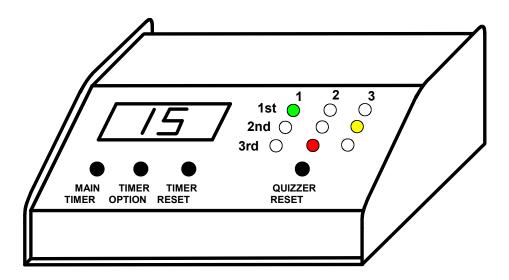
Knowledge Bowl Quizbox

Tells 1st, 2nd and 3rd place for 3 Teams.



Designed for the Knowledge Bowl program, this quizbox shows first, 2nd and 3rd places for 3 individuals or teams.

Quizzer response switches can be 4' long strip switches (nicknamed "banana laffy taffy strips") that can be pressed anywhere along its length to signal in, handheld pendant (Jeopardy-style) switches, or touch-sensitive tape measure switches shown on page 2. Strip switches wear out! You may want to consider tape measure touch switches instead, as they rely on electronic sensing, not the complex mechanical construction of a tapeswitch. All switches plug into RCA-style connectors on the back of the quizbox.

Teams using pendant switches get breakout cables that can handle up to 5 quizzers on each team.

Standard timer intervals are 5 and 15 seconds, although a variety of other intervals are readily available. See page 2.

The rear of the quizbox features a second timer display along with quizzer lights, so the quizzers can also see who responded first and the time remaining on the clock.

Price List (Prices are subject to change)	7/1/24*
Knowledge Bowl Quizbox with 3 tape measure touch switches. See page 2	\$450.00
Knowledge Bowl Quizbox with 3 strip switches 4 feet long. Yellow, about an inch wide	\$585.00
Knowledge Bowl Quizbox with 3 breakout cables and 12 pendant switches (3 teams)	\$650.00
Knowledge Bowl Quizbox with no switches	\$300.00
Replacement strip switches (each)	\$ 95.00
Replacement tape measure touch switches (each)	\$ 50.00
Replacement pendant switches (each)	\$ 25.00
Optional carrying case	\$ 90.00
Shipping and Handling (typical)	\$ 35 - \$40

^{*} If price list is over a year old, please get an updated price list before ordering.

MN orders add sales tax or provide tax exempt certificate

Quiz Equipment LLC Steve Kirkman 736 Ashley Drive Chaska MN 55318 248-398-1161

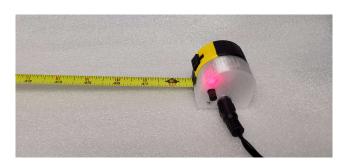
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Tape measure touch switches

Tape measure touch switches are 6 foot tape measures with a circuit attached. Extend the tape measure to the desired length and connect it to the quizbox. Adjust the gain if necessary via the black stem sticking out, and you are ready to quiz. When touched anywhere along its length, it registers the response, turns on the green light and buzzes in to the quizbox.

Two important notes:

- 1. It will not work on metal surfaces. It works by sensing body capacitance, and a metal table acts like a very large body already touching it.
- 2. The quizbox must have the newer circuit, identified by having red connectors on the back of the box.





Timer intervals used so far:

Colorado, 15 seconds to buzz in, or the question gets thrown out. Pennsylvania 15 seconds to complete the answer after buzzing in.

& Minnesota: The clock auto-starts after someone buzzes in, but you can customize auto-start off.

The quizbox will chirp when the timer is down to 5 seconds, but you can customize this off.

Washington 5 seconds to buzz in, or the question gets thrown out. & Wyoming 15 seconds to complete the answer after buzzing in.

The clock auto-starts after someone buzzes in, but you can customize auto-start off.

The quizbox will chirp for the 2nd and 3rd place quizzers when they buzz in, but you can customize this off.

South Dakota: The clock is preset to 10 seconds and starts automatically when someone buzzes in.

The clock can be bumped up to 20 seconds for harder questions.

5 and 15 seconds are also available, but not used.

Others: 10 seconds to buzz in, or the question gets thrown out.

15 seconds to complete the answer after buzzing in. Autostart

5 seconds to buzz in, or the question gets thrown out.

15 seconds to complete the answer after buzzing in.

45 second timer

20 seconds to buzz in, or the question gets thrown out.

20 seconds to complete the answer after buzzing in. Autostart off, but can be turned on.

Notes:

- Once the time intervals are programmed at the factory, the user cannot change them.
- If you don't see timer functions that meet your needs, contact Quiz Equipment LLC with your requests. New timer intervals or functions may involve additional programming cost.

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