

Quizzing Games

Sometimes, in the dead of winter or when you are on the home stretch between district finals and the regional tournament, quiz practice needs to be spiced up. Here are a few quiz games that modify the basic game and add a twist that can create new interest with your quizzers.

Power Quiz

In this game there are two decks of cards, the Correct Answer Deck and the Incorrect Answer Deck, which modifies the play of the game as you get answers correct or incorrect. For example cards will do things like:

- change the value of points awarded on a toss-up question
- steal questions from the other team
- bring quizzers that have errored out or quizzed out back into the game
- Assess additional penalties
- Block quizzers or teams from jumping on some number of subsequent questions
- Conference call – team members confer on their answer

You can purchase this game at the following web site:

<http://www.nph.com/nphweb/html/waol/itempage.jsp?itemId=YD-2005&catalogId=WAOL&catSecCd=YOUTH&subCatSecCd=QUIZ&subSubCatSecCd=NA>

Quizzing Feud

Sometimes you have quizzers who know a lot, but you have a hard time getting them to take risks and jump. This variation helps quizzers get opportunities to answer, building their confidence.

Set up teams with an equal number of quizzers on each side. If you have a different number of quizzers than four on each side, make adjustments number and types of questions given below. These directions assume two teams of four, Red and Green.

Description

Control – The team that has control gets asked Duel question without having to jump. Control is established by winning the jump on a Feud Question, or the first question in the Conference Round.

Conference Question – A question asked to the entire team who discusses the answer together before answering. All pre-jumping, question finishing rules, and timing still apply.

Toss-up and Bonus Questions – In standard quizzing protocol, a toss-up question is the question originally asked, and a bonus question is (generally) the same question asked to the corresponding quizzer on the opposite team if the toss-up question is missed.

Feud Question – Ask toss up question. First team to jump wins control for this question and up to the next three questions. The quizzer that wins the jump answers this question, and if missed bonus goes to the corresponding quizzer on the other team, and control transfers to the other team if the bonus is answered correctly. A correct answer for Toss Up or Bonus is awarded 20 points. For the next three questions, whatever team has control is asked a Duel Questions to the other quizzers on the team that has control (not the original quizzer who won the jump).

When control is not established: When a Feud Question has the result that both the toss-up and bonus answers are incorrect. Control is not established. This results in a new Feud Question being asked (as if the first Feud Question never existed) including that the error is not counted against the quizzer that won the jump but missed the original Feud Question.

Duel Question – Ask toss-up question to the appropriate numbered team member (no jumping required), for the team that has control and if missed, bonus goes to corresponding team member on the opposite team, and control transfers to the other team if the bonus is answered correctly. A correct answer for Toss Up or Bonus is awarded 20 points.

Feud Rounds - In a four question set of one Feud question and three Duel questions, all four seat numbers get asked a question. Question 5 is a Conference Question asked initially to the team with control.

Example:

Question 1: Feud Question – Red 2 jumps and answers correct (Red has control and awarded 20 points)

Question 2: Duel Question - Ask toss up to Red 3, and Red 3 misses, bonus to Green 3 which also misses (control stays with Red, and no points awarded)

Question 3: Duel Question - Ask toss up to Red 4, and Red 4 misses, bonus to Green 4 which is correct (control transfers to Green and Green awarded 20 points)

Question 4: Duel Question - Ask toss up to Green 1 which answers correct (control stays with Green, and 20 points awarded to Green)

Question 5: Ask “Conference question” to Green, which misses, so conference is asked of Red which gets correct (Red awarded 20 points)

Repeat this block off five three times. The implication of repeating the block of five is that every five questions there is a Feud Question that re-establishes the team with control.

Conference Round – The last five questions, all conference questions. The control rules apply, so the first conference question (question number 16) the teams jump on the question, and control is established (or if missed by both sides the question is repeated to establish control) All conference round toss-up or bonus questions correct are awarded 40 points. The conference round is the error region, but both toss up questions and bonus questions lose 10 points for an error. To reduce confusion, the captain provides the official answer to the question, or may designate another quizzier on the team for that question to give the official answer (like for a memory verse, he might designate for the memory verse person to give the official answer).

Additional Rules

- No quiz out or error outs
- No third, fourth, or fifth person bonuses
- Tie Breakers – Use additional conference questions. Note that a missed toss-up followed by a missed bonus results in minus ten points for both teams, therefore, there may be more than one tie breaker question to break the tie (someone has to get a question either toss-up or bonus question correct to break the tie).

The Challenge Game

Here is a game that you can use to teach your quizzers the art of challenging. In this game, the quizmaster gets points also, so can win the game over the teams competing.

As the quiz proceeds, for approximately 10 questions out of the 20 question set he/she rules opposite of the actual ruling. So if a quizzers gets one of these questions correct, the quizmaster rules incorrect, and if the quizzers gets one of these questions incorrect, the quizmaster rules correct. This works best if the quizmaster behaves normally to determine the actual ruling he/she would make, and then reverses the ruling. This way the quizzers is not queued by the actions of the quizmaster.

Follow all the standard rules of quizzing except for the following:

- No Bonus questions
- The challenger can only be the person that answers the question or the first person to stand on the opposite team
- Rebuttal is the person sitting opposite that person, or if no one is opposite it is the first person to stand on that team
- No limit to the number of challenges
- No request for the question/answer combo
- Scoring, as per below

Scoring is as normal with the following modifications

- No penalty for overruled challenges
- -10 points for challenges with incorrect information or if the challenge is bogus per the quizmaster's judgment. (note: the goal is to encourage challenging to improve technique)
- +10 bonus for correct challenge, regardless of the standard scoring outcome
- Quizmaster receives 50 points if a question should be challenged and it is not

The Improvement Game

When you get toward the end of the season, if you have a team that is excelling, this game can push quizzers to achieve more precision and add another dimension to the competition. Another way this game helps is if you have quizzers who know most of the information, but are hesitant to take risks when jumping. For these quizzers, it can build their confidence when they find they can sort out an early pre-jump.

In this game, every question results in the quizzer that gets the jump, and the quizzer opposite them being required to answer. The quiz proceeds with the standard rules with the exception of the following:

- For each toss up question, once the quizzer that gets the jump answers, instead of ruling on the answer, the quizmaster asks the quizzer opposite the one who originally answers the following “Can you improve on that?” The quizzer then responds that they cannot, or responds with the improvement. The question is not re-read for the bonus.

Awarding of points proceeds as follows:

- Errors for toss-up or bonus questions are -10 for questions 1-15 and -20 for questions 16-20.
- Correct answers for toss-up or bonus questions are 20 points in each case.
- If the original answer is correct and better than an offered improvement (the improvement is accurate, but not judged *relevant or substantive*), then the quizzer giving the original answer is awarded 20 points, and the quizzer opposite is not awarded or penalized points
- If the original answer is correct, but the offered improvement is better, then the quizzer giving the improvement is awarded 20 points, and the original quizzer is not awarded or penalized points
- If the original answer is correct and cannot be improved, and the quizzer opposite says it cannot be improved, then the quizzer giving the original answer is awarded 20 points, and the quizzer opposite is awarded 10 points as well
- If the original answer can be improved and the quizzer opposite says it cannot be improved, then the quizzer giving the original answer is awarded points or penalized according to standard judgment if his or her answer is correct or incorrect, and the quizzer opposite is penalized points.
- If the original answer is incorrect, and the “improvement” is not correct, or the quizzer incorrectly states that it cannot be improved, then both the original quizzer and the quizzer opposite are penalized points.
- Burning questions is a -30 penalty