

# Indiana JBQ 2014-15

## Meet dates:

October 4, 2014

November 22, 2014

January 10, 2015

February 7, 2015

March 7, 2015

State Quiz Meet March 20-21, 2015

## October 4 Quiz Meet

6-7 rounds of quizzing. Each round is a different format of Quizzing

1. Relay Quizzing
2. Quiz Out
3. 400 Pt. Push
4. Fly Swat
5. Jeopardy
6. Buzzer
7. Comprehensive

## November 22, 2014 Quiz Meet

Has 6-7 rounds of quizzing. 2 room's Normal rest different.

1. Buzzer Quizzing
2. Buzzer Quizzing
3. Quiz Out
4. 400 Point Push
5. Fly Swat
6. Relay Quizzing
7. Jeopardy

## January 10, 2015

Have 6-7 rounds of Quizzing. 3 room's Normal rest different.

1. Buzzer Quizzing
2. Buzzer Quizzing
3. Buzzer Quizzing
4. Quiz Out
5. 400 Pt. Push
6. Fly Swat
7. Relay Quizzing

## February 7, 2015

Full Round Robin of Regular Quizzing

Focus on Seals: At least 1 Seal testing room should be available.

Awards Ceremony

## March 7, 2015

Full Round Robin of Regular Quizzing

Honor 6<sup>th</sup> Graders & Seals Recipients

Ribbons for teams & Individuals & Trophy for top Quizzer in Searcher and Discover at all sites

# 400 Hundred Point Push

Room Type: Classroom

Officials:

One person to read and rule questions right or wrong

One person to keep time and score

Materials:

Questions sheets of lists of all 10's, 20's and 30's.

Stop watch

Coin

Directions:

4 Players push to score 100 points each in the shortest amount of time.

Quizzers can use whatever questions they want 10, 20 or 30 points.

The time starts when the first question is read to the first quizzer and stops after the last quizzer answers the question that puts him at or over 100 points.

Quizzer will state the point value they want before each question.

If a question is interrupted they must finish the question and give the answer.

Incorrect questions deduct  $\frac{1}{2}$  of the point value as in normal quizzing.

If there are less than 4 people on a team you must rotate every 100 points with a different person.

One team will quiz at a time.

Flip a coin to see what team goes first.

# Relay Quizzing

Room Type: **Gym** or **Long Room** (More than 2 teams can compete at a time)

## Officials:

2 people to read and rule questions right or wrong

## Materials:

Questions sheets of list of 10 pt. Questions

Ping Pong Balls,

Something to balance on their heads: Erasers, or Large Checkers from Cracker Barrel games work.

## Directions:

\*Quizzers and Coaches start at the opposite end of the gym/room as the Quizmaster. Quizzers race across the room to the quizmaster and must answer 3 questions correctly or until ten questions are read to them; then they may run back to their coach.

\*Coaches will be at the front of their teams not letting the next one go until the other one is back.

**First time:** They run backwards down to the Judges. Must answer 3 questions or until ten are read to them; then may run back. First team finished with all 4 quizzers wins the round.

**Second time:** They must crawl down on all fours to the Judges. Must answer 3 questions or until ten are read to them; then may run back. First team finished with all 4 quizzers wins the round.

**Third Time:** Must be on all fours and blow a ping pong ball down to the judges. Must answer 3 questions or until ten are read to them. Then may run back, but carry the ping pong ball. First team finished with all 4 quizzers wins the round.

**Fourth Time:** Must balance something like erasers on their head down to the judges. If they drop must start back at finish line. Must answer 3 questions or until ten are read to them; then they may run back. First team finished with all 4 quizzers wins the round.

Keep track of who wins the most wins and mark it down on score sheet.

# Jeopardy Quiz

Room Type: **Quiz Room**

Officials:

3 Officials: Quizmaster, Timekeeper, Scorekeeper

Materials:

Answer Question Sets (x2) (will be emailed to League Coordinators)

Score Sheets

Buzzer Set

Directions:

\*The answer will be read and quizzer will give the question.

\*All other quiz rules will be followed in this room.

\*They may interrupt the answer being read and then must finish the answer just like they would the question.

\*Quiz Master should say "Answer for" 10, 20, or 30 points, and then read the answer.

\*If you make a mistake because you are use to reading the other way, just back up and start over or sub a question.

Turn in score sheets after each quiz round.

# Quiz Out

Room Type: **Quiz Room**

Officials:

2 Officials: Quizmaster, Scorekeeper

Materials:

Question Sets of randomly ordered 10s, 20s, & 30's (will be emailed to League Coordinators)

Score Sheets

Buzzer Set

Directions:

The idea in this room is to get every child hitting the buzzer and give quizzers a chance to interrupt the question. They are only quizzing against themselves.

- Each team consists of 4 Kids. Each quizzer will have 6 questions read to them.
  - If a team has less than 4 quizzers a player from that team can go twice however, they can only be read 10 point questions on their 2<sup>nd</sup> turn.
- The goal is to score as many points as they can.
  - Each quizzer will be asked ahead of time which point values of the 6 questions they will be read. Coaches will help each quizzer decided.
  - They can only have up to 3 30 point questions.
    - So they could choose 3 30 point questions and then 2 point questions and 1 10 point question.
    - Or they could choose 6 20 point questions.
    - Or any other combination as long as only 3 30pt. questions are given/
- Questions will be read to the quizzer and the child must hit buzzer before answering.
  - If they interrupt they must finish the question, and then give the answer.
  - If they interrupt they get extra 5 points for each question interrupted plus the value of the question they choose.
    - So if they choose all 20 point questions; interrupted and answered the questions correctly they would score a total of 150 points.
- Points will be tallied for all 4 players and the winning team is one with the most points.

# Comprehensive

Room Type: **Quiz Room**

Officials:

3 Officials: Quizmaster, Timekeeper, Scorekeeper

Materials:

Comprehensive Question Sets (x2) (will be emailed to League Coordinators)

Score Sheets

Buzzer Set

Directions:

This will look like normal quizzing. The only thing different is the questions will have been rewritten. They will be written so the child will have to have understood the question.

# Fly Swat

Room Type: **Quiz Room**

Officials:

3 Officials: Quizmaster, Timekeeper, Scorekeeper

Materials:

8 Fly Swatters

Tape (for a big X)

Round or Square Table

Question Sets (x2)

Score Sheets

Directions:

This room will be normal quizzing but without a buzzer set. Each child will be given a Fly Swatter and when questions are read they will Swat the large X.

They must hold the fly swatter down and the swatter at the bottom of pile answers the question.

All JBQ rules apply to this room.