How to play | Ultimate Quiz Fundraiser Night

Your team

Work in teams of 3-5. You need pens, your numbered answer pages and a table number. Listen as the host reads each question twice. Ask for a repeat if you could not hear. Wordplay is in English.

Before Round 1

Write your team number and one whole-number estimate from 0 to 999 for the hidden gold-seal count. The host records it before questions begin. This is a blind chance-based tie estimate, not a solvable puzzle. Guesses cannot change.

Answers and points

Eight rounds, ten points each: maximum 80. Give one answer per item unless more are requested. Clear spelling variations count. Multiple conflicting alternatives do not earn a point. Use one separate numbered answer page for each round.

Exchange and mark

At the deadline stop writing and pass only that round's answer page to the next numbered team; the last passes to team 1. Mark from the host key, record the score and marker team number, then return the sheet. Do not alter marked answers. Finish marking before the next round begins.

Visual round

The host releases the visual board at Round 5. List ten distinct changed coordinates in any order. Only the first ten distinct entries are marked; no duplicate credit. The host may use the shape-name board for every team instead of pictures.

Fair play and access

No phones or reference books except agreed access support. No speed bonus. Any clarification or extra time goes to every team equally. Tell the host immediately about missing or unreadable pages. Ask privately about reading, writing, hearing or visual support before play.

Winners

Highest total wins. Equal scores are separated by the closest valid locked guess. Equal distances share the win. Invalid, blank, late or altered guesses lose to valid guesses on equal scores; if none is valid, share the win. Raise marking disputes before the winners are announced.

Small-group printing | Ultimate Quiz Fundraiser Night

Choose A4 OR US_Letter, single-sided at Actual Size / 100%. Print one test pack before bulk copying. Host and promotional sheets are extra.

Guest set per team

GUEST_RULES.pdf: 1 page(s)

TEAM_ANSWERS.pdf: 8 page(s)

VISUAL_ROUND.pdf: 1 page(s)

Quantities including one spare

10 sheets per team. 10 players: 2 teams, 30 sheets. 20 players: 4 teams, 50 sheets. 30 players: 6 teams, 70 sheets. 40 players: 8 teams, 90 sheets. For any count, teams = CEILING(players/5); sheets = (teams+1) x 10.

Host pack

START_HERE, HOST_RUNBOOK_V2, HOST_EVENT_SUPPORT, HOST_SHOW_SCRIPT, HOST_SOLUTIONS, SCOREBOARD, SEALED_TIE_REVEAL_HOST_ONLY, QUESTIONS and HOST_VERIFICATION.

Release and collect

Use one separate answer page per round. At its deadline exchange that page with the next numbered team, with the last passing to team 1. Mark from the host key, write the score and marker number, then return it. Do not change marked answers. Finish marking before reading the next round.

Keep VISUAL_ROUND closed until Round 5; the accessible alternative replaces it for every team and has the same one-page count.