

Activity name: Underground Quizzers

Purpose: This is an activity that gets quizzers running and having fun while answering lots of questions as teams.

Number of quizzers required: Recommend having at least 3 different teams of 3 quizzers or more.

Number of rooms/areas required: A larger area outside for running.

Time required: 45 – 60 minutes

Outline of activity:

This practice activity involves using imagination. For tonight's practice we will imagine that it is the year 2247. We live in a post-apocalyptic world. In 2233 so much wheat was produced from Kansas that the price of wheat went into negative numbers. The Kansas wheat farmers armed themselves and started world war 7. Innocent Christians were blamed for the war. As a result, churches were destroyed and Christians went into hiding (story can be changed as needed for the local group).

There are several church leaders trying to rebuild the church. They are trying to raise up new church congregations. However, they need to know that the people going to their church are real Christians and not pretenders. You, the quizzers will be seeking out these leaders, otherwise known as the quizmasters. You will need to find them and answer sets of questions from as many as possible to prove your knowledge of the Word of God. However, some nervous church leaders may try to run away from you. In addition, there will be guards who are out to stop the church from forming. Here are more specific guidelines:

1. Teams must stay together at all times.
2. Once you find a quizmaster, your team must answer at least 10 questions of a set. Every team member must answer at least 1 question of each set. No quizzer may answer more than 4 questions in a set. If you miss a question, the quizmaster will give you the answer and move on to the next question. Once you have completed answering 10 questions, take the set of questions with you and find the next quizmaster.
3. There is a nervous quizmaster who will run away from the quizzers. If a member of your team tags the nervous quizmaster and you answer 10 questions from his set, that set will count as two sets for your team.
4. You can only get one set of questions from any quizmaster.
5. There are guards. Guards can tag you and take you to prison at any time during the activity, including while you are with a quizmaster. There are only three safe spots from the guards:
A. With the angel. B. With the nervous quizmaster. C. In the secret church (not Bel Air Church building).

If any member of your team is tagged by the guards, the entire team must head to the prison.

6. There is an angel. The angel is a safe spot from the guards. However only one team at a time can be with the angel. Once another team comes to the angel your team has to leave. Once your team has at least 5 sets of questions, the angel will tell you the location of the church. Before that the angel may be able to tell you the location of quizmasters. All teams must also obey any instructions of the angel.

7. Once in the prison, your team will be interrogated by the prison wardens. They will ask you sets of quiz questions. Your team must answer every one of the questions correct, with each team member answering at least one question correctly. Due to prison overcrowding in 2247, your team will be released after answering a set of questions.

8. Your team's mission is to answer as many sets of questions as possible, find out the location of the church from the angel and make it to the church before 7:00 p.m. Note that the guards can still tag you on your way to the church. The activity does not end if the guards find the location of the church, nor does it end if a certain number of teams make it to the church.

9. Since in 2247 regular food is scarce, teams will earn candy and candy bars by making it to the church. The first team to the church with the most sets will receive two candy bars each. The second and third place teams will receive a candy bar and two pieces of candy. The other teams that make it to the church will receive a piece of candy for each set of questions they complete.

Variations

This activity could be done at day or night. If done during the night make sure that each quizmaster and team has a flashlight.

Instead of tagging the quizzers, the guard(s) could be equipped with water guns and shoot the quizzers with a water gun. Instead of the whole team going to prison just the quizzers that get hit with the water gun could be sent to prison.