

## Reconciliation Week Game:

### Game Hosts:

**Host:** reads questions from cards, usually a RAP Champion or voted host by the team.

**Timer:** responsible for timing contestants (20 seconds to answer).

**Adjudicator:** responsible to keep score. Requires device and google to verify, make allowances ect. The adjudicator may determine that the answer requires team interpretation. Team then decides if the answer provided is satisfactory.

### Object of the Game:

- To finish the game with the most amount of points
- To have FUN whilst celebrating Reconciliation week
- To highlight UOW and national Reconciliation items  
- To increase self - and team - cultural awareness and knowledge
- To WIN BRAGGING RIGHTS with your knowledge!

### How to Play:

**Set Up:** Message sticks and boomerangs are placed in middle of table, question sheet/cards to be held by host, timer to be ready willing and able with phone stopwatch, adjudicator must have device with internet access and paper and pen to record points.

\* Play starts with longest serving staff member or student with most years enrolled at UOW.

\* Host reads question.

\* Once question has been read in its entirety, Timer begins the stop watch (phone) for 20 seconds. **Questions can only be asked once for each player, so listen up!**

If the contestant has answered within the 20 second time frame correctly and to the satisfaction of the adjudicator and/or team, player keeps the card and play moves to right.

**Unable to Answer:** If a player is either unable to answer in allocated time, the player to the right has a chance to answer the questions correctly and win the card. Question is repeated (once) for new player and timer begins again. Play continues until the question reaches a point of either being answered correctly, incorrectly or not at all. Card is issued to the player that answers correctly or removed from play if not answered.

**NOTE:** Players are not able to expand or add to answer post timer bell. A player may opt for a **boomerang**, or **message stick** if available. These cards can only be allocated once and the request for either must be made prior to the timer starting.

**BOOMERANGS:** If you opt to take a boomerang – the question is returned to the deck and a new question is issued and play continues. Player keeps Boomerang and it is recorded as a point.

**MESSAGE STICK:** This card is for players that have access to an Aboriginal colleague or friend. Message stick must be requested within 3 seconds of timer. Timer is stopped until call is made. Players may also ask Siri.

**There can only be one winner! In the event of a draw, the host is to provide 1 question in relation to reconciliation. Once the question is read in its entirety, players shout out their name and the first to answer correctly is deemed winner. This continues until there is one winner.**

