What’s the Good Word (WTGW)?

Rules of The Game

All teams are expected to adhere to the following rules while playing the game.

1. Each team will be represented by two players for each round.
2. One of the players of the team will be shown the ‘good word’ for that round.
3. That player will have to give three words as clues to the partner (from the same team who has not seen the word). 30 seconds would be given for the player to give a clue, after which the clue would be treated as the next clue.
   NOTE: For clues one should avoid using
   a. a proper noun,
   b. an hyphenated word,
   c. words that have the same root word as the ‘Good word’ or
   d. more than one word.
   In the event of any of the above, the word would be disqualified and the team would be penalised 10 marks.
4. The partner has to guess the word based on the clues given.
5. The scoring is as follows:
   a. 30 points if the partner gets it right after the first clue.
   b. 20 points if the partner gets it right after the second clue.
   c. 10 points if the partner gets it right after the third clue.
6. If the partner does not get it right after the third clue, the word passes to the next team.
7. No fresh clues are allowed or added.
8. The next team gets one chance to guess the word.
9. If it is incorrect, then it passes to the next team, and so on till either the good word is guessed or all the teams use up their chances.
10. If any team correctly guesses the ‘Good word’ when it has been passed to it, that team scores 10 points for the same.
11. The decision of the host (course instructor) is final.