

Activity name: Buttus Uppus Olympic Quizzing

Purpose: To help quizzers work on their quiz jump and other aspects of quizzing in a fun activity.

Number of quizzers required: 3 or more quizzers

Number of rooms required: Recommend 1 room for every 8 quizzers

Time required: 30 – 45 minutes

Outline of activity: Many quizzers start out in teen quizzing with a large awkward jump. This activity can help quizzers work on their jump technique while having fun.

Quizzers start out on the jump seats as individuals. There are no teams for this event. Quizzers jump to answer questions. Instead of being counted correct or incorrect, they are judged on a scale of 1 to 10 in the following 3 categories:

Content of answer

Size of jump (smaller being better)

Speed and clarity of answer

Ideally there will be 3 different judges in a quiz room judging the 3 categories with the quizmaster judging the content category. A quizzer can be awarded a partial score for their content if they are partially correct. The 3 judges' scores are added up and that becomes the score for that quizzer on that question (ranging from 1 to 30). Each quizzer is only permitted to answer 4 questions per round, regardless of their scores. At the end of the activity candy bars (or other rewards) can be awarded to the gold, silver and bronze medalists.

Variations: Different categories could be substituted for the above categories, such as confidence of the answer or looking or not looking at the quizmaster while answering.

Observations: This activity provides a way for quizzers to work on their jump technique. Coaches can also use an activity like this to help quizzers change bad quizzing habits (ex. Slurring their answers)