



# 99.5 FM WGRV

Hometown Radio 1340



## STEAL A FORTUNE

Puzzles for Week #4 August 10-14, 2020

61. 

1	2	3	4	5	6	7	8	9

62. 

1	2	3	4	5	6	7	8

63. 

1	2	3	4	5	6	7	8	9

64. 

1	2	3	4	5	6

65. 

1	2	3	4	5	6	7	8	9	10

66. 

1	2	3	4	5	6	7

67. 

1	2	3	4	5	6	7	8

68. 

1	2	3	4	5	6	7	8	9	10

69. 

1	2	3	4	5	6	7	8	9	10	11

70. 

1	2	3	4	5	6	7

71. 

1	2	3	4	5	6	7	8	9	10	11

72. 

1	2	3	4	5	6	7	8	9

73. 

1	2	3	4	5	6	7	8	9

74. 

1	2	3	4	5	6	7	8

75. 

1	2	3	4	5	6	7	8	9

76. 

1	2	3	4	5	6	7	8	9	10

77. 

1	2	3	4	5	6	7	8	9

78. 

1	2	3	4	5	6	7	8

79. 

1	2	3	4	5	6	7	8	9

80. 

1	2	3	4	5	6	7

GROUP "A"  
**Greene County Drug**  
**Greeneville Glass**  
**Tusculum View Weight Loss**  
**Town Square Package Store**  
**C&C Custom Trailers**  
**Lynn Hope Towing**

GROUP "B"  
**Community Pharmacy**  
**Rusty's Tire & Alignment**  
**Badcock Home Furniture & More**  
**Captain D's**  
**Big Time Beverage**  
**BoRoonies**

GROUP "C"  
**Roto-Rooter**  
**Greene Farmer's Co-op**  
**Atchley Drug Center**  
**Silver Angels**  
**Creekside Vinyl**  
**Baileyton Antique Mall**

GROUP "D"  
**Jaynes Flooring**  
**Home Team Apparel**  
**Trees Unlimited**  
**Home Improvement Warehouse**  
**Sleep Solutions Mattress Gallery**  
**Log Cabins For Less**  
**Missy's This & That**

1. STEAL A FORTUNE is a call-in game show designed for radio by WGRV, Greeneville, Tennessee. Audience participation is by telephone only. Contestants will be accepted in no other manner.
2. The contestant for STEAL A FORTUNE each hour will be the first person to call in and correctly guess our "SPONSOR OF THE HOUR" taken from the sponsors listed above.
3. STEAL A FORTUNE puzzle sheets are free and available on-line at WGRV.com and in the box outside our studios at 1004 Arnold Road. New puzzle sheets are available beginning on Wednesday preceding the week of their use.
4. A contestant wins cash for each letter he or she adds to the puzzle ONLY if he or she eventually solves the puzzle. (\$5.00 for each consonant. Vowels are worth nothing.)
5. A contestant's TURN continues as long as he or she is adding CONSONANTS to the puzzle. Asking for a letter which is not in the puzzle will constitute loss of TURN and the game resumes the following hour with the selection of the next contestant.
6. After asking for a vowel, contestants must then attempt to solve the puzzle or lose their turn.
7. Once a puzzle is SOLVED, cash will be awarded to the contestant who solves it and a new puzzle begins the next hour.
8. All contestants must be age 16 or over and proper identification must be presented in order to claim winnings.
9. Contestants are limited to ONE cash win per week.
10. WGRV Radio reserves the right to interpret all rules of the game. All contestants must abide by Decisions of station officials.