This quiz system will indicate the first quizzer to respond by turning on their light, locking everybody else out, and sounding a tone. Their response can also start a built-in timer, that can be used for time to complete an answer, time to speak the first few words, or both.

While the control box is set up for 3 teams based on color, you could use it with just one or two teams. Each team can be comprised of one or more contestants. The maximum number of quizzers is yet to be calculated, but it should be able to handle 30 or more.

The quizzer stations have a built-in switch. If your quiz program needs the switches remotely located from the display box, that is possible as an option. An RCA jack would replace the built-in switch, and a handheld (pendant) switch or handpad (slap switch) can be plugged into that.

The quizzer stations have 4 LEDs aimed to shine out the front of the box, so the audience gets a clear indication of who responded first. If the stations are set up for a remote switch, one LED is added and aimed back toward the quizzer.

Each team gets a splitter cable that up to 5 quizzer stations can plug into. To expand the team more than 5 quizzers, you will need more splitter cables or individual splitter (“Y”) cables. This will be determined when the order is placed, and may involve some additional cost.

The “OPTION” spot on the control box can be a built-in switch with specific timing functions, or a connector for a remote switch or indicator. These are described on the next page.

Warranty: 2 years on the control box and quizzer stations, except for abuse or user modifications. 90 days on the AC adapter and cables. No workmanship is involved on my part, and I can’t control how you treat them.

Payment for postage will be required for boxes returned under warranty.
**INDIVIDUAL QUIZBOX SYSTEM**

**TIMER FUNCTIONS** your control box can have are listed below. These must be specified at time of order, and once programmed, are unchangeable. Values (denoted by xx) can be specified from 1 to 99 seconds.

1. **Answer Timer.** An invisible timer starts automatically after a quizzer responds, and beeps when time runs out. Programs that require a quizzer to complete the answer within 30 seconds (for example) may want this feature. If you don’t have a time limit, or if it changes based on the question, don’t request this timer.

2. **Speaking Timer.** If the quizzer must start speaking within a few seconds of responding, a speaking timer is available. An invisible timer starts automatically after a quizzer responds, and chirps after xx seconds - whatever you have specified. If your quizzing program does not have this requirement, don’t request this timer.

3. **Buzz-in (Throw out) Timer.** Quizzers are allowed xx seconds to think and buzz in after a question is completed. If they respond after time expires, the question is thrown out. If your program has this requirement, you may want this timer. Time starts when you push the OPTION switch, and it counts down to zero and beeps.

4. **Time Out Timer.** If your program allows teams to call a time out lasting for xx seconds, you may want this timer. Time starts when you push the OPTION switch, and it counts down to zero and beeps. If you have selected a Throw-Out time interval as well, you push the OPTION switch twice to get the time out interval.

**REMOTE FUNCTIONS** your control box can have, at some extra cost. Must be specified at time of order.

1. **Remote Timer light.** A remote unit plugs into the OPTION connector, and illuminates when time expires.

2. **Remote Quizzer light.** A remote unit plugs into the OPTION connector and illuminates when a quizzer responds.

3. **Remote Timer Switch.** A remote switch plugs into the OPTION connector and can start time intervals, like #3 or #4 described above.

4. **Remote Reset Switch.** A remote switch plugs into the OPTION connector that can reset the quizbox.

5. **Remote Reset and Light.** The reset switch of #4 combined with the light of #1 or #2. This is the most useful remote.

Note that OPTION can be a switch or a connector, not both. If you select timer #3 or #4, you cannot have a remote light or switch. If you don’t need any of these functions, OPTION will be a switch that causes the beeper to sound when pushed. You can use it to signal the end of a quiz or time period.

<table>
<thead>
<tr>
<th>Price List</th>
<th>7/1/2019 *</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control Box</td>
<td>$85.00</td>
</tr>
<tr>
<td>Quizzer Stations (each)</td>
<td>$22.00</td>
</tr>
<tr>
<td>Optional remote light and/or switch (Price depends on features)</td>
<td>$16.00 - $25.00</td>
</tr>
<tr>
<td>Remotely located Quizzer Switches, if needed (each)</td>
<td>$16.00</td>
</tr>
<tr>
<td>Shipping &amp; Handling</td>
<td>Typically $20.00</td>
</tr>
</tbody>
</table>

*Note: if this price list is more than one year old, please get an updated price list. MN residents add sales tax.*

**To order,** call or email. I’ll send you a bill. Quizboxes usually ship within a day or two of receipt of payment. PayPal is accepted if you cover the service charges. I also ship COD, and you give the check to the UPS man when the box arrives. The COD fee is approximately $13. Credit cards are not accepted yet.

Quiz Equipment LLC  
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736 Ashley Drive  
Chaska MN  55318  
248-398-1161  
www.QuiZEquipment.com  
kirkmans@aol.com

<table>
<thead>
<tr>
<th>Basic price for 2 teams of 4:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control Box:</td>
</tr>
<tr>
<td>8 Quizzer Stations:</td>
</tr>
<tr>
<td>Shipping &amp; handling:</td>
</tr>
<tr>
<td>Total</td>
</tr>
</tbody>
</table>
INDIVIDUAL QUIZBOX SYSTEM

Custom software / hardware examples:

National Bible Bowl
1. All quizzer lights are red.
2. Customizations are set up for a 3 second speaking timer, with a remote reset & timer light.
3. If quizzers hold their buttons down during reset, they should all tie when reset is released, and it would normally be flagged as an error. Due to NBB quizzing rules, the control box is modified such that one quizzer station will win out, and the system will not flag this situation as an error.

Hallmark Academic Competition
1. No timers are used
2. Teams can be any color.
3. Optional Remote reset and indicator light is rarely purchased.

Mentathalon (Long Island Schools)
1. There are two buzz-in (throw-away) timers: 5 seconds for general questions and 15 seconds for math questions. Quizzers must buzz in before time runs out, or their response is too late and the question is thrown out.
2. A 60 second timer is provided that can be paused and re-started as needed.

Disney
The Option connector is a line-level audio output that chimes once when a quizzer buzzes in.

Various users
Normally, the wires from the quizzer stations come out the lit end of the box, out of the way of the quizzers. The wires are small enough to not obstruct the audience’s view of the winner’s light. However, some users prefer the wires come out of the back of the quizzer stations. An example is a televised competition, where rear wiring presents a cleaner view to the camera. This can be done upon request.

Notes about buzzing in during reset
Quizzers can be configured such that buzzing in while the reset button is being pushed disqualifies that person till they release their switch and try again. For most programs, this is not necessary, so this configuration must be specifically requested.

Other
If you need something a bit different from the usual functions of the box, it may be possible. Contact me with your needs. Hardware costs and/or a software change fee may apply.

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