Common Quizzing Practice Games

**King of the Hill**

 Quizzers try to get in the king seat by answer questions

 +2 Seats for early prejump

 +1 Seat for answering a completed question

 +2 Seats for answering a memory verse question in under 10 seconds

 +3 Seats for correctly executing a necessary multiple

 -1 Seat for error after completed or nearly completed question

 0 Seats for error on a prejump

 Each quizzer can only answer 6 questions correctly per round

 The quizzer in the king seat at the end of 20 is the winner

**Team Speed Drills**

 Each team has sets of questions

 A coach goes down the line of quizzers asking each a question

 If the question is answered incorrectly, the coach makes a note and reads the right answer, the

 coach comes back to these questions after all questions have been asked

 Each question must be answered correctly before the set is complete

 The first team to finish the set wins. Once a set is complete, move on to the next set.

**Mini Tournaments**

 Split your teams up into smaller teams of 2 or even of 1.

 Have rounds of 10 or so questions and compete in a tournament style event.

**Quizzer Feud**

 Two teams will be quizzing in a room. Teams arrange themselves as they wish on

the seats. However, only the seat closest to the quizmaster on both sides will actually be turned on.

When the quizmaster reads the question, the two quizzers on either team closest to the quizmaster will

jump. At this point the following scoring options are available:

Quizzer jumps before the question is complete and gets the answer correct without help from their

team: 30 points

Quizzer jumps at the end of the question and gets the answer correct without help from their team: 20

points

If a quizzer jumps but they decide they want help from their team they can get the following points:

Quizzer pre-jumps and with the team’s help finishes the question and gets answer correct: 20 points

Quizzer jumps at end of question and gets help from their team and gets answer correct: 10 points

In the event that a quizzer or team misses a question, the other team can work together to attempt to

steal the question. If the question was not finished and the other team can finish the question and give

the answer they receive 20 points

If the question was finished or the question was not finished and the team chooses to hear the rest of

the question and they can answer the question correctly then the team will receive 10 points

Each side only has 30 second to attempt to answer or steal a question. At the end of a question, the

quizzers on each team closest to the quizmaster move to the outside seats and the rest of the rest of the

quizzers slide towards the middle seats.

In this format there are no quiz outs or error outs. However, teams will start to lose 10 points for their

5th team error in a round on toss-up questions (not on bonus questions).