

FREE METHODIST YOUTH

**BIBLE
QUIZZING**

Official Rules and Guidelines

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Free Methodist Bible Quizzing

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B OVERVIEW OF FREE METHODIST BIBLE QUIZZING

The mission of Free Methodist Youth Bible Quizzing is "to instill Biblical truths in the hearts of teens, establish them in their faith, and prepare them for Christian service through the systematic study, meaningful application, and memorization of the word of God." Its goal is to encourage young people to regularly study and apply God's word to their lives. The genius of the Free Methodist Bible Quiz ministry is in the combination of Bible study and competitive sport. The rigors of in-depth Bible study and team practice, the thrill of having memorized scripture at one's fingertips, the challenge of the game situation, along with the excitement of quiz trips and meeting new people serve as a magnetic attraction to teens of all ages.

The Free Methodist Church was one of the forerunners in using Bible Quizzing as a ministry to young people, and many lives have been transformed through this ministry. In many churches, Quizzing has been found to be a valuable part of the overall ministry to youth. And with God's blessing, Bible quizzing will continue to be one of the most exciting, challenging, and nurturing aspects of Free Methodist Youth Ministries.

C INTRODUCTORY CONTEST REGULATIONS

C-1: Rules in Brief - A Summary

In Free Methodist Bible Quizzing competition, two teams quiz against each other. Each team has two or three quizzers active at any given time, with substitutions permitted. Quizzes are fifteen questions in length, and twenty points are given for each correct response. No points are deducted for incorrect answers. Only the first four quizzers off their seats are eligible to attempt an answer for any question, with points being given only for the first correct response. A quizzers may correctly answer only 5 questions per quiz. (See Quiz-Out - H-5.) If a quizzers jumps before the question has been completed (See Prejump - F-3.) and does not correctly complete and answer the question, the question is re-read for the opposing team. The winning team is the one with the highest points at the end of the quiz -- though in Quizzing, everyone who studies God's word is considered a winner.

C-2: Divisions of Competition

There are two basic levels of Free Methodist Bible Quizzing: Young Teen (grades 6-9), and Senior Teen (grades 10-12). At both of the teen levels of competition, there are two types of quizzing: Team Competition and Individual Competition. (See Section K.)

In tournaments with a sufficient number of teams or quizzers, "Rookie" categories (consisting of teams with little experience) may be created at both levels of team competition and of individual competition. A Rookie team consists of youth of which no more than one has quizzed more than half a season previous to the present season. To be considered a "Veteran" quizzers, a youth must at least be in 8th grade. Thus, provision is made for these categories:

Young Teen Rookie Team Competition	Senior Teen Rookie Team Competition
Young Teen Veteran Team Competition	Senior Teen Veteran Team Competition
Young Teen Rookie Individual Competition	Senior Teen Rookie Individual Competition
Young Teen Veteran Individual Competition	Senior Teen Veteran Individual Competition

C-3: Participation Guidelines

(1) All All quizzers must be active participants in the Free Methodist Youth Ministries Program in the church with which their families are most closely associated. Regular participation in quiz practices will be sufficient activity to qualify. Quizzers are not required to be members of the Free Methodist Church.

(2) Individuals in grades 6 through 12 are eligible to quiz. Quizzers who reach the age of 18 and have not yet graduated from high school are permitted to quiz until the end of that quiz season. The quiz season is from September 1 through August 31.

Conferences and regions are encouraged to try setting up various divisions of competition according to the needs of their area and desires of their coaches. This may include allowing quizzers younger than 6th grade to compete. The decision of whether or not to allow a younger quizzers to compete at a tournament is left up to the tournament director.

Younger quizzers (younger than 6th grade) will not be allowed to compete at Denominational Quiz Finals.

(3) Young Teen teams consist of only teens in grades 6 through 9. Senior Teen teams may consist of quizzers in grades 6 through 12, provided at least one quizzer is in grade 10, 11, or 12. It is this last condition that requires a team to compete in the Senior Team division. A young teen team with a 9th grader may have the option of quizzing in senior teen competition.

(4) A minimum of two quizzers is required for a team to compete in any level of “team” competition.

C-4: Types of Tournaments

(5) Tournaments sponsored by a Conference or Regional Bible Quiz Director shall be considered “official” conference and/or regional tournaments, and are entitled to use Official Tournament Questions available from the denominational Quiz Director. Tournaments organized by coaches or other local quiz leaders without the sponsorship of the Conference or Regional Bible Quiz Director (D-7 and D-8) shall be considered “unofficial” and must use questions written by the participating coaches or by the Tournament Coordinator. (D-6)

(6) Round Robin tournaments are those in which each team competes against all other participating teams (or as many as possible within the limitations of the schedule). In this type of competition, the team with the best win / loss record takes 1st place; the team with the second-best record takes 2nd place; etc. (For ties in record, see C-5.)

(7) Double Elimination tournaments start by having each team play an opponent, with winners proceeding to one bracket and losers to another bracket. Teams are eliminated from the competition with two losses, with the first loss placing the team in the losers’ bracket. Unless defeated twice by the winner of the losers’ bracket, the winner of the winners’ bracket takes 1st place; the winner of the losers’ bracket 2nd place; their final opponent 3rd place; and so on. (For more information on tournament types and how to set up, refer to the *Bible Quizzing Handbook* available as a free download from the Bible Quizzing web site.)

(8) Combination Tournaments are those which start with a Round Robin tournament to “seed” teams and end up with a double elimination tournament (where teams with the best records are placed so that they will not have to play each other until the final rounds) to decide winners. When time is available to run them, combination tournaments are popular because of greater team participation (Round Robin) and accurate determination of winners (Double Elimination).

C-5: Deciding Tournament Winners

(9) If two or more teams tie in win/loss record for a Round Robin Tournament and have no opportunity for a play-off, the deciding factor will be who won the head-to-head competition (when the teams played each other). If the teams did not play each other, or in the case of a circular tie where team A beat team B, team B beat team C, and team C beat team A, the next deciding factor will be “average points per quiz” for each team. Average points are to be used in determining the first place team in such a three-way tie. Second and third places are then determined by head-to-head competition results. In the rare case where teams are tied in all three of these areas, there will be no alternative but to leave the tie or hold a play-off.

C-6: Forfeit of Quiz

(10) Any team failing to appear within **ten minutes** after the announced beginning time (except for completely unavoidable circumstances) will automatically “forfeit” the round. Acceptable lateness might include a prior quiz running late, a mix-up on time and place where the participating team is not at fault, a transportation breakdown with the late team still arriving within a reasonable period of time, etc. The tournament coordinator (upon notification from the quizmaster) shall rule on the validity of the team’s reason for lateness. His decision is final. (For “Forfeit of Question,” see Forfeit Jumping - F-4.)

C-7: Time Outs

(11) Two sixty second time-outs per team may be requested by coaches or captains during a quiz, and granted by the

quizmaster. Time-outs may be called only after a question is closed and before the next question is started. As a courtesy to both teams, when an appeal is being considered and when a team asks for a time-out, the quizmaster is encouraged to ask both teams if they are ready for the question to be closed before allowing the time-out. A time-out is not declared when a coach requests it, but rather when the quizmaster grants it.

No team time-outs are allowed after beginning the 13th question, nor after the start of Overtime (C-9). An official time-out may be called by the quizmaster at any time, even when a question is still "open." He may need this time to check for equipment failure, seek advice, or do anything else necessary for the fair awarding of points on any given question. (See Timekeeper, D-4.)

C-8: Half-Time

(12) The quizmaster shall announce "Half-Time" after the 8th question of every quiz. No time will be given for a time-out (unless needed by the quizmaster), but an opportunity will be extended for teams to switch sides if either captain or coach so desires.

C-9: Overtime

(13) In case of a tie at the end of a regulation quiz, there will be an overtime in which three questions will be asked. If there is still no winner, one question will be asked until a correct response determines the contest. Before the overtime begins, a free time-out will be granted and substitutions may be made. No further time-outs will be allowed during the overtime (unless called by the quizmaster).

C-10: Illegal Confering

(14) Quizzers cannot intentionally provide answers to team members or confer with each other, the coach, or with the audience by signal or voice from the time a question is begun until it is closed. A quizmaster may give Warnings and Infractions to individual quizzers or to teams in violation. (See C-12.) No scripture portions may be used by a quizzer in competition, though quizzers not in the competition at the moment (such as substitutes and those who quizzed out) may look in the Scriptures.

C-11: Illegal Discussion

(15) A question may not be discussed after it is closed if the quizmaster is unwilling to discuss it. Quizzers, coaches, or fans who persist in this type of "discussion" may receive Warnings and Infractions (C-12). Coaches and quizzers **do** have the right to ask the quizmaster any question they wish between questions, and quizmasters may answer if they wish. But if the quizmaster indicates that he is unwilling to discuss the point in question, the issue must be dropped. (After the round is completed can be a good time for a quizzer or coach to ask a quizmaster for insights on his / her ruling on a particular question.)

C-12: Warnings and Infractions

(16) Any quizmaster or tournament director may give Warnings and/or Infractions to any team or individual who illegally confers (C-10), has illegal discussion (C-11), or exhibits disruptive or inappropriate behavior during any quiz or tournament. Warnings and Infractions will be given either to an individual or to a team, but not to both. Upon the third Warning, an Infraction will be given. The first Infraction will cause that team or individual to forfeit the question, with points automatically being awarded the other team. The second Infraction causes that team or individual to forfeit the quiz, and the third Infraction would mean elimination from the tournament. All Warnings and Infractions shall be recorded on the Official Scoresheet or Record Sheet with a capital "W" or "I." While it is certain that these penalties will seldom if ever have to be used, it is hoped that their existence will foster closer observance of the rules and more discreet behavior. **Note:** If a violation immediately jeopardizes the fair awarding of points, an Infraction may be given with no advance Warning.

D CONTEST OFFICIALS AND EQUIPMENT

D-1: Quizmaster

(17) Note to the quizmaster: As the key official in every quiz, you have the responsibility to see that the quiz is conducted smoothly, efficiently, and in absolute fairness. This means, first, that you will need to become thoroughly familiar with all rules and procedures outlined in this Rulebook. Second, resist the natural tendency to be defensive in judgments and attitudes. Relax, be confident in your own abilities and in the knowledge that God will help you. And yet be open and honest when faced with an appeal or criticism. The rules provide for reversing decisions which are clearly in error. Be gracious in reversing incorrect decisions and upholding right ones. Your goal should always be two-fold: 1) to fairly award points according to the rules, honoring the team which has most effectively mastered the content of God's Word, and 2) to edify and strengthen in faith the hearts and minds of all those participating.

Your attitude will communicate itself to the teams, officials, and audience. So be relaxed, make no hasty decisions, proceed efficiently, and SMILE! Frequently quizzers are scared stiff. Your smile, with a little humor mixed in, will go a long way toward reducing the pressure and making a better quiz. Enjoy your ministry! You are working with teenagers of amazing potential and ability, and God will bless your efforts. In moments of tense decision-making, it will help to remember the ultimate aim and purpose of Bible quizzing. The mission of Free Methodist Youth Bible Quizzing is "to instill Biblical truths in the heart of teens, establish them in their faith, and prepare them for Christian service through the systematic study, meaningful application, and memorization of the word of God." Bible quizzing is an avenue for hiding away the living Word of God in the minds and hearts of youth to equip them to live a life of love and service to Christ. Therefore, prayerfully seek and expect the help of the Holy Spirit in performing this task. Please execute faithfully the following responsibilities, and consult the sections referred to in parentheses when clarification is needed.

(18) The quizmaster's responsibilities for each quiz include personal preparation (#19), appointing the necessary contest officials (#20), mobilizing quizzers and testing jump equipment (#22 and #23), and conducting a fair and impartial quiz within the time limit and conditions prescribed by the tournament coordinator. (D-6 and #24-27.)

(19) In preparing himself for the quiz, the quizmaster must first become familiar with all regulations and procedures contained in this Rulebook. Next, he must secure the questions and scoresheets from the tournament coordinator. The quizmaster should then read the questions silently before the quiz to familiarize himself with the phraseology and punctuation. (See Legal Reading of the Question, G-2.) The scoresheet should be marked with the date, name of tournament, round number, room number, and name of the officiating quizmaster. Later the team and quizzer information will be recorded during introductions. Team information includes both the team number and name. (See #22 below.)

(20) The quizmaster is to appoint a scorekeeper (D-3) and a timekeeper (D-4) and make sure they are familiar with all rules pertaining to their position. Appoint answer consultants (if available, see D-5) and additional jump judges, if needed. (See D-2.)

(22) Before a quiz begins, the quizmaster should have the captains choose sides on the basis of a coin toss or mutual agreement. Then captains should introduce themselves, their team members, and their coaches. As this occurs, the scorekeeper will write the names on the scoresheet and the quizmaster should write the quizzers' names from left to right on the top of his question sheet to enable him to call on the quizzers by name for answering. The quizmaster will then introduce himself and all assisting officials. Review of important rules and description of quizmaster style may now take place.

(23) After the quizmaster directs all quizzers to take their seats, the jump chairs should be tested to see that they are all working properly by giving quizzers some practice jumps on numbers, colors, claps, etc. The quizmaster and timekeeper should now position themselves so that both can see the lights clearly. If some of the chairs are not working properly, one of three things should be done: 1) fix the problem, if the repair is as simple as adjusting a screw or securing a loose wire; 2) consult the tournament coordinator to find another set of jump sets as a replacement; or 3) work out a fair and just solution with both coaches which will allow for the accurate recording of jumping order (perhaps using a jump judge, see D-2) or which will at least spread the handicap evenly to both teams (like switching sides at Half-time, see C-8).

(24) After beginning the contest with prayer, the quizmaster shall conduct the quiz fairly and efficiently according to all rules contained in this Rulebook. (See especially sections G through J.)

(25) After the 15th question (or end of overtime - see C-9), the quizmaster shall:

- (a) Declare the last question officially closed.
- (b) Congratulate the performance of all quizzers.
- (c) Announce the official score.
- (d) Have coaches check the scoresheet and make sure it is filled out completely.
- (e) Declare the quiz officially closed.
- (f) See that the official scoresheet is returned to the tournament coordinator or tournament statistician.
- (g) Prepare materials for next round of quizzing.

(26) **Outline for Quizmaster - A Brief Overview**

- (a) Secure copy of the Rulebook and read thoroughly.
- (b) Get questions and official scoresheets from tournament coordinator.
- (c) Familiarize yourself with the reading of the questions.
- (d) Mark Scoresheet with pertinent data. (#19)
- (e) Appoint Scorekeeper and Timekeeper (and others if needed, see #20).
- (f) Have captains pick sides, teams sit on quiz chairs, and the captains introduce their teammates.
- (g) Record names of quizzers at the top of Question sheet and have the scorekeeper write the names on the Scoresheet.
- (h) Introduce yourself and the other contest officials.
- (i) Review any rule changes and describe your style of quizmastering to quizzers.
- (j) Give quizzers practice jumps, and test the equipment.
- (k) Have prayer to start quiz.
- (l) Conduct the quiz, and remember Half-Time.
- (m) Declare the quiz over.

(27) Also applicable during a quiz:

- (a) The quizmaster should publicly announce all appeal deductions as soon as they apply (See Section J - Coach/Captain Appeals.)
- (b) The quizmaster, even when he calls on answer consultants to advise him (D-5), makes the final decision on correctness. In difficult decisions, it is wise to seek insights from the tournament coordinator.
- (c) A quizmaster shall not hear an answer until a contestant has been called upon to begin answering the question.
- (d) In the case of a prejump, a quizmaster shall stop the reading of a question immediately. (See F-3 - Prejumping.)
- (e) If no correct answer is given (or if no answers are given aloud in the case of a tie), it is a courtesy to give the correct answer to the quizzers and audience after the question is closed.
- (f) A question is closed after 1) a time out has been granted by the quizmaster, 2) the quizmaster starts the next question, or 3) the quizmaster announces "The question is closed." After a question is closed, no appeals will be accepted and no rulings will be changed.

(28) The quizmaster is to observe proper procedures for reading questions (Section G), acknowledging jumps (Section F), ruling on Answers (Sections H & I), and upholding all other rules during a quiz. (Exception -see #29.) If in error, the quizmaster is to do whatever is necessary to see that points are awarded fairly.

(29) **Quizmaster's Prerogative:** A quizmaster may change normal procedure (while a question is open) under two conditions: 1) if it is necessary for the fair awarding of points in situations where following the rules would lead to an injustice; or 2) for personal preferences on procedures which are "peripheral" and not essential to the fair awarding of points. For example, a quizmaster may wish to introduce the question differently than outlined. (See G-1.) In cases of personal preference, the quizmaster must specify **in advance** of his actions the modification he is going to make so that all coaches and quizzers are aware of the change. Prerogative of personal preference may obviously not be used to change "basic rules" on ruling, answering, etc. Only "procedures" may be adjusted. However, in adjusting normal procedure to make things fair (i.e. throwing out a question one quizzer has already heard, sending those participating in the appeal into the hall instead of those still eligible to answer when answers might be heard from another room, etc.), the quizmaster may act without advance notice. Apart from these two conditions, however, a quizmaster must go by the rules as closely as possible or be subject to an appeal of procedure (J-5).

D-2: Jump Judges/Jump Chairs (Equipment Malfunction is covered in F-7.)

(30) Electronic jump chairs should be used to record the order of the quizzers' jumps. When jump chairs are used, the only jump judge shall be the timekeeper, who will bring to the attention of the quizmaster any jumps which go unnoticed (often due to the silent triggering of the electronic lights). (See Timekeeper, #39.) The timekeeper can help determine the jump order in cases where the electronic equipment malfunctions or help discern when a light has gone on and then off.

(31) In quizzes where electronic jump chairs are not available, jump judges shall determine which contestants arise first, second, third, and fourth from a legal jump position (F-2) to a full height from the chair. One of the judges will be the spokesman, and will announce all decisions made by silent conferral of the judges.

(32) Jump judges should position themselves so that they can clearly see all quizzers simultaneously. A simple system for detecting and writing down the jump sequence should be devised. The spokesman should wait until a ruling of "incorrect" has been made by the quizmaster before calling on the next quizzer to answer. All jumps and prejumps that are unnoticed by the quizmaster must be called instantly.

(33) Where jump seats are unavailable, other devices for recording the jump sequence such as push-button equipment, raising the hand, slapping hands down on a book on a table (The lowest hand is first.), and ringing a bell are all possible substitutes.

D-3: Scorekeeper

(34) In official quizzes, one scorekeeper will be appointed by the quizmaster who will record the results of each question on an Official Scoresheet. (See sample scoresheet is at the end of this Rulebook.) A second scorekeeper might be recruited for an accuracy check. (Frequently coaches keep a scoresheet for their own use and can function in this capacity.)

(35) As quizzers are introduced, their names should be recorded in the proper spaces provided on the scoresheet. Also record the team names (and ID numbers - if assigned) at the top of the scoresheet. Warnings and Infractions are recorded with W's or I's given to the appropriate individual or team by the quizmaster and are recorded next to the specific question where they are issued, as well as at the bottom of the page in the appropriate "totals" blanks.

(36) Individual as well as team points will be recorded for each question, with each correct response earning 20 points for both quizzer and team. 20-point deductions shall be recorded when announced by the quizmaster. (Not all missed appeals receive deductions - see Section J.)

(37) Time-Outs are to be recorded as they are taken by each team. The quizmaster is to be alerted if a team requests more than two Time-Outs. (Only two are allowed - see C-7.)

(38) At the end of the quiz, the scorekeeper adds up points for each quizzer and team, enters the totals into spaces provided, and returns the scoresheet to the quizmaster.

D-4: Timekeeper

(39) In official quizzes, one timekeeper will be appointed by the quizmaster to keep track of and report the ending of all time limits described below. The timekeeper might be instructed to call out "JUMP" when any light comes on (not noticed by the quizmaster) after the third introductory word "question." (See section F.) This means that the timekeeper must position himself so that he can clearly see all lights.

(40) A timekeeper is to announce any end of time limits by calling out the word, "TIME."

(41) TIME LIMITS are as follows:

5 seconds **To Stand** after a question has been completed by the quizmaster. If any quizzer who is not up within this period of time is called on to answer, the quizmaster is to be alerted immediately that the quizzer is ineligible to answer.

- 20 seconds **To Complete A Prejump** after being recognized by the quizmaster.
- 20 seconds **To Answer A Question**, whether it was finished by the quizmaster or completed by a quizzer's prejump. This time period starts when the quizzer is recognized.
- 30 seconds **To Give an Appeal or Rebuttal.**
- 60 seconds **For Team Time-Outs.**
- 10 minutes **Before A Team Forfeits the Quiz** if the Tournament Coordinator (upon notification from the quizmaster) does not find the team's reason for lateness satisfactory (based on the announced or revised starting time for the contest). A forfeit must be approved by the tournament director.

D-5: Answer Consultants

(42) Having answer consultants is not mandatory. However, the quizmaster may appoint them either before a quiz or while it is in progress if he feels he needs some additional advice in order to make a correct judgment or decision. If appointed before a quiz, answer consultants should keep their Bibles open and follow along with the questions and answers to keep track of what is said. Ideally, they should be provided with their own set of questions and answers.

(43) The number of answer consultants used is strictly up to the quizmaster, and their role is solely to give advice when requested. The quizmaster makes all final judgments. They should speak softly so they won't be overheard, and let the quizmaster give his assessment of the situation before stating their opinion. Tape recorders and video tapes are not to be used to verify the correctness of an answer.

(44) If assistance is needed in making a ruling or processing an appeal, the quizmaster can call an official time out and seek guidance from the tournament director or another experienced quizmaster.

D-6: Tournament Coordinator

(45) The tournament coordinator may be any Conference or Regional Bible Quiz Director, Coach, or other quiz leader who sets up and runs any "official" or "unofficial" quiz tournament. (See C-4 - Types of Tournaments.) His job is to plan, publicize, and administer the tournament according to the rules and guidelines contained in this Rulebook. *The Bible Quiz Handbook* (available from the Free Methodist Bible Quiz web site) provides good insights into hosting tournaments.

(46) If appointed by the Regional or Conference Bible Quiz Director to run an "official" tournament, the tournament coordinator shall receive "Official Questions" from the Conference Director (D-7) in sufficient quantity for all simultaneous quizzes to be run. If planning a more local, "unofficial" tournament, questions must be written by participating coaches, the coordinator, or anyone else willing to write them. (For guidelines on writing "Legal Questions," see G-5.)

(47) The tournament coordinator must first decide who to invite to the tournament. Details of the tournament should be publicized by mail, e-mail, phone, the internet, or in person considerably in advance of the tournament. A formal registration form might be used to find out how many teams and individuals are coming, what categories of quizzing they will enter, how many sets of jump seats and quizmasters they can bring with them, the number of persons for meals, if they will need overnight lodging, etc.

(48) Finding enough capable quizmasters to run the tournament may be a challenge, but members of local congregations could make excellent quizmasters with sufficient training, even if they've never seen quizzing firsthand. One benefit of using local help is that additional people are drawn into the quizzing ministry to increase the base of support, and another is that it is easy to train them in advance of a tournament.

Several things need to happen when using "rookie" quizmasters. First, it is helpful for them to read a copy of the Rulebook in advance, hopefully at least a week before the tournament. Secondly, a quiz demonstration can be held with some of the local quizzers so that new quizmasters can get a "feel" for the situation by practicing quizmastering. Thirdly, a quizmasters' meeting should be arranged where the schedule and details of the tournament are explained. Training quizmasters will be a great asset to your tournament and to future tournaments.

(49) The tournament coordinator assembles all of the materials needed to run the tournaments: sets of questions in sufficient supply, scoresheets, copies of Rulebooks for quizmasters, schedules of the day's activities (including rounds, rooms, quizmasters, and competing teams), and a Registration Form to help with team registration and statistics.

Finally, other helpers may be needed to run the tournament. A statistician, spare quizmaster, fix-it man for jump seats, cooks, even a baby-sitter, etc. could be very helpful. The coordinator for larger tournaments should avoid scheduling himself as a quizmaster! He will have plenty to do just answering questions and taking care of unexpected developments.

(50) **Coordinator's Prerogative.** Because Bible quizzing involves innovation and experimentation at the level of conference ministry and local tournaments, the tournament coordinator has the privilege of revising rules and procedures and trying new ones at his discretion. The only requirements are that all changes be cautiously chosen and clearly communicated with all coaches and quizzers participating at the sponsored tournament. A written handout explanation would be ideal.

D-7: Conference Bible Quiz Director

(51) The Conference Bible Quiz Director (selected by the conference Board of Christian Education, Conference Youth Director, or Conference Nominating Committee) is to pray for and encourage the coaches of his conference, to promote quizzing in his area (see #52), to provide for tournaments on a regular basis (see #53), and to represent the ministry needs of the area (see #54) to the regional and denominational quiz directors.

(52) There are many good ways of promoting quizzing in a conference: mailing or e-mailing a letter of encouragement to all conference pastors; reporting tournament results in conference publications; targeting a few churches for "sponsoring" by existing teams who want to involve themselves in the ministry of planting new teams; and perhaps most importantly, keeping those currently in quizzing involved in regular, meaningful competition and fellowship. A newsletter sent once every couple of months to all conference coaches will do wonders for tying the ministry together, as will telephone calls to encourage coaches.

(53) It is the responsibility of the Conference Bible Quiz Director to secure Official Tournament Questions from the denominational quiz director and to keep them confidential at all times. These questions should be given only to a designated Tournament Coordinator who has the job of overseeing a tournament, the quizmasters involved in that tournament, and answer consultants (if they are used).

(53A) In addition to securing tournament questions, an annual schedule of conference competition should be compiled, seeking guidance from the Regional Director and considering the suggestions and input of area coaches. (It is wise to consult with neighboring conference directors to schedule tournaments to better coordinate planning, and to alternate "conference" with "regional" tournaments.) Tournament Coordinators (D-6) should be appointed for each tournament. This tournament schedule should be publicized as soon as it is confirmed so that coaches can plan accordingly.

(54) The Conference Director is to represent quizzing in his area by regular communication with 1) his area's Regional Bible Quiz Coordinator (D-8), 2) local pastors in his Annual Conference, 3) the Denominational Bible Quiz Director, and 4) any others who need to know how things are going in various areas so that they can provide effective help and support.

D-8: Regional Bible Quiz Director

(55) Regional Bible Quiz Directors are appointed annually by the Denominational Bible Quiz Director (who also may be the Director of Youth Ministries) to promote and oversee Bible Quizzing in their areas. They shall pray for and communicate frequently with the Conference Bible Quiz Directors in their areas, and report tournament news and ministry needs to the Denominational Director and/or anyone on his staff who is responsible for publicizing this news or providing support for the ministry. They shall also serve on a Bible Quiz Council (which shall recommend policy and rule modifications for Bible Quizzing) with the Denominational Director. A more detailed ministry description is available from the Denominational Bible Quiz Director.

D-9: Denominational Bible Quiz Director

(56) The Denominational Bible Quiz Director is responsible for promoting Bible Quizzing at the denominational level, providing prayer support and encouragement to quiz leadership, providing materials for church and conference quiz ministries, and responding to other local needs as they arise. He is responsible for coordinating the annual denominational Bible Quiz Finals, and for chairing the Bible Quiz Council, holding the final authority on all policy and rule decisions. The Denominational Bible Quiz Director will also serve as an ex-officio member of the National Student Ministries Team (NSMT).

D-10: Ordering Study Aids and Materials

(56A) To find out what materials are available for ordering, simply visit the Bible Quiz web site at www.fmquizzing.org and click on "Study Supplies." Some resources (such as the Rulebook and Bible Quiz Handbook) can be downloaded for free from another page at the web site "Brochure/Rules." Any other questions about resources may be directed to the Bible Quiz Director.

E TEAMS

E-1: General Information

(57) Three contestants compose a local team, though a quiz team may enter competition with two quizzers. Substitutes (E-4) are permissible. Quizzers are not allowed to switch to another team after a tournament has started. However, churches may realign the makeup of their teams between tournaments.

(57A) **Combined Teams.** If at any time during the year two or more churches are unable to form a complete quiz team and wish to combine their quizzers to form a team to compete in conference or regional tournaments, those churches involved must seek permission to do so from either their Conference or Regional Director. Valid reasons (determined by the director) must be offered in order for permission to be granted.

In order for such a combined team to compete in the Denominational Finals, permission must be obtained from the Denominational Bible Quiz Director. Such a request must be submitted to the Denominational Bible Quiz Director and must include a recommendation from the team's Conference and/or Regional Directors. This request must be submitted no later than April 1. Generally, an approved combined team will only be allowed to quiz in a "B" division. (See 57C for exceptions.)

The request should state the terms and the rationale for the merger. If the Denominational Director deems the request worthy of consideration, they will ask the Regional Directors to consider the merger. Final decisions on mergers will be made by the Denominational Director in consultation with the Regional Directors.

(57B) **Pooling of Quizzers into Teams.** If only one quizzers from a church remains active at the end of a quiz season and that quizzers wishes to participate in the denominational Bible Quiz Finals in team competition as well as in individual competition, they may request that their name be placed in a "pool." A special effort will be made to form teams out of this pool. A team of "pooled" quizzers will only be allowed to quiz in a "B" division at denominational Bible Quiz Finals.

(57C) **Single Quizzer From a Church.** If a church has a single quizzer and is unable to form a legitimate quiz team (2 or more quizzers, regardless of age or experience level) by December 31, the single quizzer may petition the Denominational Bible Quiz Director to join the team of the church in closest geographical proximity to their church. Such a request must be submitted in writing to the Denominational Bible Quiz Director no later than January 15. The request must include a recommendation from the quizzer's Conference and Regional Directors and must be acceptable to both churches involved. If such a merger is approved, this team may be allowed to quiz in an "A" division at the denominational Bible Quiz Finals.

E-2: Coach

(58) The coach's responsibilities include encouraging spiritual growth in the lives of their quizzers, prayerfully building and training a team, accompanying the team to tournaments, and representing the team to the local congregation and at large.

(59) **Notes to the Coach:** To build a team, relationships must be cultivated and enthusiasm generated. A good starter activity is to visit an exciting quiz tournament with as many of your potential quizzers as possible. Enlisting the support of the Pastor, local Board of Administration, youth staff, and the parents of teens is crucial. Don't forget to let your Conference Bible Quiz Director know of your interest; he or she will be glad to give you valuable advice and support.

To train a team, schedule a regular time of practice; determine a study schedule (perhaps one chapter a week, with occasional reviews), employ principles of good teaching mixed in with the quiz drilling (Kids need to understand in order to remember effectively.); and supply loads of encouragement as needed. Take an interest in each individual quizzier, and communicate frequently about upcoming tournaments and retreats to keep excitement and study motivation high.

Studying along with the quizzers also can serve as a valuable motivator and source of good fun and relationship building between you and your quizzers. You may wish to challenge your quizzers with some "participation guidelines" (like having read the chapter at least 3 times or knowing all chapter quotes before each weekly practice), or some "incentives" (like taking the first quizzier who memorizes a certain chapter to McDonalds, etc.). **Note:** Always be on the lookout for new quizzers, even after the quiz season is in progress.

Regarding tournaments, make sure to register properly in advance. Communicate with your church and parents of teens regarding all costs and scheduling for the trip, travel arrangements, etc. It is suggested that a Parental Permission slip be collected from all parents.

When YOU arrive at a tournament, register and mobilize your quizzers, set up quiz seats and stand by for instructions. It is extremely important to make sure your chairs are working **before** you arrive at the quiz. Bring an extension cord to leave with the set.

Be particularly alert during a quiz. This is not the time for the "kids to do all the work." Pray with your team before each quiz. Appoint a team captain (E-3) to represent your team's interests. Then follow along as best you can in your Bible. Give your prayer support and visible encouragement. Call a Time-Out if your team gets off to a slow start, and don't hesitate to use a substitute (E-4) when you have a comfortable lead or when one of your "regulars" is having an "off" round. Be ready to appoint an "acting captain" (E-3) if your captain is replaced by a substitute or quizzes out. Keep your own scoresheet and notes if possible to validate the Official Scoresheet and to discuss areas of possible improvement with your quizzers after the quiz. Be positive in your approach. Build their self-confidence and increase their desire to study God's Word.

Sportsmanship is crucial. Cultivate a fine spirit among your team members by refraining from all criticism or judgment of the officials, other coaches, or quizzers. Make every effort by both your teachings and example to convey to quizzers the importance of applying God's Word that they have learned to life situations. The quiz is an ideal training ground. Quizzers keenly experience everything from the thrill of victory to the discouragement of defeat, and God's Spirit is needed to successfully handle both types of emotions. Help them to be sensitive to the needs of other people involved in the quiz: the officials, coaches, other quizzers, and even the fans. Let them know that God is always standing by to teach valuable lessons if we will let Him, and stress the fact that we often learn more from losing than winning. Better to lose points than tempers - quizzes than spiritual victory!

Be a spokesperson for the needs and interests of your quiz team in your local church. No other group has more to gain from a successful quiz ministry! Let them know that. Keep them informed of team activities and tournaments. Encourage them to pray, and don't be afraid to have an occasional fund-raiser to buy needed equipment or subsidize travel costs. Win or lose, maintain a spirit of optimism and confidence in your team. Remember, in Bible quizzing, everyone is a winner!

You will also need to represent your team at tournaments and before your Conference and Regional quiz leaders. Share your ideas concerning new rules, rule interpretations, tournament schedules, and how they affect your ministry. Make positive suggestions for improvements.

E-3: Captain

(60) One captain shall be chosen by the coach to represent the interests of the team during the competition. The captain shall be instrumental in choosing sides, introducing his team (#22), giving appeals (section J), requesting timeouts (C-7), and selecting teammates to answer in the case of jump ties (F-5 and F-6).

(61) If a captain leaves the contest for any reason, the coach should appoint an "acting captain" and notify the quizmaster. While competing, an acting captain may perform all the functions of the regular captain.

E-4: Substitutes

(62) A teen may be considered as a "substitute quizzer" if he meets general participation guidelines. (C-3)

(63) Substitutions may be made by the coach any time between questions -- up to a maximum of five times per round.

F JUMPING

F-1: The Legal Jump

(64) When electronic jump chairs are used, a legal jump is any activation of the light, providing a legal jumping posture (F-2) has been adopted and the contestant continuously rises from the jump position and does not sit back down. (See H-1.) If a light flickers and the quizzer continues to rise, this constitutes a legal jump, even though his light may no longer register. (For more on flicker or forfeit jumps, see F-4.)

(65) When jump judges are used instead of electronic seats, a quizzer must rise from a fully seated position (F-2) to a full stand in order for the jump to be legal.

F-2: Legal Jumping Position

(66) All contestants must be seated on chairs facing the quizmaster, with both buttocks resting on the jump seat and/or chair. A quizzer is not allowed to lock the jump seat by squeezing the top of the seat and the bottom of the chair with the knees or thighs, or releasing the jump seat by pulling the knees toward the chest, or jumping in any way other than pushing up with one's legs to lift the buttocks vertically off the jump seat. No contestant may touch any part of the chair or floor with his hands.

F-3: Prejumping

(67) In Team Competition, a "prejump" shall be called any time a contestant's light comes on or his weight leaves the chair after the **first word** of the question has been started and before the **final word** has been completed. (For an exception, see Equipment Malfunction, F-7.) (For Individual Competition "prejump," see Section K.) If the final word is simply "in progress" when the jump occurs, the quizmaster shall be the sole judge of whether or not to finish the word or call a "prejump." If the final word was completed, but was also obscured to some extent by the sound of other quizzers jumping, the quizmaster **may** repeat the last word or two (including partial words) if he judges the level of noise enough of a problem.

(68) Because a prejump can sometimes be mistaken for a completed question, when recognizing a contestant the quizmaster must signify that the question has been prejumped and requires a completion, not an answer. Often simply stating the word "prejump" before the quizzer's name is sufficient. If this designation of a prejump is not made, an appeal of procedure (J-5) may be in order if points are placed in jeopardy.

(69) On a prejump, the contestant must finish the question to the satisfaction of the quizmaster within 20 seconds, and then (if told to proceed) answer the question within 20 more seconds. An exact, word-for-word completion is not required, but it must be essentially the same question and follow the guidelines given in Section I-3.

(69A) If a quizzer pre-jumps at such a place in a question where the question could be considered complete but according to the page is not complete, when asked to finish the question, the quizzer may ask the quizmaster, "Can that be complete?" Following the principles of 117 C, the quizmaster might accept that as a pre-jump completion.

(70) On a pre-jump, if either the completed question or answer is incorrectly stated by the pre-jumping quizzer, all contestants will take their seats, and the question will be re-read for the opposing team only. Regular rules for jumping, timing, and scoring will prevail when the question is re-read. If members of both teams pre-jump, only the team whose quizzer jumped first will be called on to complete the pre-jump.

(70A) Quote questions which contain words or phrases from the quote will be treated as follows: The pre-jumping quizzer, when called upon, shall proceed to give the answer without having to finish the question. If missed, it shall be treated as a missed pre-jump.

F-4: Forfeit Jumping (also called "Forfeit of Question")

(71) In Team Competition, a "forfeit jump" shall be called if, after the third introductory word "question" has been read by the quizmaster (G-1), one of the following occurs: 1) a contestant's light comes on before the first word has been read; 2) a light flickers and the quizzer remains seated (F-1) soon after the question is "open"; or 3) a quizzer has not yet adopted a legal jumping position (F-2). The violating quizzer must "sit out" the question and forfeit any chance of answering. His teammates, however, may jump as normal. This ruling does not apply if there is an equipment malfunction (F-7).

(72) On a forfeit jump, the quizmaster is obligated to repeat the "legal introduction" to the question (G-1) so that quizzers may re-position themselves for the reading of the question.

(73) If lights were on previous to the third introductory word "question" and continue on through the pause and start of the question, no forfeit jump or pre-jump shall be called. Rather, the quizmaster shall start over or read another question. If, however, the lights flicker on after the question is open, it is called a forfeit jump. In essence, a forfeit jump will be called before the first word is read and a pre-jump when the first word is read.

F-5: Tie on a Completed Question

(74) If two contestants on opposite teams arise simultaneously, the quizzer nearest the quizmaster shall give his answer privately to the quizmaster, and the other quizzer will answer before the audience. If both are correct, each team receives the total point value of the question.

(75) If two quizzers on the same team arise simultaneously, the captain shall choose the first to answer to the audience. If declared incorrect, then and only then shall the other quizzer be called upon to answer. In no situation may one team score more than 20 points per question (although a team may widen their lead by as much as 40 points if they receive 20 points for a correct answer and the other team loses a 20-point appeal).

F-6: Tie on a Prejump

(76) If members of opposing teams tie on a pre-jump, one shall complete the question privately to the quizmaster and the other aloud to the audience. If only one quizzer's completion is acceptable, he shall answer aloud to the audience. If both are correct, one shall answer privately to the quizmaster and the other aloud. If neither are correct, either in completing the question or answering it, the question will be declared closed and the quizmaster will move on to the next question.

(77) If teammates tie on a pre-jump, only the quizzer selected by the captain to complete the question will be considered. If incorrect, the question will be re-read for the other side as in a normal pre-jump.

F-7: Equipment Malfunction

(78) "Equipment malfunction" shall be called only when there is little or no doubt in the mind of the quizmaster that the equipment is actually at fault. Any claim should be thoroughly investigated. A quizzer sitting precariously on the edge of the pressure point (where the least motion might activate the light) should be cautious in claiming an equipment failure. However, in the cases of (a) a jump where the quizzer declares innocence, (b) a light seems to flicker or activate simply by moving the wires, or (c) the "pressure screw" on a chair is adjusted for the wrong weight so that a quizzer is scarcely physically able to hold the light off, an "equipment malfunction" might be in order. The procedure in #23 should then be followed for correcting the problem. The quizmaster shall be the sole judge as to whether or not the equipment is to blame, and he may take any necessary action to fairly continue with the question and deal with the problem.

(79) If the accuracy of the electronic equipment is questioned and its malfunctioning verified by the quizmaster, he may alter normal proceedings in any way which is fair and impartial. This might include re-reading the question (in the case of a prejump where no key words were given), or reading a substitute question (if key words were given, or if a question was completed and it was impossible to tell which quizzer was really up first, etc.).

If the quizmaster determines that a mechanical malfunction has possibly altered the outcome of a quiz, all affected questions shall be thrown out and replaced with new questions. If a prejump resulted because of the malfunction, the question shall be thrown out and a new question read for all the quizzers.

G QUESTIONS

G-1: Legal Introduction to the Question

(80) The quizmaster is to introduce each contest question in the following manner, unless another procedure is announced in advance. (See Quizmaster prerogative, #29.) "Question, Question number ___, Question." The word "question" will be stated three times, and the "number" only once. A slight pause after the first "question" might be in order. If the quizmaster inadvertently states this another way and in doing so prompts a forfeit jump or prejump, he is subject to a procedural appeal (J-5) and should repeat the question or read a substitute question without penalizing the violating quizzer. If a quizmaster misstates the introduction, but completes the question with no preumps being registered, no appeal will be accepted concerning the error.

G-2: Legal Reading of the Question

(81) The quizmaster shall read questions loudly enough so that all words can be heard easily by all quizzers. In large rooms, a sound system might be used.

(82) The quizmaster shall read the questions clearly and correctly so that all words are easily understood. Mistakes of pronunciation are permissible only if the words are still clearly recognizable and if the error does not throw off the timing of the sentence.

(83) The quizmaster shall read the questions at the moderate pace. Reading too quickly or too slowly, or with inordinate pauses, encourages unwise prejumping.

(84) If noise interference or other distractions prevent a question from being clearly heard, the quizmaster will re-read or replace the question.

(85) If any of the conditions above are thought to be violated, an appeal of the procedure (J-5) may be given. Although he is at liberty to seek the counsel of others, the quizmaster shall be the sole authority on whether the question should be re-read, replaced, or allowed to stand as read.

G-3: Repeating the Question

(86) Ideally, a question is to be read only once. However, in the event that excessive time is needed by the quizmaster to make a ruling, consider an appeal, or deal with some other interruption, the question may be repeated at his discretion. The quizmaster may also choose to repeat the question due to noise interference (#84) or to repeat the **last word** due to the

excessive sound of quizzers jumping. (#67) Repeating should include the last full word and any portion of a partially read word. Rereading consideration (with no loss of answer time) might be given for those with special conditions like ADD.

G-4: Calling on Contestants

(87) The quizmaster must call on a quizzer before the quizzer's "time" begins.

(88) The quizmaster must signify a "prejump" when calling on a contestant if the completion of the question, not the answer, is to be given. (#68)

(89) Although either names or numbers may be used to recognize contestants, names are clearly the preferred choice for a more "personable" quiz.

G-5: Legal Questions

(90) Tournament questions will be written using the New International Version of the Bible.

(91) All questions must be based on the announced book(s) of study for that quiz season. No question may be asked which requires a background of general Bible knowledge or depends on any other outside source for its comprehension.

(92) Only verses contained in the Official List of Quotes for that quiz year may be used as tournament quotes.

(93) If an exact quote is expected for an answer, the word "quote" must be included in the question. If the question says "give," "state," or "indicate," it does not call for an exact quote. The quizmaster must designate in advance of the question that a quote is required.

(94) Questions should not be asked which require yes/no, or true/false answers.

(95) If there are any possible parallel passages from the quiz books being studied which deal with the same subject matter of a particular question, the question should be labeled "cross-chapter" or "cross-book" and all answers must be given for correctness.

(96) Book names and key words or phrases may be used to limit the scope of an answer, but chapter and verse references may not be used for this purpose unless they are among those listed on the Official List of Quotes.

(97) All questions should be directed toward what the Bible **says**, not what it **means**. Interchanging pronouns with proper names and stating other simple variations of the text are acceptable, but questions involving interpretation beyond the obvious implications of the text are not permitted.

(98) Every question must be complete in itself. It should not depend upon a previous question or answer for any information.

(99) All questions must be worded so that their meaning is clear.

(100) The quizmaster must notify quizzers of the "question type" in advance of the following types of questions: those with two or more parts; those beginning with a statement followed by a question; "cross-chapter" which require information from more than one of the current quiz chapters; those "cross-book" questions which require information from more than one of the current quiz books; and "Quote" questions. This notification should be given in advance of the "legal introduction."

(101) A question has two parts if:

- There are two subjects with one verb.
- There are two verbs with one subject.
- There are two question words.

- There are two parts (objects) in a key prepositional phrase.
- There is a divided predicate (two objects of the verb).
Note: If the answer is single and it involves both parts, the words “both ... and” may be used to eliminate the two parts. Questions that ask for comparisons or relationships between objects are not two parts because these words connote two parts.
- A quote involving more than one of the stated verse(s) references given on the Official List of Quotes.

(102) A question has three parts if:

- There is a two part question followed by a one part question.
- There are three question words in the question with single subjects and objects.
- There are three subjects with one verb.
- There are three direct objects with one subject and one verb.
- There is one subject with three verbs.

(103) A question has four parts if:

- It has four question words.
- It has a two part subject and a two part verb.

(104) A question shall be considered as a “legal” tournament question only if it meets the preceding requirements. Any question which does not meet these guidelines may be appealed. (See Appeal of the Question J-2.)

(105) The following guidelines are suggested (but not required) of those writing questions for either “official” or “unofficial” tournaments.

- Early in the year the questions should be relatively simple and deal with only a few chapters at a time. Later the questions may become more comprehensive, sometimes asking for facts from several verses, chapters, or even different quiz books.
- Questions should be mixed in sequence; that is, they should not follow verse by verse from the book.
- For the benefit of the quizmaster and his consultants, answers should be written out with the reference clearly indicated immediately following the question. In questions with multiple answers, they should be listed 1, 2, 3, etc.
- Questions should be worded in such a way that the “punch line” or Key Word does not come until the end of the question. This minimizes excessive prejumping.
- The difficulty of questions may vary for the different divisions.

H ANSWERING

H-1: Eligibility to Answer

(106) The privilege of answering a question is restricted to only the first four quizzers off their seats, providing that each has met the conditions of a legal jump. (F-1 and F-2)

(107) No quizzer failing to jump within 5 seconds after the completion of the question will be allowed to answer. If no quizzer jumps within these 5 seconds, the question will be closed, the answer read (#27e), and the next question begun.

(108) No quizzer shall have the privilege of answering if he sits down after the activation of his light or ends his answer period in any other way (H-4), or if he commits any type of forfeit jump. (#71)

H-2: Giving a Proper Answer

(109) All quizzers must give answers which are loud enough and clear enough so that the quizmaster can understand and distinguish words without having to “guess” at them. If an answer has obviously been mumbled, it shall be declared incorrect. If it is “borderline” in its delivery, the quizmaster may ask for clarification, even after the answer period has ended. The first time an unheard answer is given, the quizmaster might ask the quizzer to repeat the answer. A caution

should be given, and the next time an unheard answer may be counted incorrect.

(110) Words which are mispronounced shall be counted correct if they are still recognizable and can be distinguished from all similar words in the passage of study. (See also Rulings of Answers, I-2.) A quizmaster may ask for a mispronounced word or name to be spelled even after the answer period is closed to be sure of what a quizzer intended. If the quizmaster cannot understand a quizzer's answers, he/she should politely ask the quizzer to speak more clearly and directly to the quizmaster.

H-3: Correcting an Answer

(111) A quizzer may correct himself at any time during the answer period (H-4). He must use the word "correction" to make any changes in his answer, and must clearly indicate what is to be corrected to the satisfaction of the quizmaster. If a quizzer says "correction," and time runs out before he can make the correction, the answer will be ruled correct if the original answer was correct and if no incorrect information was inserted within the time limit. No corrections made after the time limit will be considered.

(111A) In answering a quote question, if a quizzer stops to think and when beginning repeats part of what he has already answered without using the word "correction" and it is correct aside from the repetition, the answer shall be ruled correct.

H-4: Ending the "Answer Period"

(112) The "answer period" shall begin whenever a contestant is called upon by the quizmaster. The answer period shall end when one of the following three occur: 1) the quizzer says "finished"; 2) the quizzer sits down on his quiz seat; or 3) his time limit expires. No part of the answer given after the time limit will be considered.

H-5: Player Quiz-Out

(113) In both Team and Individual Competition, a quizzer will quiz-out after his point total reaches 100 points. He will not be allowed to re-enter the competition, even in overtime. In Team Competition, a substitute may be appointed (#61 and E-4).

I QUIZMASTER RULINGS

I-1: General Information

(114) Quizmasters are encouraged to have their Bibles open and double check answers with the actual scripture. This is also helpful if a quizzer's answer goes beyond what is written on the question/answer sheet. On any ruling, the first decision of the quizmaster is final unless appealed by a captain or coach before the next question is started. (See Section J on Appealing.) If an appeal is raised, the reconsidered decision of the quizmaster will be final. (27f)

I-2: Answers

(115) **An Answer is Correct when . . .**

- (a) It gives exactly the information asked for.
- (b) Added information is also accurate, **provided** it is not excluded by chapter specification or some other legal "limiter." (#96)
- (c) The complete answer is given.
- (d) The "correction" of an answer is accurate. (H-3)
- (e) The answer is clearly stated with no words being mispronounced beyond recognition. (See H-2 - Giving a Proper Answer.)
- (f) The Scripture containing the complete answer is given accurately.
- (g) Quotes are given exactly word-for-word, with no additions or deletions.

Note: The exact words of Scripture are required only for "quotes." A general answer which is correct in meaning and inclusive of all key concepts is sufficient for other questions.

- (h) The answer to a question is ambiguous due to a variety of interpretations of a passage, points are awarded to the first quizzer giving a possible correct answer.

(116) An Answer is Incorrect when . . .

- (a) It contains inaccurate information for the whole answer or any part thereof.
Note: The biblical text itself must be consulted when a quizzer's answer goes beyond the answer printed on the Question sheet.
- (b) It is incomplete.
- (c) Incorrect Scripture references are given with the answer.
- (d) An exact quote is required and even one word is added, omitted, or altered.
- (e) Any significant word is mispronounced beyond recognition or in such a way as to be confused with another word of similar pronunciation in the same book(s) of study.
- (f) Information excluded by the wording of the question is given.
- (g) Words or prepositions are interchanged thus changing the meaning of what the Bible says.
- (h) Pronouns are incorrectly defined. If the question asks who did something, then the quizzer must identify who the passage is talking about, even if the verse does not specifically mention the name. Quizmasters may have to decide whether the question requires identifying the pronoun, but typically the answer sheet will give guidance. When pronouns need to be clarified and aren't and if the rest of the answer is correct, the quizmaster is encouraged to draw the quizzer who answered aside and have the quizzer clarify the pronouns. If they are clarified correctly, the answer is correct.

I-3: Prejumps

(117) A Prejump is Correct when . . .

- (a) The exact question is given.
- (b) The general question is given if it meets all other conditions below.
 - (i) The question word has been substituted with another question word of similar meaning.
Note: The basic question words are: Who (Whom), What, When, Where, Why, How, For what reason, purpose, or cause. "For what Reason" is inter-changeable with "Why." "Who" is interchangeable with "What" (although it is preferred that "Who" and "What" be used properly, of course).
 - (ii) The prejump is completed correctly and extra accurate information **not found in the answer** is added, such as references or clarifying modifiers of words to the question.
 - (iii) The question has a list for an answer and the completion asks for as many or more parts of the list than the written question. Completing a question with "however many parts" is acceptable.
- (c) In ruling on the correctness of a completion of a question in a prejump, the quizmaster should take an approach of allowing the quizzer to show what he knows. If the completion of the question given by the quizzer would lead to the same answer written in the question, the quizmaster should rule "you may proceed" (making no special indication that this is a 117C situation) and allow the quizzer to attempt to answer the question. The written answer must be contained within his verbal answer. If it is not, even though his answer may be adequate for answering his question, he must be ruled "incorrect." If the quizmaster rules incorrect, he must read the question as written for the other team. If the team who prejumped first questions this procedure (which they can do under the appeal of procedure J-5), simply say, "This situation is covered by procedure I-3 (117c)." This rule cannot be used as a reason for appealing a ruling on the completion of the question. The following are guidelines for quizmasters applying I-3 (117c), but are not a basis for any appeal of the acceptance of a question completion:
 - (1) The question must have the same number of parts. (118d)
 - (2) A significant part of the answer must not be included in the question. (118b)
 - (3) The answer to the written question must be included in the answer to the quizzer's question. If any part of the written answer would not be required by the quizzer's question, the completion should not be accepted.
 - (4) The answer provided by the quizzer must answer the written question **and** his/her accepted question.
 - (5) The quizzer's question must be specific enough to be answered within 20 seconds. (129a)**Note:** There is still no appeal allowed on the ruling of the completion of a question accepted under I-3 (117c).
- (d) Quizzers can not change what the quizmaster has already said in a question that is prejumped. The question must be completed by using what has already been said by the quizmaster.
- (e) It is acceptable for a quizzer to turn a regular question into a cross-chapter question by making it more general. Then the quizzer must answer the broader question by giving all answers to his/her question. However, the

completed question must still have the same number of parts as the original.

- (f) If a quizzer jumps at such a place in a question where the question could be considered complete but according to the page is not complete, when asked to finish the question, the quizzer may ask the quizmaster, "Can that be complete?" Following the principles of 117 C, the quizmaster can accept that as a prejump completion.

(118) A Prejump is Incorrect when . . .

- (a) The correct question word (or its acceptable equivalent) is not given.
- (b) A key part of the answer has been placed in the completion of the question. The quizmaster must interpret how significant the "part of the answer" is. One or two words (or more) of the answer may be acceptable in the question if it is not a significant part of the answer.
- (c) The question has not been given a proper completion, and key words or phrases have been omitted.
- (d) More or less parts have been given than were in the original (written question), such as a 2-part question for a 3-part question etc.
- (e) The question has a list for an answer and the completion asks for fewer parts of the list than the written question.
- (f) The completion includes limiters such as chapters, verses, sentences or paragraphs, such as "...and what is said in the rest of this paragraph?" or when the completion contains such words as "and what else is true?"

I-4: Appeals, Infractions, Etc.

(119) An appeal shall be accepted only if the quizmaster realizes that the original ruling was evidently in error with the rules. The rules specific to the type of appeal being given should be referred to during deliberations. The quizmaster should listen carefully to both appeal and rebuttal, consult the rules, and rule fairly and impartially. Warnings and Infractions should not be given lightly or without cause, but neither should they be withheld if one is due.

(119A) A question is discarded and a substitute question read for both sides when . . .

- (a) The question as written has no answer (or none that can be said in 20 seconds).
- (b) The question has been read by the quizmaster in violation of the legal reading guidelines given in G-2.
- (c) The question has been improperly introduced by the quizmaster (i.e. it has more or less parts, is a different question type than noted by the quizmaster. (G-2 and G-5), unless the question was completed by the quizmaster before anyone jumped.
- (d) The question does not follow the stated guidelines for legal questions. (G-5)
- (e) The quizmaster has added extra pertinent information in rereading a prejumped question.
- (f) An appeal of the prejump is accepted after the question has been answered correctly.
- (g) The question requires interpretation.
- (h) A prejump has been caused by mechanical malfunction.

(119B) A substitute question shall be read just for the opposing team when . . .

- (a) One team prejumps and misses the question or answer, and then, prior to reading the question to the opposing team, something occurs that forces the quizmaster to throw out a good question.
- (b) An Appeal of a prejump completion is accepted after the correct answer has been given.

J COACH/CAPTAIN APPEALS

J-1: General Information

(120) An appeal may be given by a captain any time the question is still "open," (#27f) that is, before the next question has been started or a Time-Out has been granted for either team, as long as it does not interrupt a contestant's "answer period." Only one appeal of the **question** will be allowed per question. Only one appeal of the **answer** or prejump completion will be allowed per answer or completion. A captain is given an opportunity for rebuttal on appeals of answers and prejump completions so there is no value in allowing a second appeal should the quizmaster accept the appeal and reverse his ruling. However, an appeal of **procedure** may be raised by the coach or captain, even for a question which has already drawn another type of appeal if some other issue which jeopardizes the fair awarding of

points is at stake. The team captain may make appeals on the question, answer, prejump completion, or the procedure; the coach may only appeal procedure.

(121) Bibles or Scripture portions may **not** be used by a captain during an appeal. The Rulebook may be used by either captain or coach when making an appeal of procedure.

(122) If the captain (or coach) appeals, then the opposing captain (or coach, respectively) is allowed to rebut. Thirty seconds shall be allowed for the appeal, and thirty seconds for the rebuttal.

(122A) A coach is not permitted to appeal if (s)he, because of needing to sit near the quizmaster, has been reading the questions as they have been presented. Coaches should avoid this arrangement.

(123) It is a courtesy for the quizmaster to state when the appeal is raised as to whether or not any points may be lost if the appeal is overruled. If the person appealing states that a certain type of appeal is being made, but it becomes evident that another type of appeal is actually being raised, the quizmaster should inform the person appealing and ask for clarification on the type of appeal being given.

(124) Except for an appeal of procedure (where all quizzers may remain in the room), quizzers who are still eligible to answer the question will leave the room during the appeal and rebuttal. If the captain is one of the remaining standing quizzers, then a co-captain is chosen to rebut. If the entire team remains eligible to answer, the captain is allowed to remain to hear the appeal and give a rebuttal.

(125) The appeal shall be made aloud to the quizmaster and audience, with no further discussion than requested by the quizmaster. The quizmaster will make no evaluation until after the rebuttal. Even if the quizmaster does not agree with the presentation of the appeal, if he decides his original ruling was incorrect, he should accept the appeal.

(126) Some appeals may bring point penalties if overruled. All points lost are subtracted from the team total, not the point total of the challenging quizzers (except in Individual Competition - See Section K). See each specific type of appeal for information on point penalties (J-2 through J-5).

(127) The purpose of any type of appeal is, first, to allow for the proper awarding of points according to the rules; and second, to increase the quizzers' and coaches' confidence that the rules will be consistently applied by giving them opportunity to call attention to the rules when they feel one has been overlooked or misapplied. The intent of an appeal is not to steal points away from the opposing team on a technicality. The person making the appeal should keep in mind the goal of quizzing to encourage the youth of **both** teams in their study of God's word.

J-2: Appeal of the Question

(128) **An appeal of the question** is any objection legally raised (J-1) concerning anything about a question **except** how it is "introduced" (which is an appeal of Procedure, J-5) as long as the question has been finished by the quizmaster and not by a quizzers. (Questions finished by quizzers are prejumps - see Appeal of the Prejump, J-4.) In other words, an appeal of the question concerns the "question type" noted by the quizmaster in advance (#100-103), the way the question is read (G-2), the question itself (G-5), the way it was repeated (G-3), or the alleged absence of any feasible answer to the question as read. The opposing coach or captain will be given the allotted time for rebuttal.

(129) **An appeal of the question should be raised and must be accepted when . . .**

- (a) The question as written has no answer or no answer which can be feasibly stated within 20 seconds. The quizmaster's determination is final.
- (b) The question has been read by the quizmaster in violation of the "legal" reading guidelines given in G-2.
- (c) The question has more or less parts or is of a different "question type" than noted by the quizmaster (unless the question was completed by the quizmaster prior to the first jump), or if it does not follow any of the other stated guidelines for "legal questions". (G-5)
- (d) The quizmaster has added extra pertinent information in rereading a prejumped question that has been missed.

(130) No points are placed in jeopardy with an appeal of the question if it is raised prior to any ruling on the first answer. However, after an announced ruling of an answer, an appeal of the question carries with it a 20-point penalty if it is overruled.

J-3: Appeal of the Answer

(131) An appeal of the answer is any objection legally raised (J-1) concerning the correctness of a quizzers' answer, regardless of whether the question was a prejump completion or was finished by the quizmaster, or whether it had been ruled "correct" by the quizmaster.

(132) An appeal of the answer must be accepted only when it can be demonstrated that according to the rules given in H-2, H-3, H-4, and I-2, the quizmaster should have ruled differently on the quizzers' answer.

(133) Any appeal of an answer carries with it a 20-point penalty if overruled.

J-4: Appeal of the Completion of the Question

(134) An appeal of a prejump completion is any objection legally raised (J-1) concerning the acceptability of a quizzers' completion to a prejump question. An appeal of the prejump completion always carries a 20-point penalty if overruled.

(134A) There is no appeal allowed on the ruling of the completion of a question under I-3 (117C)--although the answer to a question accepted under 117C can be appealed.

J-5: Appeal of the Procedure

(135) An appeal of a procedure is any objection legally raised (J-1) concerning a rule violation which places the proper awarding of points in jeopardy, so long as the rule violation does not pertain to the **question, answer, or prejump completion** (which makes it an appeal of the question, answer, or prejump, respectively), but rather concerns some other rule or procedure which governs the fair awarding of points.

(136) An appeal of procedure **may not** be raised if the fair awarding of points is not in question.

(137) The challenging coach or quizzers must have a copy of the rules present to make a procedural appeal, and shall have access to them while the appeal is in progress. When possible, the specific rule infraction should be pointed out by the person appealing. The opposing captain or coach does not need a copy of the rules to make a rebuttal, but should be as specific as possible and may use the rules if he so desires. If the appeal is accepted, the quizmaster must take whatever action is necessary to ensure the proper awarding of points according to the rules. This may mean reading another question, giving points to another quizzers, calling a prejump, etc.

K SPECIAL RULES FOR INDIVIDUAL COMPETITION

(138) **Eligibility** - Quizzers in grades 6-9 quiz in Young Teen Individual Competition, and those in grades 10-12 quiz in Senior Teen Individual Competition. Ninth graders may choose to quiz in Senior Teen Individual Competition.

(139) Individual Competition quizzes will be fifteen questions in length in preliminary rounds, and twenty questions for the finals. Conference and regional tournaments may use 15 questions for the final round of individuals to speed up the quiz day. The tournament director should make this decision and announce it before individual competition begins. Procedures for advancing quizzers into the final round and how ties will be broken should also be announced.

(140) Winners will be determined first by the order in which quizzers quiz-out (H-5) and then by the highest point totals (for quizzers who have not quizzed-out). Ties after the final question will be decided in regular overtime (C-9), or by an alternate method announced prior to the competition.

(141) Jumps after the third introductory word “question” and before the first word of the question are not considered “forfeit jumps” in Individual Competition (though other types of forfeit jumps still will be judged - see F-4). Rather, any jump after the third introductory word “question” on up until the final word of the question will be considered a prejump.

(142) If a prejumped question is not correctly completed, the next three remaining quizzers who have also jumped will be given a chance to “play” by attempting to complete the question, or to “pass” on a completion attempt. The quizmaster is encouraged to reread the question up to the place of the previous prejump, and then ask if the next quizzer wants to pass or play. Quizzers must either sit down or say the word “pass” or nothing at all in a 20-second period in order to pass. Their 20-second prejump completion time begins when they are asked if they want to “pass or play.” If none of the four quizzers provides a correct completion the entire question will be reread for everyone except those who incorrectly completed the question. Any missed completions are subject to a prejump penalty. If a prejumped question is completed correctly, but an incorrect **answer** is given, the question will not be reread; rather, the quizzers still standing will be allowed to answer the prejumped question in order of the jump until a correct answer is given or no quizzers are left standing.

(142A) If a quizzer's completion is accepted under 117C, but then the quizzer gives an incorrect answer, the quizmaster shall reread the question to where it was prejumped previously before asking the next quizzer to pass or play. A response like “same as his” is not acceptable. The quizzer must complete the question--though that quizzer could say the exact same words as the previous quizzer.

(143) After a quizzer in Individual Competition misses three prejump completions, the quizzer shall be assessed a 10-point penalty for every missed completion thereafter or missed answer following their own prejump completion. In order to quiz-out, a quizzer must have a score of at least 100 points. If an overtime is needed to break a tie and one of the quizzers reaches 100 points before the 3 questions are asked, that quizzer is the winner of the tie-breaker.

(144) During Individual Competition, only participating quizzers are allowed to appeal. These appeals must take place privately, with a chance for rebuttal. A 20-point penalty will be individually deducted if the appeal is of the type that places points in jeopardy and is overruled. Individual quizzers will be allowed one time-out each in the individual round.

L SPECIAL RULES FOR THE HANDICAPPED

L-1: Jumping

(145) A quizzer may be considered “handicapped” for purposes of the tournament if he is approved for this status by the tournament coordinator. If his handicap is such that normal jumping is either difficult or impossible, the quizzer may be allowed to compete with hand-held equipment, by activating the chair switch with the hand, or by any other mechanism so approved.

L-2: Time Limit

(146) If a quizzer’s handicap significantly slows the rate of speech, he may qualify for a 30-second time limit in place of any 20-second time limit if approved for this by the tournament coordinator.

L-3: Rulings

(147) If the quizzer’s handicap is such that speech is hard to understand or articulation difficult, quizmasters may be more lenient in judgments of word clarity or allow more time for answering. The correct answer, however, must still be given in order for the quizzer to qualify for points. Rereading consideration (with no loss of answer time) might be provided for those with special conditions like ADD. Any handicap that affects ability to quiz should be taken into consideration. Special needs like these should be brought to the tournament director for consideration.

M SAMPLE MATERIALS FOR DUPLICATION

Instructions for Quizzing Scoresheet

Keeping score for a Bible quiz provides a way to be helpful in a quiz tournament. By following these simple instructions you can keep "perfect" score in no time. The actual scoring is quite simple, once you get the hang of it.

1. Use a ballpoint pen and press hard when you write. Before the quiz starts, fill in all blanks at the top of the sheet. Write each quizzers' name in the rectangles numbered 1-6. (Note there is space for 2 teams.) Use the quizzers' first and last names or at least an initial.
2. Each correctly answered question is worth 20 points. Mark a 20 in the column of the quizzers who answered, then add twenty to that team's running score and mark it in the middle column (see #4).
3. The small box inside each of the individual scoring boxes is used for two similar functions:
 - (a) Where there is a prejump, mark the box with an X in the appropriate quizzers' column. If he or she proceeds to answer correctly, 20 points are given. If, on the other hand, the quizzers cannot complete the question correctly, or answers incorrectly, the small box should be darkened in. This is important especially in Individual Competition when penalties are made against the quizzers who accumulates too many.
 - (b) Use the box to record jumping order. If there is no prejump, the scorekeeper should place a 1 in the small box of the first quizzers up, a 2 in the box of the second, all the way to the fourth. This can be easily determined by the electronic quiz box. (Ask the Quizmaster if you need assistance reading the box.)
4. The center columns are used for the running score. When a quizzers scores, a 20 is placed in his personal column, and the running score is adjusted accordingly. Mark these columns promptly, as the Quizmaster may ask you for the official score at any time.
5. An important feature of the quiz scoresheet gives the statistician the ability to calculate a weighted average for each quizzers. These are the boxes at the bottom of the scoresheet under the caption "No. of Questions 'In' Per Quizzers" (#6b). When a quizzers is substituted out of or into a quiz, draw a dark line on the line directly beneath the box of the question that was just completed (in the column of that quizzers). At the end of that quiz, you can quickly determine the number of questions a quizzers was "in."
6. At the end of the quiz:
 - (a) Total all columns, including the final score.
 - (b) Put the number of questions that each quizzers was "in" the match in the appropriate boxes. (For most quizzers this number will be 15, but if they quizzed out or were substituted in or out, this number will be less.)
 - (c) Have a representative from each team initial the scoresheet next to the team name.
 - (d) Give the scoresheet to the Quizmaster to be checked, initialed, and distributed. In the case of triplicates, the top page is to be turned in to tournament officials, and the bottom two sheets can be given to coaches.