

## **Notes for Mastermind Contestants**

The following is a summary of the rules of 'Mastermind'. These will be discussed again at the pre-recording briefing.

- 1 Contestants receive two minutes of questioning on their chosen specialised subject, two minutes on general knowledge.
- 2 A wrong answer will be corrected instantly by the Question Master within the two minute period.
- 3 A contestant may choose to "pass" in which case the Question Master will immediately move on to the next question. However, in the event of a tie on points at the end of the programme, the contestant with the fewer or the fewest number of passes will be declared the winner. (If there is a tie on passes as well as on points, a tie-breaker routine takes place to determine the winner).  
  
(Tie breaker situation - contestants will be asked to leave the room, each brought back individually and asked the same five General Knowledge questions - this will be repeated until there is a result.)
- 4 Contestants must wait until the entire question has been asked by the Question Master before answering; interruptions are not permitted. We will endeavour to ensure that each set of questions, if answered promptly, would allow each contender to receive the same number of questions. We will only accept your first answer.
- 5 The end of each round is indicated by a bleep. If this sounds during the delivery of a questions or answer, the question will be completed and the answer will be allowed.
- 6 If a contestant feels that any question or adjudication is unfair, or wrong, then (s)he has the right to 'challenge' provided that this is done **immediately**. The programme recording will be halted and the matter discussed between the contestant and producer.
- 7 The producer will determine the order in which the contestants take the chair for the first round, the specialised subject round. In the general knowledge round, the contestants will be called in the ascending order of their first round scores.
- 8 Your quarter final subject must be different from your first, and must be agreed with the producer in advance of the recording of your first round heat. Your final subject must be different from the previous two, and agreed before all recordings also. We will not permit a specialist subject title that was used in Mastermind 2005.
- 9 Mastermind will be conducted according to the above rules. In all matters the decision of the Producer is final.
- 10 Last but not least, please remember that Mastermind is a game played for fun so enjoy the show!

**Breakdown of the series -**

**Heats:** 24 heats - the winner of each heat goes forward into the 6 'quarter' finals.

**Quarter-finals:** 6 'quarter' - finals, comprising of the 24 winners of the heats.

**Final:** 6 winners of the 6 quarter finals.

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