



HOW TO HOST YOUR OWN PUB QUIZ

YOUR STEP-BY-STEP GUIDE...

This Pub Quiz is designed to be played by two to six teams. Each team should be roughly the same size. There must be a quizmaster to host and keep score – that's you.

You will need to hand out the following per team before the fun begins:

- Answer Sheets
- A Joker Card
- A Map Sheet and a Dingbat Sheet (more on these below)

Each team must decide on a name and write this at the top of their answer sheet. Using the chalk provided, add the team names to the scoreboard. A strong team name is the first step on the road to victory. Do teams want to intimidate the opposition, raise morale or make each other laugh out loud? Don't forget, whatever name each team chooses might just be immortalised forever on the winner's trophy!

ROUNDS

All rounds include 10 questions. We recommend 10 rounds in total, but play for as long as you are feeling competitive!

TRIVIA

There are five classic trivia rounds to choose from, which are listed below. You read out each question, and the teams write their answers on their sheet. Award one point per correct answer.

1. ARTS
2. MOVIES
3. GENERAL KNOWLEDGE
4. SCIENCE & TECH
5. SPORT

GUESS THE DISH

This round will have you reaching for the bar snacks! Read out each set of ingredients, and the teams write down the dish they think this makes. Award one point per correct answer.

WHERE IN THE WORLD

Choose a question card relating to a continent, e.g. North America. Then hand out a map sheet of this continent to each team. Read out each question on the card, and the

teams not only write down their answers on their sheet, but also mark the locations of their answers on the map.

TIP! Ask players to mark each location on the map with the relevant question number. This will make scoring easier.

In this round, teams score one point for the correct answer, and one point for marking the correct location on the map. Some locations fall on the borderline of multiple co-ordinates, in which case we have included all correct co-ordinates on the answer side of the card.

DINGBATS

Choose from Dingbat round 1, 2 or 3 and hand out a Dingbat sheet to every team, making sure they are all the same round! Teams write answers directly onto their Dingbat sheet. The Dingbat answers are all listed at the bottom of page 3 of this booklet. Award one point per correct answer.

PERSONALISED ROUND

We have included a sheet with 10 blank question spaces for you to get creative with your own set of 10 personalised questions. Think local knowledge, embarrassing family stories or facts about the host! Teams write answers on their sheet. Award one point per correct answer.

MUSIC ROUND

Crank up the tunes with some musical fun! Pick from one of the three music-themed rounds, then simply scan the QR code below to take you to the accompanying Spotify playlist. Make sure shuffle is turned off and play the songs in order. (This is especially important for the Find the Links round!)

Intros Round – Play the first 15 seconds of the first 10 songs in the playlist. Teams must guess the song and artist. Award one point for the song, and one for the artist.

Covers Round – Play the first 20 seconds of the first 10 songs in the playlist. Teams must guess the song and the artist covering it. Award a third point per song if teams can name the original artist.

Find the Links Round – Play 20 seconds of five songs in a row. Each set of five songs in the playlist are linked somehow (i.e. songs 1 – 5 share a link, songs 6 – 10 and so on). Teams must guess the song and artist, plus the link between all five. Award one point for the song, one for the artist, and one per set of five for the link. The link answers are listed in the playlist description.

INTROS ROUND



COVERS ROUND



FIND THE LINKS ROUND



SCORING

After each round, ask teams to swap sheets and mark each other's answers. Read out the answers from the back of the card and make sure scores for each round played are added to the scoreboard as you go. Keep an eagle eye on your guests to make sure teams are marking one another fairly.

JOKER CARDS

The joker card gives teams the chance to double their points in their strongest round. Each team has the opportunity to play their joker card once during the game, and any number of teams can play their joker card in the same round. Teams intending to play their joker card must announce it before the round begins and hand their card to you. You then make a note on the scoreboard that it has been played.

HOW TO WIN!

The team with the most points at the end of the game are declared the winners and awarded the winner's trophy! A tie-breaker question can be used if two teams have the same winning score. The losers go home with the wooden spoon of shame.

BONUS CONTENT

Want to add some more topical content to your quiz? Scan the QR code below for extra questions. You'll also find additional Map and Dingbat sheets here.



DINGBATS – ANSWERS

Below you will find the answers for each of the Dingbat rounds.

ROUND 1

1. Too Funny for Words
2. Repair
3. Lost in Space
4. No Idea
5. Growing Pains
6. Cutting Edge
7. Crossed Wires
8. 10 Downing Street
9. Together Forever
10. Banana Split

ROUND 2

1. Syrup
2. Square Meal
3. Postman
4. Play on Words
5. Paradise Lost
6. Half-Baked
7. Fair and Square
8. Backseat Driver
9. That's Beside the Point
10. Mother-in-Law

ROUND 3

1. Slow Down
2. Six of One, Half a Dozen of the Other
3. No One to Blame
4. Long Time No See
5. Just Right
6. Inside Job
7. Lesser of Two Evils
8. Friends in High Places
9. Apple Pie
10. A Rise in Temperature

TIPS FOR THE HOST

If you've picked up our game, we are guessing you love a Pub Quiz as much as we do. However, we know it can be challenging to keep a rowdy room quiet while you read out questions and keep track of scores. Read on for tips on how to be the Pub Quiz host with the most...

- Always read questions twice and twice only! If teams haven't heard you after this, they clearly aren't listening hard enough! Your time is precious, so keep things moving at a brisk pace and allow allocated bathroom breaks only! Give people a chance to refresh their drinks after each round.
- Create a 'cash pot' for the winning team, which all teams contribute to at the start of the game. This can be actual cash, or anything you fancy gambling with! House deeds and significant others are not recommended!
- After scoring each round, the losing team in that round can perform forfeits – we suggest making a round of drinks for the other teams, shame dances and dunce caps, laundry, or DIY projects that you haven't got round to finishing. The sky's the limit. Actually, that's a thought, a loft conversion would be nice...
- Find yourself a bell, a foghorn or anything loud enough to bring order to the rabble. Remember, at home you won't have a security guard to sling out the riff-raff, so you'll need to keep order without the threat of barring your guests from your house.
- While all's fair in beer and pork scratchings, you are the host, and you'll want to be impartial in awarding points, penalising sneaks and cheats, and reprimanding poor sportsmanship. Why not think of yourself as a courthouse judge? You may want a hammer and gavel...and maybe even a curly white wig?! Anyway, it's your choice, and whatever you decide will be right. That's because you're the ruddy host and your decisions are always right!
- Be a beacon of knowledge, bringing clarity and insight. Shoulders back, chest out, stand tall and project! Even if you don't wear the judge's wig, you may want to distinguish yourself from the players by peacocking – traditionally the practice of wearing an 'out there' article of clothing to bring the attention of the room back to you. We recommend feather boas or sunglasses worn inside.