

Activity name: Super Quiz

Purpose: To create a football related quizzing activity that is fun for all involved. Teams try to score touchdowns to outscore the other team.

Number of quizzers required: 6 or more quizzers is ideal

Number of rooms required: 2

Time required: About 1 hour. Allow a few extra minutes for halftime.

Outline of activity: All quizzers are split into two teams representing the two teams in the super bowl. We typically have all the guys on one team and all the girls on the other team. Instead of getting points for correct answers quizzers can earn yards. The goal is to get enough yards to score a touchdown. Each team starts at the 20 yard line. A team tries to score as many touchdowns as possible in each half. Each half consists of one set of 20 questions. After halftime the teams trade sides. If a team does not make it to the end zone by halftime then they have to start over in the second half.

- Here are the rules:
- Long running play – 10 yards for a correct answer after the question has been completed.
- Deep Pass – 20 yards – If the quizzer jumps before the end of the question and answers correctly.
- Spreading the ball around – An extra 10 yards for the 2<sup>nd</sup>, 3<sup>rd</sup> and every different person who answers a question correctly during a half.
- Quarterback scramble – An extra 10 yards for memory verse questions.
- Long bomb – 40 yards for a jump on or before the keyword of a question, provided the keyword is before the end of the question. If the keyword is the end of the question, the question is worth 10 points.
- You can also lose yards as follows:
- Stuffed run – lose 5 yards for any incorrect answer.
- Unsportsmanlike conduct – Lose 10 yards for any fouls.
- Punt – Have to start over from the 20 yard line if your team goes 3 questions without a correct answer.
- Interception – If a long bomb is attempted and an error made, your team goes back to the 20 yard line. If already at the 20 yard line your team loses 10 more yards back to the 10 yard line.

- Each quizzer on a team is only allowed to answer 4 questions per half, regardless of whether they are answered correctly or incorrectly. (Can be adjusted based on the number of quizzers)

In the event that the teams are tied after both halves then the event goes into sudden death overtime. In that case the first team to score a touchdown wins. Quizmasters have to work with the quizzers to get them to quickly score a touchdown.

A candy bar or other suitable reward is given to the winning team.

Variations: We have traditionally done the super quiz practice activity right after church on Super Bowl Sunday. However, the activity could be used for other times of the year. Something similar could also be done for other sports (baseball, basketball, curling, etc.).

Observations: If doing this activity on Super Bowl Sunday then some football related decorations can add to the atmosphere of the event. At halftime it can be fun to serve some type of cake or dessert. The activity encourages teamwork and communication between the different teams. The team based nature of the activity helps all the quizzers feel involved even if they are not the ones getting the jumps.