

# Price is Right

1. Noun
2. Verb - Present Ends In Ing
3. Noun - Plural
4. Verb Non Trans
5. Adjective
6. Random
7. Verb - Present Ends In Ing
8. Noun
9. Verb - Present Ends In S
10. Noun - Plural
11. Noun
12. Noun
13. Verb - Past Tense
14. Noun - Plural
15. Noun
16. Verb - Present Ends In Ing
17. Something Alive
18. Noun - Plural
19. Something Alive
20. Verb - Past Tense
21. Noun - Plural
22. Noun
23. Noun

- 24. Verb - Present Ends In Ing
- 25. Adjective
- 26. Noun
- 27. Noun - Plural
- 28. Noun - Plural

# Price is Right

The Price Is Right is an American television game show created by Mark Goodson and Bill \_\_\_\_\_<sup>Noun</sup>. The show revolves around contestants \_\_\_\_\_<sup>Verb - Present ends in ING</sup> to identify accurate pricing of merchandise to win cash and \_\_\_\_\_<sup>Noun - Plural</sup>. Contestants are selected from the studio audience when the announcer proclaims the show's famous catchphrase, " \_\_\_\_\_<sup>verb non trans</sup> on down!"

The gameplay of the show consists of four distinct competition elements, in which nine \_\_\_\_\_<sup>Adjective</sup> contestants (or six, depending on the episode's running time) are eventually narrowed to two finalists who compete in the game's final element, the " \_\_\_\_\_<sup>random</sup>."

At the beginning of the show, four contestants are called from the audience by the announcer to take a spot on the front row behind \_\_\_\_\_<sup>Verb - Present ends in ING</sup> podiums, which are embedded at the front edge of the stage. The area is known as "Contestants' Row." A \_\_\_\_\_<sup>Noun</sup> is shown and each contestant gives a single bid for the item.

After winning the One Bid, the contestant \_\_\_\_\_<sup>Verb - Present ends in S</sup> the host onstage for the opportunity to win additional \_\_\_\_\_<sup>Noun - Plural</sup> or cash by playing a pricing game. On a typical hour-long episode, two games are played for a \_\_\_\_\_<sup>Noun</sup>, one \_\_\_\_\_<sup>Noun</sup> is \_\_\_\_\_<sup>Verb - Past Tense</sup> for a cash prize and the other three games offer expensive household merchandise or \_\_\_\_\_<sup>Noun - Plural</sup>. Usually, at least one of the six games involves

the pricing of grocery items, while another usually involves smaller prizes that can be used to win a larger prize \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_. The following are some of the pricing games.

In Cliff Hangers, the contestant is shown a gameboard with an animatronic \_\_\_\_\_<sup>Verb - Present ends in ING</sup>\_\_\_\_\_ mountain \_\_\_\_\_<sup>Something Alive</sup>\_\_\_\_\_ standing at the bottom of a 25-step mountain with a cliff at the top. The contestant is then shown three small \_\_\_\_\_<sup>Noun - Plural</sup>\_\_\_\_\_ and is asked to guess the actual retail price of each prize one at a time. The mountain climber moves one step up the mountain for each dollar the contestant is off, higher or lower. The correct price is not revealed until after the \_\_\_\_\_<sup>Something Alive</sup>\_\_\_\_\_ has \_\_\_\_\_<sup>Verb - Past Tense</sup>\_\_\_\_\_ or has fallen off.

Punch-a-Bunch has a top prize of \$25,000. The contestant answers higher-or-lower pricing questions about four items, one at a time. Each correct answer earns a punch on a 5-by-10 punchboard. The contestant punches \_\_\_\_\_<sup>Noun - Plural</sup>\_\_\_\_\_ into the appropriate number of spaces on the board, each of which contains a slip of paper with an amount of money written on it. The host then reveals the \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_ written on each slip, one at a time, beginning with the first \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_ punched.

The contestant may choose to quit and keep the amount won or to try to win a better prize with the next slip.

Since the show's expansion to 60 minutes in 1975, each episode features two playings of the Showcase Showdown, occurring after the third and sixth pricing games. Each playing features the three contestants who played

the preceding pricing games \_\_\_\_\_ Verb - Present ends in ING "The \_\_\_\_\_ Adjective \_\_\_\_\_ Noun" to determine who advances to the Showcase, the show's finale.

At the end of the episode, the two contestants with the highest winnings, or since 1975 on hour-long episodes, the two Showcase Showdown winners, advance to the Showcase.

A "showcase" of \_\_\_\_\_ Noun - Plural is presented and the top winner has the option of placing a bid on the total value of the showcase or passing the showcase to the runner-up, who is then required to bid. A second showcase is then presented and the contestant who had not bid on the first showcase makes his or her bid. The contestant who has bid nearer to the price of their own showcase without going over wins the \_\_\_\_\_ Noun - Plural in his or her showcase.