

National Quiz 2016 Games List

How to Play “Pyramid” Players will take turns receiving a card that contains the name of a CATEGORY. The Player will say things that are IN that category- her teammates must guess what the category is.

How to Play “Who Wants To Be a Millionaire?” Questions are presented on a board. There are 5 categories, and in each category, 3 levels of difficulty. Competitors are given ‘lifelines’, “Ask a Friend”, and” Poll the Audience”.

Ask A Friend: You may ask anyone on your team for the answer. A team member may be consulted any number of times.

Poll The Audience: You may ask your whole team, who may confer, but who must give a single “Final Answer”.

If the lifelines are not ‘spent’, they can be cashed in for bonus points at the end of the game.

How to play “Call the Vet” Team members take turns being “the Vet” and the “Owner”. Cards with a disease/unsoundness etc. on them will be dealt to all the players. The Owner may choose which card in his/her hand to start with. The Owner describes to the Vet the SYMPTOMS they see in their horse. The Vet can help with the diagnosis by asking questions. The Owner is not allowed to use the word or words written on the card in explaining the problem to the Vet, or any form of them. When the Vet makes the correct ‘diagnosis’ by saying the word/words on the card, play passes to the left.

How to Play Charades- Competitors take turns to act out a word/phrase for their team. The goal is to make the team say the word (or phrase) exactly. No talking or other noises by the actor are allowed. The others on the team work together and may talk as much as they like, make guesses, ask questions, give suggestions, jump up and down, bang their heads on the floor with frustration, cheer, etc.

How To Play “Pictionary” Competitors will be shown a card with a word or phrase on it, then try to draw clues for their team. No talking is allowed, and no hand signals may be used. (Frustrated head banging, weeping, and shrieking in triumph are allowed. ;-)) You cannot draw letters or numbers, or write any words- pictures only.

How To Play “Taboo” Competitors will take turns being the ‘Talker’. The Talker will be given a card with a word or phrase on it, as well as some ‘taboo’ words. The Talker will ‘talk about’ the given word, until the team gets it, but is not allowed to say the given word, the ‘taboo’ words or any form of them (If you can’t say “jump”, you can’t say jumper or jumping either).

How To Play “20 Questions”

Competitors will take turns being the ‘Talker’ The volunteer will stand behind the ‘talker’ and hold the card over his/her head, so the other team members can see it.

The Talker asks questions designed to help them figure out what is on the card. The team are only allowed to answer with ‘yes’, ‘no’ or ‘maybe’.

10 Minutes to Tack Check

You have 10 minutes to complete 5 stations- each station has a different task. . Competitors may work together, split up, call for help, shriek with triumph, whatever works. If the task is correctly completed, bonus questions are available.

Audio/Movie Game

Competitors will watch and listen to Audio or Movie/Video clips that are about famous “Horsey” Movies or Songs or Characters. Each team will work together and try to write down what they think each clue might be. Each team will be given the same amount of time for each clue. The game will only be showed one time for each team.

Jeopardy – Olympic Trivia

It is an “Olympic” year, so this will be Olympic trivia as “Jeopardy Style” Categories will be given then each team will pick the selected “Category” and the various points on the board. The team will pick a point value then the answer would be shown. The team needs to give the question to the answer. If correct, the points are granted to the team.

Before & After

Players must find a word that connects two other words. At least one phrase is horse related. Players must fill in the blank.

e.g. church _____ boots (bell)
stick _____ worms (pin)
alfalfa _____ wagon (hay)

Alphabet

A set of 26 cards is produced, each one containing a clue to one letter of the alphabet. Each team receives a master sheet with the 26 letters and space for the answers. The team attempts to match the clues to the letters of the alphabet.

e.g. A type of girth A Atherstone
Slow trot J jog

There may be some “fine tuning” of instructions, but this is a great overview of the games.