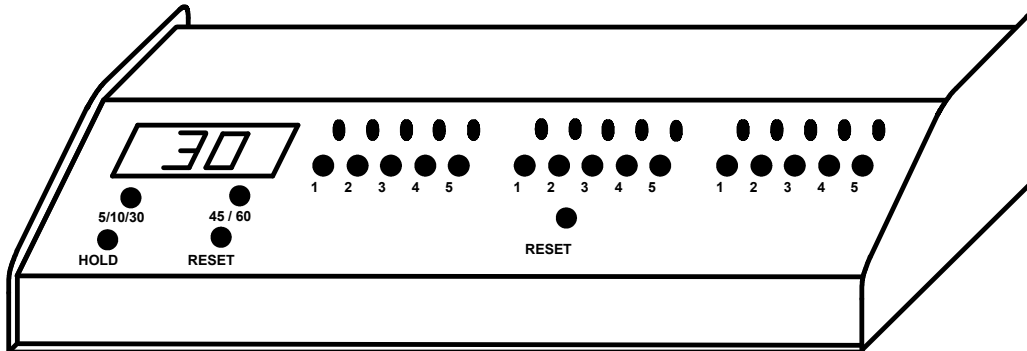


QUIZ EQUIPMENT

The black box with blue sides. Since 1981

For most jump-seat quiz programs, including CMA, Nazarenes, BIC, YFC, EFCA, MACSA, AACS, and others.



Quiz boxes in the style shown are available for 2 teams of 4, 2 teams of 5 and 3 teams of 5. They will work with seat pads, quiz benches, pedal switches and handheld switches.

Quizbox Operation

When someone jumps, the quizbox turns their light on, locks the other lights off and sounds a tone. (There is a switch to turn off the tone if the beep is not desired.) The light will stay on (even if the person sits back down) until the quizmaster pushes the RESET button. Each seat has a corresponding switch on the quizbox to turn it off if it is not being used. Team colors are red, yellow and green.

Quizboxes can interconnect with others for larger quizzes, and the fastest person on any box locks everyone else out. Alternately, the connector can be used as a remote reset switch input.

Timer Operation

The timer provides the time intervals required for most quizzing programs:

- 5 or 10 seconds for a quizzer to jump
- 30 seconds for the quizzer to answer
- 45 seconds for a time out
- 60 seconds for a time out

The quizmaster or timekeeper simply pushes the appropriate button to start the clock; the timer counts down to zero and beeps. The clock can be stopped and restarted if the quizmaster needs to "hold the time" for a decision. It can also be reset prior to the end of the timing interval. Operation is so simple and convenient that quizmasters usually prefer to run the whole quizbox by themselves.

Available Option

Scoreboard connector - to hook to a scoreboard so it can display who jumped first. If a scoreboard might be desired in the future, order the box with provisions now; save shipping and rework charges later.

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SEAT PADS, HANDHELD SWITCHES, PEDAL SWITCHES

Connectors: Prices are now for the smaller 6-pin mini-DIN connector. Quizboxes and seatpads can be built with the older octal connectors at additional cost. See the note on page 4.

Bench Parts: I supply the switches, connectors, cables, wires and basic plans for benches. You build them.

Seat Pads: Seat Pads are 3 x 6 inch vinyl pads with 2 switches inside. The quizzers must sit so at least one of the switches is held down while waiting to jump.

Pedal Switch Seat Pads: Switches intended for foot operation but wired as seat pads. They are very durable and have a good click at the trigger point. They are individually wired and plug into small junction boxes located behind each team. Often used by Brethren in Christ Churches. No longer recommended due to high cost

Handpads: Pedal switches as described above, but wired as push-to-jump for hand or foot operation. Quizzers are usually seated at a table with their handpads in front of them, and press it to signal in.

Handheld Switches: A switch held in the quizzers' hand and activated by pushing the button with the thumb, similar to what is used on "Jeopardy" on TV. These plug into small junction boxes like the pedal switches. No longer recommended due to high cost.

Miscellaneous

Seatpad extension cables - to extend the distance between quizzers and the quizbox. Needed if quizzers will be up on a stage.

Half-bench interconnect cables - to connect bench halves together that, for transportation reasons, have been built for 2 or 3 quizzers each.

Handicapped adapter and switch - used to temporarily substitute one handpad or handheld switch in place of a seatpad for a team with a quizzers who finds it difficult to jump.

Warranty: 2 years on the quizbox, 1 year on the pads and switches. Warranty does not cover failure due to abuse or user modifications.

Delivery: Usually able to ship within a week or two of receipt of payment.

How to order: Call or email with what you want to order and I'll email you a bill. Credit cards are not currently accepted, so payment will need to be by a check or money order. PayPal is accepted if you cover the service fee. Zelle is now accepted with no fee charged.

Price List

PRICE LIST 1/1/24*	2 teams of 4	2 teams of 5	3 teams of 5	Notes
Quizbox alone (no pads or switches)	\$260.00 (Octal Connector)	\$280	\$350	Quizbox price includes shipping. Add pad or switch price to this.
Seat pads (\$55 for teams of five, \$70 if octal connectors)	\$130.00 (Octal Connector)	\$110	\$165	Add \$20 shipping if not ordered with a quizbox.
Handheld switches, pedal switches	\$285.00 (Octal Connector)	\$285	\$425	Due to high cost, seatpads are recommended. Add \$25 S&H.
Bench parts (Switches, connectors and cables)	\$130.00 (Octal Connector)	\$75	\$115	

Quizboxes and pads may be purchased separately.

Option Prices 1/1/24*

Handicapped adapter and switch	call	Remote Reset Switch	\$21.00	Half-bench interconnect cables	\$25.00 each
Scoreboard connector on quizbox	\$15.00	Extension cables	call		

* Prices are subject to change. If this is more than 6 months old, get new prices.

MN residents add sales tax.

SCOREBOARD

QUESTION NUMBER	FIRST CHURCH	MIDWEST DISTRICT	FAITH COMMUNITY
AB	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
20	-40	230	160

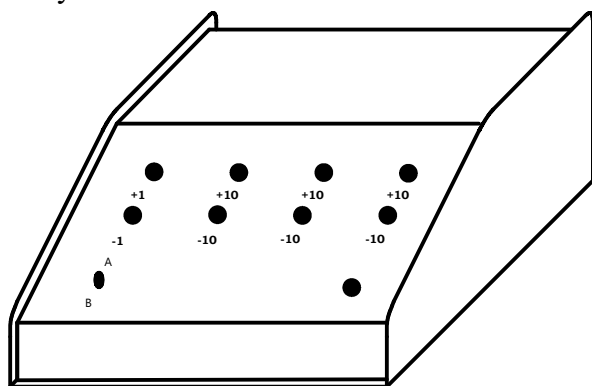
The scoreboard is made for major quiz events like finals or tournaments, where the audience greatly benefits by being informed on the progress of the quiz. The size (4' wide by 1.5' high by 4" deep) makes it easy to transport, yet big enough for audiences in large auditoriums. Electronic displays indicate who jumped first, the score for each team and the question number. Team names can be made on clear plastic sheets and inserted in front of the lit areas at the top of the scoreboard.

The scoreboard plugs into the control box (shown below) and into a quizbox equipped with the optional scoreboard connector. 45' cables are provided.

The score counts between -90 and +990 by tens; the question number counts between 1 and 99 by ones, and has an "A" and a "B" that can light up.

Price: Presently \$800.00 plus shipping. Price is subject to change.

Delivery: A few months after order is placed. Since these take so much time to build, only a few are made each year.



SCORE

- Press **+10** to add 10 points
- Press **-10** to subtract 10 points
- Press **+10** and **-10** together to reset to zero

QUESTION

- Press **+1** to add 1 to the question number
- Press **-1** to subtract 1 from the question number
- Press **+1** and **-1** together to reset to one
- Flip switch up for **A**, down for **B**, center for off

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NOTES

New connectors available: 3 teams of 5 as of July 2016, 2 teams of 5 as of September 2017

The big round black octal connectors have gotten so expensive that I'm changing to a smaller, more modern connector on the quizboxes and seatpads. I can still make them the old way, but the new way is cheaper. Prices for seatpads with the octal connectors may increase when current connector inventory is depleted.

	3 teams of 5		2 teams of 5	
	Octal	New	Octal	New
	-----	-----	-----	-----
Quizbox alone	\$370	\$350	\$295	\$280
Seatpads - teams of 5	\$210	\$165	\$140	\$110
	-----	-----	-----	-----
Total	\$580	\$515 (saves \$65)	\$435	\$390 (saves \$45)

On the new way, all the seatpads will be blue, and the cord will enter from seat 1. The insides of the seatpads remain the same, so the feel will be unchanged.

The issue is interchangeability. Old pads won't plug into new boxes, and new pads won't plug into old boxes. Decide which way you want to go when you place your order.

New for the 3 teams of 5 box (Sept 2008) and the 2 teams of 5 box (Nov 2009):

Lights on the back of the quizbox, so quizzers can test their lights and also see who was first.

User-customizable settings:

- Clock auto-start at 32 when a quizzer jumps. Allows 2 seconds to recognize quizzer, 30 seconds to answer.
- Seat pad polarity
- How the quizzer reset switch works - momentary or latching or double-click
- An available beeper chirp after 5 or 10 seconds that some programs need for the quizzer to begin speaking.
- Double Reset, where the quizzer reset switch also resets the timer.

If you don't activate any of those modes, it will work just like the previous style quizbox.