	6	1306	1182	124	81.6	20
Surplus Rowdies	16	9	1	6	1240	1155	85	77.5	19
Bux Kwiz	16	7	0	9	1057	1204	-147	66.1	14
Swats	16	6	0	10	1139	1222	-83	71.2	12
Apostles	16	5	1	10	1199	1213	-14	74.9	11
Quizlings	16	5	0	11	1155	1347	-192	72.2	10
Time Out	16	3	0	13	1071	1300	-229	66.9	6

Division 2	P	W	D	L	F	A	diff	Av.	Pts
Dad's Army	16	13	0	3	1265	1050	215	79.1	26
Magic Robots	16	12	0	4	1328	1127	201	83.0	24
Somnambulists	16	11	0	5	1204	1144	60	75.3	22
Minders	16	9	0	7	1240	1143	97	77.5	18
Woodentops	16	9	0	7	1228	1135	93	76.8	18
Serendipity	16	6	0	10	1097	1233	-136	68.6	12
Belligerent Fools	16	6	0	10	1049	1205	-156	65.6	12
Midori Desu	16	3	0	13	1102	1275	-173	68.9	6
Too Witless	16	3	0	13	1017	1218	-201	63.6	6

Other Winners 2018-19

TEAM KNOCKOUT (The Malcolm Green Trophy)

Winners: NEMESIS
Runners-up: BUX KWIZ

PAIRS COMPETITION (The Dennis Hook Trophy)

Winners: Ian TOWNSEND & Mick CAVANAGH
Runners-up: Dennis BROWN & Pete GARDNER

INDIVIDUAL OPEN (The Graham Fielding Trophy)

Winner: Andy ALCOCK
Runner-up: Lawrence COOK

INDIVIDUAL SHIELD (The Gwyneth Welham Trophy)

Winner: Ian WELHAM
Runner-up: Ian TOWNSEND

20 QUESTIONS TROPHY Ian WELHAM

TABLE QUIZ

Div 1: NEMESIS
Div 2: DAD'S ARMY

MOST SPORTING TEAM (The Norrie Lyons Trophy)

Winners: MINDERS

BEST QUESTION SETTING (The Rene Burnett Cup)

Winners Not awarded

The Bent Cup: Andrew HUNTER

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

