

FOOTBALL JEOPARDY at andrewzgamez. (on a Google search)

1. First , practise the ' Football Jeopardy A's & Q's ' list of 26 answers and questions .
2. Print a copy of ' The Football Jeopardy Pitch ' . It is a 2 player game .
3. The two players sit opposite each other . The pitch is placed between .
4. One player will be ' Red ' , the other will be ' Blue ' . The red and blue arrows on the game board indicate in which direction you will attempt to score . Both players will be attempting to score in the goal on their right .
5. Now you require one dice (I hate 'die') , and ONE counter – which will be the ' ball ' .
6. You also require a set of the letters of the alphabet . Shuffle the set , then place it face-down , beside the board . From this you will draw .
7. The ' ball ' is placed on the center circle . Do ' Rock , scissors ,...' or use some other means to determine who will play first .
8. The first to play rolls the dice . Move a number of spaces equal to the number appearing on the dice . From the kick-off , move in the direction you are attacking.
9. **IFfff**...you land on a space that reads ' shoot defend ' , GO TO 11 .
10. If you have landed on a space in which nothing is written , your turn is over . It is then the turn of your opponent . They roll the dice , and move accordingly .**

** Exception : Landing in the center circle entitles the same player to roll the dice again , and to move accordingly .

11. If you land on a space marked ' shoot defend ' .. **and you are attacking** ; in other words , you are in your opponent's half . You have a chance to score . So ,...take the top card of the letters of the alphabet . Show you opponent the letter . Your opponent will read the answer written at that letter . You must then ask the question . You must not look at the A's & Q's sheet . **If you can correctly ask the question** , you score a goal ! .. Then place the ball in the center circle , and your opponent will kick-off . **If you cannot** ask the question correctly , you have missed with your shot . The ball remains where it is . It is then your opponent's turn .

If , (obviously not on the first turn , but in subsequent) you land on a space marked ' shoot defend ' .. **and you are defending** , again take the top letter from the draw deck . Show your opponent . They will read the corresponding answer . Again , You will ask the question (without

looking at the A's & Q's sheet) . **If you can correctly ask the question** , you are successful , and **You then roll the dice again** , and move . You have successfully defended , (at least for the moment) . **If you cannot** ask the question correctly , your turn finishes . Your opponent then rolls the dice , and moves accordingly .

12. Place used letters face-up , underneath the draw deck , or to the side of it . When you have been right through the alphabet , the game ends .

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