

The SEG Challenge Bowl

Using QuizXpress

Equipment

The SEG has 3 travelling Challenge Bowl systems that make use of a PC and the QuizXpress Live software. The PC's are named ChallengeBowl1 and ChallengeBowl2 and ChallengeBowl3. The username on each PC is **ChallengeBowlHost** and the Password is **Tulsa** (case sensitive). Each PC has a copy of the QuizXpress User Manual Release 4.0, this document and 2 shortcuts on the desktop. Each PC also has files in the documents folder containing the Contests Folder, a Logos Folder, a shortcut to the QuizXpress Config folder and the QuizXpress slide show folder. You should not have to mess with these and they should not be moved.

The **QuizXpress Live** Shortcut starts the game show by taking you to the contests folder that was last referenced. You can now select the Heat that you want to play. If there are several contests on the PC, you may have to navigate to the correct game folder within the Contests folder.

The shortcut **QuizXpress Setup** starts the Setup file editor which allows you to enter the team names as described below.

The QuizXpress keypad systems consist of 20 keypads and a quizmaster keypad. Each keypad requires 2 AAA batteries.

The QuizXpress system also has a Wi-Fi antenna that must connect to the PC by USB plug.

The user should read the QuizXpress manual, particularly chapters 4 and 5 prior to your contest.

Setting up a Quiz

After setting up the hardware, the next step is to run the Setup program to enter the student and team names. To execute the setup program click the **QuizXpress Setup** shortcut on the desktop or open All Programs from the Windows Start menu and in the QuizXpress folder click on Setup. The setup program will open and a list of the available setup files will appear on the left side. Double click on the appropriate settings file in the list to open the file. You may now edit the students names (TEAM) and school names (GROUP) on the Teams Tab and assign keypad numbers. It is important that the students receive the keypad number that is assigned to their name as names and scores are published throughout the game. Save your edited file using the SAVE AS button, giving the file a unique name. Be sure to double click on this filename in the file listing on the left after it appears. Also right click and select Activate before closing the settings program. You should not need to make any other changes in the settings file.

Running the Contest

To run the game, click on the **QuizXpress Live** shortcut. Select the **.qx** file of the heat you want to run either from the files displayed or from elsewhere in the **Contests** folder. If a settings file has not been activated for that quiz the **QuizXpress Setup** program may start. You will need to select the settings file that you want to use from the list on the left. You then need to right click and **Load** the file, then right click again and **Activate** the file. The game should now begin.

After the WELCOME screen the next screen to appear is the keypad registration screen. Each active player must select any key on their keypad to log in. A green checkmark will appear on their keypad number when they are properly registered. The only reason they might not log in is weak batteries (change them) or that they are too far from the antenna (move them).

In the first Heat provided there is a TEST question which does not count toward the game score that lets the players and the audience get exposed to the system before play begins.

Rounds

Each heat consists of three Rounds as follows:

- Round 1 –
 - Open questions – typically 10.
 - 12 second time limit on each question.
 - Everyone may answer.
 - Points for a right answer start at 20 and decrease with time to 5.
 - No penalty for a wrong answer or no answer.
 - Group score is the sum of the team (individuals) score.
- Round 2 –
 - Category questions. The questions cycle through Geology, seismic, un-seismic and My SEG. Preliminaries have 2 cycles.
 - 10 seconds to answer.
 - +15 points for a right answer.
 - -15 points for a wrong answer.
 - No penalty for not answering.
 - There is a limit on the number of answers accepted; 10 in Heat 1, 5 in Heat 2, and 3 in Heat 3. This is because we expect up to 10 teams in Heat 1, 5 or 6 teams in Heat 2 and 3 in the Finals, Heat 3.
- Round 3 –
 - 10 short snappers.
 - 10 seconds to answer.
 - +10 points for a correct answer.
 - -10 points for an incorrect answer.
 - Answers will be accepted until a correct answer is selected, so many teams can lose 10 points, only one will get 10 points. Each team will only be allowed 1 answer.

Heats

The plan is that as many teams as possible play in Heat 1. That the low scorers be eliminated leaving 5 or 6 teams for Heat 2 and 3 teams for Heat 3. For shorter contests with fewer players you can skip Heat 2.

The scores are reset for each Heat.

Displaying the Scores.

The Quizmaster keypad allows for simple display of the team (individual) or Group scores and an answer chart which is fun to show how people selected. You should read the manual for use of the keypad.

The PC keyboard can also be used to display scores (read the manual!). Useful keys are:

T to show Team (individual scores)

S to show Group (what we would call a team) scores

C to show a chart of the answers selected

P to pause the clock if you think the teams need a bit longer to read and answer.

Space bar advances to the next slide. Be careful there is no backing up.

Key F toggles a full screen display

The final slide in each Round shows Group standings at the end of the Round.

Alt F4 will kill the game.

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