Quiz Nations Global – Reading Guide

Role

Thank you for your assistance, matches would not be possible without you. The Reader's primary goal is to facilitate a fair, equitable and enjoyable match. Please be consistent and even-handed at all times. While the matches are not overly serious, there is a formal competition at stake. Some banter and levity is permitted, even encouraged, within those bounds.

Practice

If you haven't read a game before you may use an old question set to practice with. Email quiznations@quizzingaustralia.org to request one.

Schedule

The captains will arrange the date and time and you will be sent a Zoom link. This should happen at least 24 hours prior to the match. You will also be sent a link to password-protected question files. The captains are each sent one half of the password which they will reveal to you just prior to the match commencement. Matches take about 60 minutes.

Match Setup

Screen Share

Always double check **before** you share screen that no answers will be visible on that screen. Turn **off** screen share between Packets 1 and 2. If you need to re-arrange your desktop layout, always stop sharing **first**.

Readers can run the match using one of these options:

1. Upload the .csv file to the online Quiz Reader at https://lullabysinger.github.io/quizreader/quizreader.html
2. Copying and pasting questions into Zoom chat (or equivalent)
3. Share screen with the provided Excel spreadsheets (the green *Packet 1/2 Topics* tab)

Two screens
- Screen 1 – Screen share as per above
- Screen 2 – Zoom and Answers

Two devices
- Device 1 – Screen share as per above and Zoom (share this device)
- Device 2 – Answers

One screen
- Device 1 – Web page as per above and Zoom (share this device)
- Print out the answers beforehand

Matchplay

Teams toss for the choice of going first or second. The Reader should invite the "away" (i.e. non-reading) captain to nominate Heads or Tails and then toss a coin. Other methods are acceptable, such as cutting a pack of cards for Red or Black.

Captains must nominate their team order (i.e. seats 1 through 4) prior to the match commencing. Topics are distributed to teams just prior to the match. There is no consultation period prior to Individual rounds. A brief team discussion is permitted prior to Team rounds. Players may not change their seat order between packets.

The main thing to remember is not to click through to the answer until everyone has had a chance to answer- there can be up to three attempts in the individual section. And even in the team section, it's good practice to invite the other team to provide an answer even though no points are at stake.

At the start of each game, remind players to keep their hands in view while questions are live.

Correct Answers

The part of the answer written IN CAPITALS is the essential requirement, and sufficient alone to be marked correct. This is most commonly seen where a surname suffices, e.g. 'Donald BRADMAN', but it can crop up in other contexts. However, any incorrect information invalidates an otherwise correct answer, so 'Serena Williams' is **incorrect** if the required answer is 'Venus WILLIAMS'. If only part of the capitalised answer is given, then please prompt (i.e. say 'prompt') for more details.

If there are any issues then please attempt to resolve them immediately with the assistance of the two captains as settling such matters retrospectively is often difficult.

Spare Question

Each round has one spare question to be used when a question becomes unusable. Again, consult with team captains to reach a fair and equitable outcome.

Scoring

Someone else should score (ideally one from each team), but verbally confirm the points received after each question: 2 or 1 for the team, or 1 on the steal. There are no steals on team questions. Confirm the overall scores at regular intervals.

Timing

We are not overly strict about the timings provided teams are not taking advantage. The quiz reader has a built-in timer. Note that the timing starts **after** the question has been read in its entirety (otherwise longer questions would be unreasonably harder).

Individual Questions

1. 20 seconds, with a 5 second warning.
2. If incorrect, then 5 seconds for the team. The individual **cannot** answer a second time.
3. If again incorrect, 5 seconds for the opponents to steal.

There can be no discussion during individual questions, though signalling is acceptable. Players must not think aloud, and the first answer (only) must always be taken.

Team Questions

1. 30 seconds, with a 5 second warning.

Ignore the team discussions entirely, and do not respond until the team captain (or designated nominee) clearly gives their final answer. This includes **not** shifting the mouse as moving it towards the answer link during discussions can be indicative.

Resources

- Rules
- Code of Conduct

Last update: 31 March 2025