HOW TO RUN A

The Quizmasters



PUB QUIZ

TIP #1

Ask each question 2X & pause between questions. This helps keep a nice pace.

TIP #3

Announce rules before quiz begins to ensure everyone understands them.

Each Quiz Contains: **QUIZZER ANSWER SHEET**

SCORES & FINAL SCORES SHEETS

PLUS bonus scoresheet with sum function!

??S & ANSWERS FOR 5 ROUNDS PIC ROUND & PIC ROUND ANSWERS TIE BREAKER QUESTIONS ADVERTISING POSTER POWERPOINT PRESENTATION

TIP #2

Scores can be in any amount; we use 100 pts. per question.

(ex: 5000 pts is more fun than 50 pts...)

TIP #4

Don't tell teams what the special rounds are ahead of time.

> Remember to explain prizes

if applicable: \$\$\$, free drinks,

etc.

- 1) Hand out answer sheets, picture rounds, pens/pencils, (collect money*) and explain the RULES.
- (2) Verbally ask guestions for Round # 1.
- (3) Collect answer sheets for Round #1.
- (4) Score answer sheets for Round # 1. Enter each team's score into score sheet.
- (5) Read answers for Round #1 and read each team's scores. (Repeat steps 2-5 for each round.)
- (6) When collecting round 5 answer sheets ALSO collect Picture Rounds.
- (7) Score answer sheets for round 5 and score picture round.
- (8) Tally final results.
- (9) Read off answers for round 5 and picture round
- (10) Announce scores and winner, and distribute prize

the quiz and the winning team splits that pot of money. Free drinks or other prizes are always an option as well.

*Prize can be anything you want. At our quizzes, we charge a fee that goes into a "pot." Collect the funds before

Quiz consists of:

5 rounds of 10 questions each (2 general knowledge rounds and 3 special category rounds) Picture round (to be worked on throughout the quiz and handed in w/the last questions round)

- (2) Teams "register" by writing their team name on their answer sheets (and by keeping this name the same throughout the duration of the quiz)
- (3) Each team can check the wild card box for one round to DOUBLE their score for that round. (On questions round OR pic round. They should use on the round they're most confident about.)
- (4) No one should ever shout out answers.
- (5) No one should use cellphones to get answers.
- (6) No one should ask people who are not playing for answers.

Limit teams to 4 - 6 people for fairness

