

# Bible Quiz Rule Book

2009-2010

Produced by **national youth ministries**.

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# INTRODUCTION

## Statement of Purpose

The purpose of the Assemblies of God Bible Quiz ministry is to:

1. Encourage by systematic memorization and study an in-depth understanding of God's Word among young people, which leads to daily application of the Word.
2. Provide an opportunity for discipling youth so that they will reflect the Spirit of Christ in attitude, word, and action.
3. Cultivate through competition a proper attitude toward winning and losing.
4. Provide, through travel and competition, opportunities to expand Christian friendship.

## Purpose and Use of the Bible Quiz Rule Book

The information contained in this book serves as the official guide for all Bible Quiz participants, coaches, Officials, and coordinators at all levels of official play. The rules found in this book are the final authority over all official Assemblies of God competitions. While this book attempts to offer rules, regulations, and examples on a variety of Bible Quiz topics, it neither covers every situation nor answers every question.

The following information is offered as assistance in using the *Bible Quiz Rule Book*:

1. Lists of numbered rules are not a list of options to choose from unless the rule specifically indicates this is the case.
2. Numbered or lettered rules are not a specified hierarchy (*e.g., rule #1 is not more important than rule #5 and "a" is not more important than "b"*). In some cases there is a chronological order that must be followed to the conclusion of that rule(s).
3. In many situations, a number of rules must be considered together in order to make a just ruling.
4. Except where specifically defined, any reference to a quizzer buzzing in, answering, or being at the quiz table, etc., refers to an active quizzer.
5. Examples are not all-inclusive but are meant to cover the vast majority of situations and give guidance regarding proper use of the rules.
6. The glossary contains definitions for many items found within the rule book. Definitions in the glossary are fully enforceable rules and have been moved out of the main body of the text to enhance the overall flow of the rule book.
7. The index contains locations for many items in the *Bible Quiz Rule Book*. The index does not cover every word or topic, but is offered as a tool to assist in locating important information in the rules.

# Chapter One

## OFFICIALS

### Quizmaster

#### General Duties

1. Supervise the quiz room, read the questions and serve as a Judge.
2. Meet with the other Judges (maximum of two) before each match to examine the questions for inaccuracies and check the point values. If the Quizmaster and/or Judges find an error on the official question set, the following rules apply:
  - a. If an Introductory Remark is inaccurate they may correct the Introductory Remark.
  - b. If a spelling or reference error is found in the Introductory Remark or the question itself, it may be corrected.
  - c. If the question itself needs to be rewritten or reworded it must not be corrected. In this case, a substitute question must be used.
  - d. If there is an error in a point value of a question, a substitute question with the correct value must be used.
3. Appoint either an Official or himself to identify the quizzer who buzzes in by light color and position. (e.g., “Green Two.”)
4. Call an “official time-out” to handle special situations which are not generally part of the match (e.g., *official score sheet error, illness, etc.*) and determine if he will allow teams to communicate verbally.
5. Declare a one-minute time-out for both teams when a tie exists at the end of a match.

#### Opening the Match

1. Confirm that the correct teams are present.
2. Have the quizzers test their quiz pads and introduce themselves.
3. Identify coaches and the captain on each team.
4. Introduce Officials and inactive quizzers if time permits.
5. Have prayer before the match begins.
6. Call the match “officially open.”

### Quizmaster and Judges

#### Duties During the Match

1. The Quizmaster will read each question in its entirety unless it is interrupted (including reread, substitute and overtime questions) and will begin each question with “Question.” (not written on the page) “Question number \_\_\_ for \_\_\_ points.” Overtime questions will be renumbered beginning with the number one.  
*Note:* It is important for the Quizmaster to read loudly and clearly and be consistent in his reading style. The Quizmaster should be aware that reading the question without pausing for punctuation benefits the quizzers.
2. The Judges will listen carefully to the reading of the question and should immediately call “misread” if the Quizmaster misreads the question.

3. If the Quizmaster misreads a question but catches his mistake and stops, or if a Judge calls “misread,” the Quizmaster will consult with the Judges to determine if the key words of the question have been read.
  - a. If the key words have not been read, the question will be reread and the question may be interrupted.
  - b. If the key words have been read, the question will be voided and a substitute question will be read. If the question was being read to only one team, then the question will not be voided, but will be reread again.
4. The Quizmaster will proceed to the next question if a quizzer does not buzz in within five seconds following the conclusion of the reading of the question.
5. The Quizmaster will follow the procedures below for all questions except Quotation Completion Questions or Essence Completion Questions:
  - a. If a quizzer buzzes in before the first sound of the last word of the question, the Quizmaster will immediately stop reading the question, even if it takes place in the middle of the word, and call “Interruption.”
  - b. If a quizzer buzzes in on or after the first sound of the last word of the question, the Quizmaster will complete that word and not call “Interruption.” (Hyphenated words are considered one word, including numbers pronounced as a hyphenated word, such as twenty-seven.)

*Note:* Because Quizmasters instinctively stop when a quizzer buzzes in, it is permissible, on the last word of the question only for the Quizmaster to repeat the last word if he has stopped or attempted to stop before completing that word.
6. The Quizmaster will follow the procedures below for Quotation Completion Questions or Essence Completion Questions:
  - a. If a quizzer buzzes in before the first sound of the actual Scripture following the word “quote” in the question, the Quizmaster will immediately stop reading the question, even if it takes place in the middle of the word, and call “Interruption.”
  - b. If a quizzer buzzes in on or after the first sound of the actual Scripture following the word “quote” in the question, the question is not considered interrupted. However, the Quizmaster will immediately stop reading the question, even if it takes place in the middle of a word. He will not call “Interruption.”
  - c. If a quizzer buzzes in on or after the first sound of the final word of the Scripture in the question, the Quizmaster will finish that word.
7. If a quizzer buzzes in during the opening remarks of the question (see glossary for the definition of opening remarks):
  - a. A foul will be assessed at that time.
  - b. The question will be reread for the same team(s) and interruption of the question is permitted.
8. If a quizzer who buzzes in begins to respond prior to being identified:
  - a. The quizzer should immediately be stopped by the Quizmaster or a Judge.
  - b. Any information given before the quizzer is identified, whether correct or incorrect must be disregarded.
  - c. The quizzer will be properly identified and the time reset for thirty seconds.
  - d. A foul should be assessed after the answer is ruled correct or incorrect.
9. If a quizzer who did not buzz in and was not identified begins to respond:
  - a. The quizzer should immediately be stopped by the Quizmaster or a Judge. A foul will be assessed at that time; and

- b. If the quizzer was on the same team as the quizzer who buzzed in, the answer will be counted as incorrect for the quizzer who committed the foul with no confer allowed.
  - c. The question, whether interrupted or not, will then be reread to the team which did not commit the foul, unless it was being read to only one team.
10. If a quizzer who buzzes in receives help from a member on his team:
    - a. The answer will be counted as incorrect for the quizzer who buzzed in.
    - b. At that time, a foul will be assessed to the person who committed the foul.
    - c. The question, whether interrupted or not, will then be reread to the opposing team, unless it was being read to only one team.
  11. If an Official identifies a quizzer who did not buzz in:
    - a. The Quizmaster or a Judge should immediately identify the quizzer who did buzz in and the time will be reset for thirty seconds.
    - b. No foul will be assessed to the incorrectly identified quizzer if he begins to answer, however, the question will have to be voided in this case. The substitute question will be read to the team who buzzed in.
    - c. No foul will be assessed to the quizzer who originally buzzed in if he begins to answer before being identified. The rule on page 7, #8 under “Quizmasters and Judges – Duties During the Match” will not be applied in this case.
  12. If the Quizmaster fails to call “Interruption,” a Judge should do so before the quizzer who buzzed in has been identified.
  13. The Quizmaster and Judges will listen carefully to the question completion (if interrupted) and answer, noting differences from the official question set. The Quizmaster and Judges should base their decision on the rules and on the requirements of the question. They should use the question writer’s notes and underlining of answers only as supplemental information to help determine the correctness of the answer.
  14. The Quizmaster should call an obviously correct answer “correct” and an obviously incorrect answer “incorrect” and will award or deduct the appropriate points. However, unless the Quizmaster is 100% certain that the completion of a question and/or answer is correct or incorrect, it should never be called “correct” or “incorrect” before the calling of “time.”
  15. If a Judge believes a Quizmaster erred in his decision, the Judge should quietly ask for a Judge’s ruling. The normal voting procedure will then take place (see rule #17 in this chapter.)
  16. The Quizmaster and Judges will not check a Scripture Portion prior to calling an answer correct or incorrect unless there is a need to verify one of the following:
    - a. The answer on the official question set (*e.g., possible typographical errors, etc.*).
    - b. Where the three-verse context of a Scripture Text Question begins/ends.
    - c. Where a verse(s) begins/ends.
    - d. Wording used in the completion of an interrupted question.

**Note:** The Quizmaster and Judges will not check an alternate answer given by a quizzer until presented in a Contest.
  17. If the Quizmaster requests that the Judges assist with a ruling, they will immediately vote without discussion.
    - a. This vote is based on:
      - 1) The completion of the question (if interrupted).
      - 2) The answer given by the quizzer.
      - 3) The answer on the official question set.
      - 4) The rules and on the requirements of the question.

- b. Votes are cast with a coin; heads for correct, or tails for incorrect. The majority vote will stand as the ruling. The Quizmaster will announce the result of the vote.
  - c. When only a Quizmaster and one Judge are present in a room and there is a split vote, the Quizmaster and Judge may discuss their vote and then vote again. The final decision is made by the Quizmaster.
18. The Quizmaster will reread to the opposing team an interrupted question that has been ruled incorrect, unless the question was being read to only one team.
  19. The Quizmaster will pause between questions to give teams the opportunity to request a Confer, Contest, or time-out before moving on to the next question. Before granting a time-out, the Quizmaster should ask both teams if they would like to Confer and/or Contest.
  20. Following a Confer by quizzers from opposing teams, the Quizmaster should:
    - a. Ask the team who responded to the question first if they would like to Contest.
    - b. Following either a Contest or a decline to Contest by that team, ask the opposing team if they would like to Contest.
  21. The Quizmaster and Judges will follow the “Quizmaster and Judge's Contesting Procedures” in chapter four if a Contest is initiated.
  22. The Quizmaster and Judges will observe both teams to ensure that only proper communication is taking place, determining if a foul is appropriate.
  23. Fouls should be called by the Quizmaster and/or Judges as close as possible to the infraction of the rule, but in such a way as to not hinder the proper flow of the match. The Quizmaster and Judges must not assess a foul while the quizzer is answering a question, or when a team is preparing or presenting a Contest or Response. A foul should be assessed at the conclusion of either situation.
  24. The Quizmaster and Judges will not keep a running score unless a Scorekeeper is unavailable. It is suggested that the Quizmaster and Judges not look at the official score during the match if a Scorekeeper is available.

## Closing the Match

At the conclusion of the match the Quizmaster will:

1. Ask both teams if they would like to Contest.
2. Declare the match “officially closed.”
3. Reopen the match if it is tied and follow the procedures for overtime in chapter two.
4. Announce the following items from the official score sheet in a similar fashion as below.
  - a. “The individual second high scorer with \_\_\_\_\_ points is (quizzer’s name).”
  - b. “The individual high scorer with \_\_\_\_\_ points is (quizzer’s name).”
  - c. All other positive individual points should be announced.
  - d. “The final score is (second place team) with \_\_\_\_\_ points, and (first place team) with \_\_\_\_\_ points.”
5. Correct any discrepancies teams have with the score. This must be done before either team leaves the room.
6. Ensure that the score sheet is delivered to the statistics room.

## Scorekeeper

1. Record the time the match begins and ends, the question set number, round number, and level of competition.
2. Circle the question number of each interrupted question.

3. Keep an accurate running score, which includes:
  - a. Adding the full point value of the question for each correct answer to the individual and team score.
  - b. Deducting half the point value of the question for each incorrect answer from the individual and team score. Incorrect points should be circled in the individual scoring block.
  - c. Adding twenty bonus points to the individual and team score for each quizzer who answers five questions correctly.
  - d. Deducting five points for each team or quizzer foul. A quizzer foul will be deducted from the score of the individual who received the foul and from the total team score.
4. Keep an accurate record of team and quizzer fouls. Fouls should be denoted by placing an “F” in the appropriate scoring block and may also be circled.
5. Keep an accurate record of time-outs and notify the Quizmaster if a team requests a fourth or additional team time-out.
6. Keep an accurate record of Contests and notify the Quizmaster if a team has accumulated a third or additional unsuccessful Contest. Unsuccessful Contests are denoted by drawing a slash through the “Contest” mark on the score sheet.
7. Immediately notify the Quizmaster if any quizzer has:
  - a. Answered five questions correctly.
  - b. Answered three questions incorrectly.
  - c. Received three fouls.
8. At the conclusion of the match:
  - a. Calculate all individual and team scores, including any bonus points and/or fouls.
  - b. Give the score sheet to the Quizmaster.
9. Disclose the official score during the match only when requested to do so by the Quizmaster.

## **Timekeeper**

1. Give the quizzers five seconds to buzz in after the Quizmaster finishes reading the question.
2. Give the quizzer who buzzes in thirty seconds to answer after:
  - a. The quizzer has been identified by an Official, not when the quizzer buzzes in.
  - b. The head coach has designated which quizzer will answer in the case of a tie between two quizzers on the same team.
3. Give a quizzer thirty seconds to Confer. Time begins after the Quizmaster grants the Confer.
4. Give a team initiating a Contest three minutes to prepare and present their Contest. Time begins after the Quizmaster grants the Contest.
5. Upon completion of the initial Contest, give the opposing team one-minute for their Response. Time begins after the Quizmaster recognizes the Responding team.
6. Give thirty seconds for a time-out. Time begins after the Quizmaster grants the time-out.
7. Give a one-minute time-out when it has been declared by the Quizmaster at the beginning of overtime.
8. Call “time” loudly when time is up.
9. All of the Timekeeper’s decisions are matters of judgment and cannot be Contested.
10. It is acceptable for the official time to be kept by a countdown timer built into the quiz equipment or by a stand-alone countdown timer. The sound made by the equipment may be used to replace the calling of “time” by the Timekeeper. In such cases where a Quizmaster or Judge is capable of operating a countdown timer, an official Timekeeper is not required.

## Chapter Two

# THE MATCH

### Team Arrangement, Restrictions, and Privileges

1. Teams must comply with the schedule set by the coordinator or risk forfeiting the effected matches.
2. If a person is designated as head coach, assistant coach, and/or a quizzzer is designated as captain, he must remain so for the entirety of a single match.
3. At the beginning of each match a quizzzer is either active (at the table and ready to answer questions) or inactive (not at the table).
4. One to three active quizzzers who are eligible to answer questions may be at the quiz table. Coaches and inactive quizzzers should be seated behind active quizzzers.
5. Both teams have the option to replace active quizzzers during a time-out. The head coach should announce that a new active quizzzer has entered the match. The quizzzer should test his quiz pad and give his name.
6. If the captain quizzes out or fouls out:
  - a. He may be replaced by an eligible quizzzer and may remain at the table.
  - b. He is subject to the same restrictions and privileges of active quizzzers while at the table. The captain should be seated at the end of the table, and must not be in contact with a quiz pad after the calling of “Question” and during the reading of the question.
  - c. The coach may choose to have the captain leave the table and be seated behind the active quizzzers. In this case, the captain becomes an inactive quizzzer.
  - d. During a time-out the captain may be moved to the table or behind the active quizzzers.
7. If a quizzzer has quizzed out or fouled out, the head coach may replace that quizzzer with an inactive quizzzer who is eligible to answer questions without using a time-out.
8. Communication during a match is restricted as follows, and violation of these rules will result in a foul:
  - a. Verbal communication is not allowed during the match except as permitted under the rules for Conferring, Contesting, Responding, and time-outs.
  - b. All inactive quizzzers and coaches may communicate non-verbally at any time among themselves, as long as they do not hinder the match.
  - c. No form of communication is allowed between active quizzzers, or between active quizzzers and other team members except as permitted under rules for Conferring, Contesting, Responding, and time-outs.
  - d. No form of communication is allowed between team members and audience members until the match is officially closed.
9. Active quizzzers are permitted closed official Scripture Portions on the table and may open them during Conferring, Contesting, Responding and time-outs. Bibles, binders, notebooks, or any other hard copy material is not permitted on the table or within the Scripture Portion except during Contesting, Responding and time-outs.
10. Inactive quizzzers and coaches are permitted full use of Scripture Portions, Bibles, and Bible Quiz related materials.

## **Use of Electronic Equipment**

1. Electronic quiz equipment must be used for all matches. The following rules apply:
  - a. Each eligible quizzier at the table will have a quiz pad.
  - b. Quizzers must activate the pad (“buzz in”) with either their hand(s) or arm(s).
2. Audio and video equipment may be used to tape a match for later use but must first be cleared with the Quizmaster and the head coach of both teams. For District and Regional matches, permission to use this equipment must also be obtained from the national Bible Quiz coordinator.
3. During the match, audio and video materials are not permitted to be viewed or listened to by the teams or the Officials.
4. Other electronic devices (such as Laptop Computers, PDAs, etc.) may be used to record the score and other Bible Quiz related data as long as they do not create a hindrance, as determined by the Quizmaster and Judges.

## **Scoring, Quiz Outs, and Foul Outs**

1. Each match consists of twenty questions. The question writer will determine the order of the point values below within each question set. Each question set will contain:
  - a. Eight 10 point questions.
  - b. Nine 20 point questions.
  - c. Three 30 point questions.
2. An active quizzier who correctly answers a question will be awarded the full point value of the question. After answering five questions correctly, a quizzier has “quizzed out forward,” and will be awarded twenty bonus points. At this time the quizzier must leave the table and should be seated behind the active quizziers. See captain rules in this chapter for the exception.
3. An active quizzier who incorrectly answers a question will lose half of the point value of the question. After answering three questions incorrectly, a quizzier has “quizzed out backward.” At this time the quizzier must leave the table and should be seated behind the active quizziers. See captain rules in this chapter for the exception.
4. An active quizzier who receives a foul will lose five points. After receiving three fouls, a quizzier has “fouled out.” At this time the quizzier must leave the table and should be seated behind the active quizziers. See captain rules in this chapter for the exception.
5. A team will lose five points for each foul caused by someone other than an active quizzier.

## **Question Reading, Interrupting, and Answering**

1. Immediately after “Question” has been called, and during the reading of the question, all active quizzers’ hands must be above the table, with palms down. The hands must be in contact with the table, pad (except for the captain who has quizzed out or fouled out), or other hand.
2. Should the Quizmaster misread the question, the rules in chapter one, “Duties During the Match,” will be followed.
3. Quizzers have five seconds to buzz in after the Quizmaster finishes reading the question.

4. After the quizzer who buzzes in is identified, he has thirty seconds to complete the question (if interrupted) and give the answer.
5. A question is interrupted:
  - a. When the quizzer buzzes in before the first sound of the last word of the question except for Quotation Completion Questions or Essence Completion Questions.
  - b. When the quizzer buzzes in before the first sound of the actual Scripture following the word “quote” in the question for Quotation Completion Questions or Essence Completion Questions.
6. If a question is interrupted, the Quizmaster will immediately stop reading and call “Interruption.”
7. If a quizzer buzzes in on or after the first sound of the last word of the question or the last word of the Scripture in a Scripture Text Question, Quotation Completion Question or Essence Completion Question, the Quizmaster will finish that word.
8. If a quizzer buzzes in on or after the first sound of the actual Scripture in a Quotation Completion Question or Essence Completion Question, but before the last word of the Scripture, the Quizmaster will immediately stop reading. “Interruption” will not be called.
9. A quizzer should not buzz in during the opening remarks of the question. (See Glossary for the definition of opening remarks)
10. A quizzer who buzzes in should not begin to answer before being identified and any information given before being identified, whether correct or incorrect, will be disregarded.
11. If the Quizmaster or a Judge fails to call “Interruption” before the quizzer who buzzed in is identified, the quizzer does not have to complete the question.
  - a. If the answer is ruled incorrect, either team may call “Point of Order” before the reading of the next question to determine if the question was interrupted.
  - b. The Quizmaster and Judges will consult. If they agree that the question was interrupted, the question will be reread to the opposing team.
12. An interrupted question that has been ruled incorrect will be reread to the opposing team unless the question was being read to only one team. This will occur before any Confer, Contest or time-out is granted unless the interrupted question was initially ruled correct and later ruled incorrect due to a Contest.
13. If the Quizmaster fails to reread an interrupted question and proceeds to the next question, either team may call a “Point of Order” between the conclusion of that question/answer and the calling of the next question. The question must then be reread to the offended team.
14. When the electronic quiz equipment indicates a tie between quizzers on the same team, the head coach of that team will choose which quizzer will answer.
15. When the electronic quiz equipment indicates a tie between quizzers on opposing teams, the question will be voided and a substitute question will be read for both teams.

## **Conferring**

1. A quizzer whose answer is ruled incorrect may Confer with his other active quizzers (including the captain even if he has quizzed out or fouled out and is at the table) and Scripture Portion, following any necessary rereading of the question, if he requests permission to Confer.
2. When an interrupted question has been initially ruled correct and is later ruled incorrect due to a Contest, the quizzer ruled incorrect may Confer after the Quizmaster reads the question

for both teams to listen to only and before the substitute question is read to the opposing team, if he requests permission to Confer.

3. If two quizzers from opposing teams are both ruled incorrect, both may Confer at the same time if both request permission to Confer.

## **Time-Outs**

1. Each team may request three team time-outs during a match. Time-outs will be thirty seconds each.
2. All members of both teams are allowed to verbally communicate during a time-out.
3. A time-out may only be requested by the head coach or an active quizzer between the conclusion of a question and before the next question is called.
4. A request for a time-out will not be granted until all Conferring and Contesting has been completed.
5. A request for an additional time-out will not be granted for a team who has already used their three time-outs during a match.
6. If a tie exists at the end of a match, the Quizmaster will reopen the match and declare a one-minute time-out for both teams. Remaining team time-outs may not be used in overtime.

## **Fouls**

Each foul will result in a loss of five points. An assessed foul remains, even if the question on which it occurred is later voided or ruled invalid. The exception is a foul assessed during the rereading of an interrupted question originally ruled incorrect on which the Quizmaster and Judges later reverse their decision.

### **Individual Quizzer Fouls**

1. An active quizzer does not have his hands above the table, with palms down and in contact with the table, pad, or other hand immediately after “Question” is called and during the reading of the question.
2. A captain who has quizzed out or fouled out is in contact with a quiz pad after “Question” is called and/or during the reading of the question.
3. An active quizzer improperly communicates. If two or more quizzers are communicating, each will be assessed a foul.
4. A quizzer buzzes in during the opening remarks of the question.
5. A quizzer begins to answer before being identified.
6. A quizzer begins to answer when another quizzer was identified. If the Officials identify a quizzer who did not buzz in and the quizzer who actually buzzed in attempts to answer (not realizing the error of the Officials), no foul should be assessed.
7. An active quizzer gives help to a member of his team who has buzzed in.
8. An active quizzer continues verbal communication after the presentation of his team’s Contest or Response has begun or “time” is called.
9. An active quizzer continues non-verbal communication after the presentation of his team’s Contest or Response has concluded or “time” is called.
10. An active quizzer has:

- a. An open Scripture Portion at the table other than during Conferring, Contesting, Responding or time-outs.
  - b. A Bible, binder, notebook or any other hard copy material at the table or within the Scripture Portion except during Contesting, Responding or time-outs.
11. The Quizmaster and Judges determine by a majority vote that flagrant hand or body movement by an active quizzer was an attempt to distract the opposing team, draw the opposing team into responding, or signal his teammates.
  12. The Quizmaster and Judges determine by a majority vote that an un-Christlike or unsportsmanlike attitude was expressed by an active quizzer. This may include, but is not limited to, inappropriate actions or comments related to winning, losing, or answering correctly/incorrectly.

## **Team Fouls**

1. A team initiates a third or additional unsuccessful Contest.
2. A team Contests with the intent of solely using it as a time-out.
3. A team requests an additional time-out after their three team time-outs have been used.
4. An inactive quizzer or assistant coach requests a time-out or Contest.
5. An inactive quizzer or coach improperly communicates.
6. An inactive quizzer or a coach gives help to an active quizzer on his team.
7. A head coach initiates a Contest. Exception: In Novice competition, a head coach may initiate a Contest without receiving a foul, provided the team has at least one time-out left.
8. A coach or inactive quizzer continues verbal communication after the presentation of their team's Contest or Response has begun or "time" has been called.
9. The presenter of the Contest or Response does not stop at the calling of "time."
10. The Quizmaster and Judges determine by a majority vote that an un-Christlike or unsportsmanlike attitude was expressed by an inactive quizzer or coach. This may include, but is not limited to, inappropriate actions or comments related to winning, losing, or answering correctly/incorrectly.

## **Conclusion of the Match**

1. When the match has been "officially closed," both teams may communicate quietly until the score is read, or until the match is reopened in the event of a tie.
2. No further Contesting is allowed on any issue after the match has been declared closed.
3. While the official score is being announced, teams should check for discrepancies and notify the Quizmaster if any are found. If a head coach fails to challenge the score during this time, he cannot do so later.

## **Overtime**

1. In the event of a tie after the twentieth question, the match will go into sudden death overtime. The Quizmaster will announce that the match is "officially open" and then declare a one-minute time-out for both teams.
2. Following the time-out, one ten point overtime question will be read to break the tie.
3. The overtime question will be taken from the unused ten point substitute questions from the current or previous question sets.

4. If there is still a tie after the first overtime question, as many ten point substitute questions will be read as are necessary to break the tie.
5. An interrupted overtime question that has been answered incorrectly must be reread to the opposing team.
6. Once overtime has been declared, any foul occurring before or during the reading of any overtime question is considered part of the overtime question and the overtime question is still read.

## Chapter Three

# ANSWERS

### What Makes an Answer Correct

1. The answer contains the basic information required as the answer to the official question. (See chapter five for basic information required for questions and answers.)
2. The first answer given completely contains the information required, even though additional irrelevant (but not incorrect) information is given during the answer, or incorrect information is given after the required answer has been completed.
3. Mispronunciations (especially proper names of individuals and geographical locations) are still recognizable as the information required.
4. A Give a Complete Answer or the answer to an Essence Question or Essence Completion Question contains all of the phrases, clauses and/or key words required, though not necessarily in the exact words of the Scripture. The answer does not have to be quoted.
5. The answers are given in any order when the question does not require a certain order.
6. A quizzer, in answering a question requiring multiple references:
  - a. Makes it completely clear which book and/or chapter he is answering from.
  - b. May list multiple references from a given book after identifying the book once.
  - c. May list multiple references from a given chapter after identifying the chapter once.
  - d. Does not have to give the book during a single book season or during a multiple book season when the chapter identification can only come from one of the books.
7. A quizzer gives the answer in his own words as long as the words he chooses mean the same thing.

### **Quotation Questions and Quotation Completion Questions**

1. The answer to a Quotation Question or Quotation Completion Question is perfectly quoted (see Glossary for the definition of a perfect quotation). Once the answer is correctly quoted, any additional information will not be incorrect.
2. In answering a Quotation Completion Question:
  - a. The quizzer perfectly quotes the remainder of the Scripture, from the point where the Quizmaster stopped reading to the end of the answer required by the official question.
  - b. The quizzer may also choose to quote any or all of the portion of the Scripture read by the Quizmaster but must also quote this portion perfectly.
3. In a Quotation Question requiring more than one verse, the quizzer quotes each verse as a whole in any order unless the question requires a certain order.
4. It is acceptable for quizzers to give a chapter and/or verse number before quoting a verse even when it is not required by the question; however, it must be given accurately.

### **Chapter Analysis Questions**

1. All of the phrases, clauses, and/or key words are given when a question, exclamation, parenthetical statement, or Old Testament Scripture is required as an answer.
2. In the case where a question, exclamation, or Old Testament Scripture is set apart in the middle of a sentence by quotation marks, the quizzer gives only the appropriate answer found within the quotation marks.

3. A quizzer gives only the specifically marked material when answering a question requiring questions (?), exclamations (!), parenthetical statements ( ), and/or Old Testament Scriptures.
4. A quizzer must not be ruled incorrect if they include the title of an individual or geographical location in their answer as long as the title is correct (*e.g., King David, City of Bethlehem, etc.*).

## **Interrupted Questions**

1. The completion of an interrupted question is correct when it:
  - a. Requires the same answer as the official question; and
  - b. Does not contain incorrect information; and
  - c. Agrees with the Introductory Remarks of the official question; and
  - d. Asks the same basic question, containing at least the essential parts of the question, though not necessarily in the same words as the official question. The following “same basic question” completions are acceptable as long as the completion complies with the rules for interrupted questions:
    - 1) A quizzer uses phrasing from the Scripture to complete an interrupted question instead of the unique phrasing which may have been used by the question writer.
    - 2) A quizzer uses his own words to complete an interrupted question rather than using the phrasing from the Scripture or the unique phrasing of the question writer.
    - 3) A quizzer replaces a noun used to identify a person, place or thing with a pronoun or a pronoun with the correct person, place or thing and it is clear from either the question or Scripture context to whom or what it refers (a pronoun’s action or description could be enough to make it clear). If the Scripture required as the answer only contains the pronoun, the quizzer does not have to identify the person, place or thing.
2. If a quizzer interrupts a Quotation Completion Question or an Essence Completion Question before the word “quote” the quizzer must finish the question up to the word “quote” but does not have to include the word “quote.” If a quizzer interrupts on the word “quote” the quizzer only needs to quote or give in essence the Scripture completion.
3. If a quizzer interrupts a Quotation Question the quizzer does not have to use the word “quote” to complete the question. (The words “give,” “say,” etc . . . could be used to adequately complete the question correctly.)
4. When completing an interrupted Scripture Text Question, the quizzer does not have to say the word “quote” and only needs to give the Scripture in essence to finish the question.
5. If a quizzer interrupts a question before or in the middle of a section title found in the question itself, the quizzer only needs to give the section title in essence.

## **What Makes an Answer Incorrect**

1. The answer fails to comply with the rules for “What Makes an Answer Correct.”
2. The answer was not accurately completed before “time” ends. (“Time” ends at the first sound of the calling of “time” or the initial sound made by the timer on the quiz equipment.) The Quizmaster and Judges must disregard any part of an answer given when “time” ends even if it occurs in the middle of a word.
3. Incorrect information is given before the answer is completed.
4. In a Give a Complete Answer, Essence Question or Essence Completion Question obvious information from another verse is given before the completion of the required answer. **Note:**

This information must be significantly different in order to distinguish it from the correct verse and/or contain clearly incorrect information that would not mean the same thing as the correct verse contains.

5. An answer to a Scripture Text Question is given from outside the three-verse context or from outside of the extended context required by the Introductory Remarks or the question itself.
6. A quizzer fails to speak loudly or clearly enough for the Quizmaster and Judges to hear.
7. In answering the question, the quizzer incorrectly pairs the parts of the question with his answers. (e.g., “Who planted, who watered and who made it grow?” can be answered “Paul, Apollos and God” in any order. However, if the quizzer answered, “Paul made it grow, Apollos planted, and God watered” he has incorrectly paired the parts of the question with the answers, and would be incorrect.)
8. A quizzer who did not buzz in and was not identified begins to answer, and he is on the same team as the quizzer who did buzz in.
9. A quizzer who buzzes in receives help from a member of his team.

### **Quotation Questions and Quotation Completion Questions**

1. Any word, syllable, or letter of the alphabet is omitted, repeated, added, or changed in the quotation.
2. A quizzer incorrectly gives the verse number(s) prior to quoting the verses(s).

### **Chapter Analysis Questions**

A quizzer gives additional information and/or other words other than the specifically marked material when answering a question requiring questions (?), exclamations (!), parenthetical statements ( ), and/or Old Testament Scriptures.

### **Interrupted Questions**

1. The completion of an interrupted question is incorrect when the completion of the question:
  - a. Does not require the same answer as the official question; or
  - b. Contains incorrect information; or
  - c. Does not agree with the Introductory Remarks of the official question; or
  - d. Does not ask the same basic question.
2. The quizzer gives an answer before correctly completing the question.

## Chapter Four

# CORRECTIVE PROCEDURES

### Point of Order

1. Any member of either team may state “Point of Order,” wait to be recognized by the Quizmaster, and state the “Point of Order.”
2. If the Quizmaster determines that a “Point of Order” is proper he will immediately correct the situation. If the Quizmaster determines that a “Point of Order” is improper, he will announce this decision and no further action will be taken.

### Contesting

#### **General Rules Regarding Contesting**

1. A Contest will not be permitted after the Quizmaster:
  - a. Calls the next question.
  - b. Grants a time-out.
  - c. Officially closes the match.

*Note:* The exception is when the Quizmaster fails to reread an interrupted question. Once the situation has been corrected either team may Contest immediately following the reading of that question.
2. Contesting is permitted on the following three issues:
  - a. To challenge the validity of the question.
  - b. To void the question.
  - c. To attempt to change the decision of the Quizmaster and/or Judges concerning the correctness of the completion of the question and/or answer.
3. Each team is limited to two Contests per question:
  - a. One to challenge the validity of the question.
  - b. One to either void the question and/or to change the decision of the Quizmaster and/or Judges concerning the correctness of the completion of the question and/or answer.
4. A Contest that challenges the validity of a question must be presented before any other Contest and must not be combined as a multi-issue Contest with a Contest on either of the remaining issues for Contesting.
5. A multi-issue Contest may be presented concerning multiple issues under voiding the question and/or changing the decision of the Quizmaster and/or Judges concerning the correctness of the completion of the question and/or answer. (See Glossary for the definition of a multi-issue Contest.) The Contesting team must:
  - a. Indicate to the Quizmaster and Judges that they are presenting a multi-issue Contest.
  - b. Present these issues in the order in which they wish the issues to be ruled.
  - c. Present as many rules and points as necessary under each issue that apply to the issues being Contested.
6. When quizzers from opposing teams are both ruled incorrect on the same question:
  - a. Following any Conferring, the team who first responded to the question has the right to Contest first.

- b. If that team declines to Contest, they forfeit their right to any further Contesting on that question, except as outlined in the next rule.
  - c. Following that team's Contest or decline to Contest, the opposing team then has the right to Contest. If they Contest and the Judges reverse their decision to "correct," the team who responded to the question first may Contest only to attempt to reverse the decision concerning the correctness of the opposing team's answer. In this case, a team could Contest a third time on this question.
7. When an interrupted question has been initially ruled correct and is later ruled incorrect due to a Contest:
    - a. The Quizmaster will read the entire question for both teams to listen to only.
    - b. The team ruled incorrect has the right to Contest before a substitute question is read to the opposing team. Either team may Contest validity.
  8. Only information from the current Scripture Portion and/or any number of rules from the *Bible Quiz Rule Book* may be used in a Contest.
  9. A withdrawn Contest is an unsuccessful Contest.
  10. A substitute question is treated as a new question. Therefore, both teams have the right to Contest twice on any substitute question even if they Contested on the original question.
  11. Contests are not allowed for the intent of solely using them as a time-out.

## Team Contesting and Responding Procedures

1. The following rules apply for initiating a Contest:
  - a. An active quizzer or head coach should express his desire to Contest and wait for the Quizmaster to grant the Contest.
  - b. If a head coach initiates a Contest, the team will receive a foul.
  - c. In Novice competition, a head coach may initiate a Contest without receiving a foul, provided that the team has at least one time-out left.
2. Once the Quizmaster has granted the Contest:
  - a. The initiating team will be given three minutes to prepare and present their Contest. During the preparation of the Contest, the entire team may verbally communicate.
  - b. The Responding team will be permitted to verbally communicate and begin preparation for their Response during the initiating team's preparation and presentation of the Contest.
3. Only one member of the team may present the Contest or Response. The presenter may be any coach, active quizzer, or inactive quizzer.
4. Once the initiating team has begun to present their Contest:
  - a. The initiating team members are not allowed to verbally communicate. Non-verbal communication may continue among all team members, including the presenter of the Contest, until the end of their presentation or until "time" is called. The same rules apply for the Responding team when they begin to present their Response.
  - b. The Responding team may continue to verbally communicate, although they should do so quietly during the initiating team's presentation of the Contest.
5. The issues for the Contest and rules being used to support the Contest should be stated during the presentation.
6. The presenter should indicate when his presentation of the Contest or Response has concluded. (*e.g., saying "Thank you," "I'm finished," or being seated, etc.*)
7. If "time" is called during the initiating or Responding team's presentation, the presentation must stop.

8. If “time” is called before the initiating team has a chance to begin their presentation, it will be an unsuccessful Contest and no Response will be allowed.
9. At the conclusion of the initiating team’s Contest the Responding team will be given one-minute to finish preparing and/or to present their Response.
10. If the Responding team has no Response, they may state “no response.” However, a Response of “we agree” is preferable if the Responding team agrees with the Contest.
11. Contests and Responses must be presented in a sportsmanlike manner, avoiding any unnecessary comments regarding members of the other team or the Officials. Failure to do so will result in a foul if determined by a majority vote of the Quizmaster and Judges.

### **Quizmaster and Judge's Contesting Procedures**

1. The Quizmaster should make note of the issues for the Contest and use this to prompt the Judges for a vote after the completion of the Contest and Response.
2. During and after a Contest and subsequent Response are presented, the Quizmaster and Judges:
  - a. May briefly consult the rules and/or Scripture.
  - b. May not discuss the Contest or Response with each other before the initial vote unless a Judge requests clarification from the Quizmaster.
3. The initial vote cast by the Quizmaster and Judges will be an independent vote and they will reveal their coins at the same time; heads to accept the Contest, or tails to deny. The vote must be based solely on the following:
  - a. The requirements of the question and answer.
  - b. The rules and points presented under each issue that apply to the Contest and Response.
  - c. The Scripture that applies to the rules and points presented under each issue.
4. If the vote is unanimous to either accept or deny the Contest, the Quizmaster will announce this decision. If the Contest is accepted, the Quizmaster will take the appropriate steps to correct the score and, if necessary, replace the question based on the rules for that situation.
5. If the vote is not unanimous, the Quizmaster and Judges will:
  - a. Discuss the Contest and Response among themselves without exerting undue influence on each other. It is suggested that this discussion be as brief as possible.
  - b. Be careful not to allow their discussion to be heard by the teams or audience.
  - c. Vote again, revealing their coins at the same time.
6. The second vote on a Contest does not have to be unanimous. The Quizmaster will announce the majority decision. If the Contest is accepted, the Quizmaster will take the appropriate steps to correct the score and, if necessary, replace the question based on the rules for that situation.
7. If a team is presenting a multi-issue Contest, these procedures must be followed for each issue of the Contest, in the order presented, until one of the issues has been accepted or all of the issues have been denied. If all of the issues have been denied, it will be considered one unsuccessful Contest.
8. When an interrupted question has been initially ruled correct and is later ruled incorrect due to a Contest, the following rules apply:
  - a. The Quizmaster will read the entire question for both teams to listen to only; then,
  - b. The team ruled incorrect has the right to Confer, and/or they may Contest before a substitute question is read to the opposing team. Either team may Contest validity; then,
  - c. If, following all Contesting, there is no change concerning the validity of the question or the correctness of the answer, the Quizmaster will read a substitute question to the opposing team.

## Use of Additional Scriptural Evidence in Contesting

1. A Contest concerning Additional Scriptural Evidence means that a team believes it has found a correct answer from the Scripture being studied other than the answer shown on the official question set.
2. Additional Scriptural Evidence may also be used to support the answer given by a quizzer in the case where key phrases, clauses, or words found in the answer shown on the official question set are interchangeable with other key phrases, clauses, or words found in the Scripture being studied. (e.g., “*The Place of the Skull*” for “*Golgotha*,” or “*Master*” for “*Rabbi*,” or “*Cephas*” for “*Peter*,” etc.)
3. Since it is not invalid in some cases for the question to require fewer answers than there actually may be, Additional Scriptural Evidence presented to show additional acceptable answers will not make the question invalid unless the question violates rules for “Requiring Fewer Answers than Exist in the Text” in chapter five.
4. Additional Scriptural Evidence can be used during a Contest to challenge the validity of the question. This information can be used to prove the question invalid due to incorrect information or violation of the rules for “Question and Answer Requirements” in chapter five.

## Voiding Questions

### Voiding and Replacing for Both Teams

A question must be voided, and the Quizmaster must read a substitute question of equal value to both teams, when:

1. The Quizmaster and Judges rule a question to be invalid that was originally read to both teams.
2. There is obvious help or hindrance before or during the reading of the question and before a quizzer has buzzed in, by:
  - a. One of the Officials, audience, or other sources not related to either team.
  - b. Either team’s coach(es) or quizzer(s).
3. There is obvious help after a quizzer has buzzed in, by the Officials, audience, or other source(s) not related to either team. A team may not Contest the opposing team’s answer concerning help due to the actions of its own team members.
4. An active quizzer who is no longer eligible to answer questions has been permitted to answer a question(s), whether correctly or incorrectly. All affected questions must be voided and replaced with new questions of the same point value.
5. It is proven that the equipment is malfunctioning.
  - a. If it can be determined at what point the malfunction occurred, all questions from that point on will be voided and replaced.
  - b. If it cannot be determined at what point the malfunction occurred, the match will start over and all questions will be replaced.
6. The Quizmaster misreads the question and:
  - a. The Quizmaster and Judges determine that the key words have been read; or
  - b. A quizzer buzzes in before either the Quizmaster or Judges recognize the mistake.

**Note:** The exception to both cases would be if the question was being read to only one team, the question should not be voided, but reread again.
7. Electronic equipment indicates a tie between quizzers on opposing teams.

## **Voiding and Replacing for One Team**

A question must be voided, and the Quizmaster must read a substitute question of equal value to only the offended team, when:

1. The situation leading to the voiding of a question occurs when the question is being read to only one team. The substitute question is then read only for the team who had the right to respond to the question.
2. A quizzer has buzzed in and there is obvious hindrance by a member of the opposing team, one of the Officials, audience, or other sources not related to the offended team.
3. The Quizmaster and Judges reverse a decision of “correct” on an interrupted question because of a Contest from the opposing team.
4. There is an error on the part of the Officials in identifying the correct quizzer such as:
  - a. A quizzer is incorrectly identified and begins to answer the question.
  - b. There is undue delay in identifying the quizzer who buzzed in.
  - c. The quizzer who buzzed in is not allowed to answer.
5. A quizzer is not given a full thirty seconds to complete the answer, and the answer is merely incomplete and does not contain incorrect information.
6. The Quizmaster and Judges rule in favor of a Contest because of Additional Scriptural Evidence, but were unable to accurately record or recall the answer that was given (as in a Quotation Question or a long answer).
7. A quizzer is hindered from answering correctly when the Quizmaster or a Judge fails to call “Interruption” on an interrupted question, and the failure to call “Interruption” has changed the meaning of the question.
8. A quizzer is hindered from answering correctly when the Quizmaster or a Judge calls “Interruption” on a non-interrupted question.
9. The Quizmaster and Judges rule that a substitute question being read to only one team is invalid.

## **Unusual Situations**

1. If unusual situations arise which are not clearly covered in the rules, the Quizmaster and Judges, in private consultation with the coordinator, will make as fair and just a ruling as possible. Special rulings are not contestable.
2. A head coach may not appeal a decision of the Quizmaster and/or Judges because of a simple disagreement on contestable issues. The coordinator should only be requested to intervene in the rare event of a major rules violation (usually regarding a procedural error).

# Chapter Five

## QUESTION AND ANSWER REQUIREMENTS

### Validity

A question is invalid if:

1. It contains incorrect information.
2. It violates one of the rules for “Question and Answer Requirements.”

### Footnotes and Endnotes

1. A footnote/endnote must not be used to ask a question and must not be required as an answer.
2. A footnote/endnote can be used as part of the Statement in a Statement and Question.

### Single Part Questions

A single part question is one distinct question that requires one answer from one or more verses, or multiple answers from one or more verses. The question does not have to come from the same verse(s) that the answer(s) come from.

### Introductory Remarks

1. Introductory Remarks can pertain to the question and/or answer.
2. Introductory Remarks must appear separately and in the following order:
  - a. Statement Introductory Remark.
  - b. Question Introductory Remark.
  - c. Answer Introductory Remark.
  - d. Location Introductory Remark.

*(e.g., Statement and Three-Part Question. Seven Part Answer. From Second Peter.)*
3. Question and Answer Introductory Remarks must be combined under the following conditions:
  - a. When the Statement Introductory Remark is used with a Question Introductory Remark, the Remarks must be combined to form one Introductory Remark with the words “Statement and” beginning the combined Remark. *(e.g., “Statement and Essence Question,” “Statement and Two Part Question,” etc.)*
  - b. When the “Quotation Question,” “Quotation Completion Question,” “Essence Question,” or “Essence Completion Question,” Introductory Remark is used with a multiple part question or multiple part Reference Question Introductory Remark, the Remarks must be combined to form one Introductory Remark with the words “Two (Three, etc.) Part” beginning the combined Remark. *(e.g., “Two Part Quotation Completion Question,” “Three Part Reference Quotation Question,” etc.)*
  - c. When the Scripture Text Question Introductory Remark is used with a multiple part question Introductory Remark, the remarks must be combined to form one Introductory

- Remark with the words “Two (Three, etc.) Part” beginning the combined remark. (e.g., “*Two Part Scripture Text Question.*”)
- d. When the “Scripture Text Question” Introductory Remark is used with a “Quotation Question” or an “Essence Question” Introductory Remark the remarks must be combined to form one Introductory Remark with the words “Scripture Text” beginning the combined remark. (e.g., “*Scripture Text Quotation Question,*” “*Two Part Scripture Text Essence Question,*” etc.)
  4. A verse number must never be given in the Introductory Remarks of the question.
  5. Only the Introductory Remarks found in this chapter may be used and must be in agreement with the question.

## **Introductory Remarks Related to Questions**

### **Two Part Question (Three Part Question, etc.)**

A multiple part question is a question that has two or more distinct questions, each coming from the same verse, that require separate answers from the same verse.

1. The answers may continue into an additional verse(s) if the Introductory Remarks or the question itself indicates multiple verses. (e.g., “*Two Part Question. Give a Complete Answer from Two Consecutive Verses.*”)
2. A multiple part question must not be labeled a multiple part answer if it requires the same number of answers as questions. Each question is required to have at least one answer.
3. A multiple part question that requires more answers than there are parts in the question must be labeled with a multiple part answer Introductory Remark. Otherwise, only one answer for each question is required as the answer for each question. The question itself must not require multiple answers. (e.g., “*What two places did Jesus go, and what two statements did he make?*” *This question would be invalid.*)
4. If a multiple part question is labeled with an Introductory Remark denoting fewer answers than actually exist, then only the number of answers specified by the Introductory Remark are required but at least one answer is required for each question.

### **Two Part Reference Question (Three Part Reference Question, etc.)**

A two part Reference Question has two distinct questions each coming from a separate verse. A three (four, etc.) part Reference Question has three or more distinct questions each coming from at least two separate verses. Two or more part Reference Questions are referred to as multiple part Reference Questions and the following rules apply:

1. A multiple part Reference Question must require answers that do not all come from a single verse.
2. A multiple part Reference Question must not be labeled a multiple part answer if it requires the same number of answers as questions. Each question is required to have at least one answer.
3. A multiple part Reference Question that requires more answers than there are parts in the question must be labeled with a multiple part answer Introductory Remark. Otherwise, only one answer for each question is required as the answer for each question. The question itself must not require multiple answers. (e.g., “*What three questions did Peter ask and what four exclamations did he make?*” *This question would be invalid.*)

4. If a multiple part Reference Question is labeled with an Introductory Remark denoting fewer answers than actually exist, then only the number of answers specified by the Introductory Remark are required but at least one answer is required for each question.
5. When a multiple part Reference Question requires Complete Answers from more non-consecutive verses than there are parts of the question, the Introductory Remarks or the question itself must indicate the number of verses from which the answers come. (e.g., “*Two Part Reference Question. Give Three Complete Answers. From Ephesians Chapters 3, 4, and 5,*” or “*Two Part Reference Question. Give Three Complete Answers. According to three verses, what happened...?*”).

## Quotation Question

A Quotation Question is a question that requires a perfect quotation as an answer (see Glossary for the definition of a perfect quotation.)

1. A Quotation Question must require a complete verse(s) as its answer.
2. A Quotation Question may require the answer either by a location in Scripture (chapter and verse number, opening verse(s), a section, etc.), a specific action, situation, topic, or chapter analysis.
3. When the Quotation Question requires an answer(s) by a specific action, situation, topic, or chapter analysis and the reference or complete references, then the question must be labeled a multiple part Quotation Question. (e.g., “*Quote and give the complete reference(s) for the verse(s) in which salvation is mentioned?*” This would be a *Two Part Quotation Question*.)
4. When the Quotation Question has two or more distinct questions coming from at least two separate verses, the question must be labeled a multiple part Reference Quotation Question. (e.g., “*Quote the verse in which Jerusalem is named and the verse in which Judea is named?*” This would be a *Two Part Reference Quotation Question*.)
5. When a Quotation Question requires an answer by a verse location or number in a multiple book season, the book’s name must be in the Introductory Remarks or in the question itself.
6. In a Quotation Question requiring one verse as an answer, it is acceptable for either chapter or verse number to be given first in the question or for the chapter and/or book to appear in the Introductory Remarks.
7. If two or more consecutive verses are required as an answer by chapter and verse number in the question itself, the question must be asked, “Quote verses \_\_\_\_\_ and \_\_\_\_\_ from the \_\_\_\_\_ chapter.” These questions must not be labeled multiple part Quotation Questions or multiple part Reference Quotation Questions.
8. If two or more consecutive verses are required as an answer by verse number in the question itself and the chapter is in the Introductory Remarks, then the question must be labeled as a multiple part Quotation Question. It must not be labeled as a multiple part Reference Quotation Question. (e.g., “*Three Part Quotation Question. From James chapter 3. Quote verses 15, 16, and 17.*”)
9. If non-consecutive verses are required as an answer by chapter and verse number in the question itself, then the question must be asked, “Quote book, chapter, verse, and book, chapter, verse.” (e.g., “*Quote Hebrews 13:14 and I Peter 1:23.*”) When there are not multiple books during the season, the question does not have to include the book name. If all of the verses are from the same book and/or chapter, the book name and/or chapter only need to be mentioned in the Introductory Remarks or once in the question itself. These questions must be labeled as multiple part Reference Quotation Questions. (e.g., “*Two Part Reference Quotation Question. From John chapter 7. Quote verses 5 and 10.*”)

10. Should a question fail to be labeled a Quotation Question but require a perfect quotation as an answer, the question is invalid.
11. For Novice competition all quotes must only come from marked verses in the Scripture Portion.

### **Quotation Completion Question**

A Quotation Completion Question is a question that requires a perfect quotation as an answer that must be completed from a verse(s), sentence(s), question(s), saying(s), etc. (see Glossary for the definition of a perfect quotation.)

1. The word “Finish” must begin the question. The word “quote,” immediately followed by an exact quotation from Scripture, must be used to signal the beginning of the actual quotation.
2. The first word of the actual quotation must be unique and must be sufficient to differentiate it from every other verse (sentence, question, saying, etc.) within the context of the question. The context may be specified by the Introductory Remarks or in the question itself by a section title, chapter, or book; or if the question specifies a specific action, situation, topic, or chapter analysis found within the Scripture (*e.g.*, “*From James. Finish this verse...*” or “*From Chapter 5. Finish these words of Jesus...*” or “*Finish this Old Testament Scripture...*”)
3. A Quotation Completion Question must not contain the verse number in the question.
4. A Quotation Completion Question must not be labeled a Scripture Text Question.
5. A Quotation Completion Question must not be asked after question 17 or in overtime.
6. A Quotation Completion Question which requires the completion of one or more verses must begin with the first word of a verse and conclude with the last word of a verse.
7. A Quotation Completion Question which requires the completion of one or more sentences (exclamations, questions, sayings, etc.) must begin with the first word and conclude with the last word of the sentence (exclamation, question, saying, etc.).
8. Should a question fail to be labeled a Quotation Completion Question, but require a perfect quotation as an answer that must be completed from a verse(s), sentence(s), etc., the question is invalid.
9. For Novice competition all quotes must only come from marked verses in the Scripture Portion.

### **Essence Question**

An Essence Question is a question that requires a verse(s) to be given in essence (not necessarily a perfect quotation).

1. Must follow all the requirements for the Quotation Question rules.
2. Should a question fail to be labeled an Essence Question, but require an answer in essence, the question is invalid.
3. For Novice competition any verse can be required as the answer to an Essence Question.

### **Essence Completion Question**

An Essence Completion Question is a question that requires a completion to a verse(s), sentence(s), question(s), saying(s), etc., in essence (not necessarily a perfect quotation).

1. Must follow the requirements for the Quotation Completion Question rules, with the exception that the phrase “Finish in essence” must begin the question.

2. Should a question fail to be labeled an Essence Completion Question, but require a completion in essence of a verse(s), sentence(s), question(s), saying(s), etc., the question is invalid.
3. For Novice competition any verse(s), sentence(s), question(s), saying(s), etc., can be required as the answer to an Essence Completion Question.

## Scripture Text Question

A Scripture Text Question is a question that contains the word “quote,” followed by an exact quotation from the Scripture that requires the answer(s) to be associated with the Scripture text given.

1. To be valid, all three of the following items must be included:
  - a. An Introductory Remark stating “Scripture Text Question.”
  - b. The word “quote,” in the actual question, to signal the beginning of the Scripture.
  - c. An exact quotation from the book(s) being studied, immediately following the word “quote.”
2. The Scripture following the word “quote” may be any portion of Scripture from the book(s) being studied, such as a word, phrase, question, or verse, etc.
3. The first word of the Scripture following the word “quote” does not have to be unique.
4. The portion of Scripture must be the last part of the question.
5. The answer to a Scripture Text Question must come from the three-verse context, unless the Introductory Remarks or the question itself clearly indicates otherwise. (*e.g., “What five-verse teaching of John follows the question, quote, ‘Who warned you to flee from the coming wrath?’”*)
6. When a Scripture Text Question requires a Complete Answer(s) from consecutive verses, at least part of the Complete Answer(s) must be contained in the three-verse context. The answer can be extended beyond the three-verse context of the question if the Introductory Remarks specify that a Complete Answer(s) comes from consecutive verses. (*e.g., Scripture Text Question. Give a Complete Answer from Four Consecutive Verses.*)
7. A Scripture Text Question requiring multiple part answers, either by Introductory Remarks or the question itself, may require answers from more than one occurrence of the Scripture found within the material being studied. (*e.g., Scripture Text Question. Twelve part answer. From Matthew. What is described as being, quote, “of God”?*)
8. A Scripture Text Question must not contain a verse number in the question.
9. A multiple part Scripture Text Question must not be labeled as a Reference Question.

## Statement and Question

A Statement is used to give additional information upon which to base the question. The required answer must be based on both the statement and the question.

1. The Statement must contain correct information and is not part of the opening remarks of the question. It is considered part of the overall question and may be interrupted.
2. The Statement part of a Statement and Question may contain a quotation from the Scripture, introduced with the word “quote” and ending with the words “end quote.” The quotation must be exact. It must not be labeled a Scripture Text Question unless the question itself contains the word “quote” followed by an exact quotation from the Scripture.
3. The Statement part of a Statement and Question should have a direct spiritual or Scriptural correlation to the question being asked.

## Application Question

An Application Question is a question that enlightens the current Scripture being studied by requiring answers concerning the book(s), author, history, doctrine, or other related topics.

1. Two Application Questions per set will be included in A and Novice League meets 1 – 4.
2. All Application Questions and the answers that go with them will be posted on the Bible Quiz website. The answers are not necessarily found in the scripture being studied.
3. Validity and Additional Scriptural Evidence is not contestable. All other contesting issues may be presented.

## Introductory Remarks Related to Answers

### Two Part Answer (Three Part Answer, etc.)

A multiple part answer is used when a single part question requires two or more distinct answers or a multiple part question requires more answers than there are parts in the question.

1. Questions do not need to be labeled as multiple part answers when the question itself requires multiple answers. (The exception to this rule is that multiple part questions and multiple part Reference Questions must be labeled with a multiple part answer Introductory Remark when more answers are required than there are parts in the question.)
2. Failure to label a question as a multiple part answer or failure of the question itself to require multiple answers, even when the official question has more answers than the question requires, does not make the question invalid. In this case, only one answer for each part of the question is required. (For exception, see “Requiring Fewer Answers than Exist in the Text” in this chapter.)
3. Must not be used as a separate Introductory Remark with a Complete Answer Introductory Remark. (e.g., “*Three part answer. Give a Complete Answer.*” This is invalid.)

### Give a Complete Answer (Give Two Complete Answers, etc.)

### Give a Complete Answer from Two (Three, etc.) Consecutive Verses

### Give Two (Three, etc.) Complete Answers from Two (Three, etc.) Consecutive Verses

One of the three types of Complete Answers may be used when the required answer to each part of the question has multiple phrases, clauses, and/or key words.

All Give a Complete Answer Introductory Remarks are referred to as Complete Answer(s) and the following rules apply:

1. These remarks may be used only when each required answer is a Complete Answer.
2. If the writer desires a “Complete Answer(s)” to the question, he must label the question with one of the Complete Answer Introductory Remarks. Otherwise only the basic answer is required to the question.
3. For Give a Complete Answer (Give Two Complete Answers, etc.) the answer must come from a single verse unless:
  - a. The question is a multiple part Reference Question.
  - b. An Introductory Remark indicates that the answers come from separate sections, chapters, or books or the question itself indicates that the answers come from non-consecutive verses.
4. For Give a Complete Answer from Two (Three, etc.) Consecutive Verses or Give Two (Three, etc.) Complete Answers from Two (Three, etc.) Consecutive Verses:

- a. The answer to the question will come from multiple verses.
- b. Each required answer could be part of a verse, a full verse, or more than one verse in length, but the total of the required answers will cover all of the verses mentioned in the Introductory Remarks.
- c. These remarks must be used when a multiple part Reference Question requires a Complete Answer(s) from consecutive verses, or requires more Complete Answers than there are parts of the question and the answers come from consecutive verses.

## Introductory Remarks Related to Location

The following Introductory Remarks can be used in referring to the location from which the question and/or answer will come.

**From Book(s)** (e.g., *From Acts*)

**From Chapter(s)** (e.g., *From Chapter 1.*)

**From the Section(s) Title(d)** (e.g., *From the section title(d) "God's Faithfulness."*)

**From the Untitled Section(s)** (e.g., *From the untitled section of Galatians.*)

**From Book(s) Chapter(s)** (e.g., *From I Corinthians chapters 7 and 10.*)

**From the Section(s)/Untitled Section(s) of Book(s) and/or Chapter(s) Title(d)** (e.g., *From the section of Matthew Chapter 5 titled "Divorce."*)

## The Use of Verse Numbers in the Question

When a verse number(s) is given in the question:

1. The answer must come from that verse(s).
2. The key words of the question must come from that verse(s) and/or the verse immediately preceding or following that verse(s).
3. It is acceptable for the key words not to come from that verse(s) and/or the verse immediately preceding or following that verse(s) for the following types of questions:
  - a. Chapter analysis questions. (e.g., *Romans 1:3 names which individual?*)
  - b. Questions asking for a description. (e.g., *"How does I Corinthians 2:1 and 2:2 describe Paul?"* or *"In Galatians 3:15, how does Paul address his readers?"*)
  - c. Quotation and Essence Questions. (e.g., *From Ephesians. Quote verses 5 and 6 from the sixth chapter.*)

## The Use of Pronouns

1. A pronoun can be identified by an action or description within the context of the question and/or answer and may be used in the question.
2. Question writers are allowed to replace pronouns with the correct person, place or thing when writing questions.

## The Use of Section Titles

1. Only section titles or untitled sections from the Scripture Portion may be used in the Introductory Remarks or the question.
2. If a section title is in either the question or Introductory Remarks:
  - a. The section title must be immediately preceded with the words: “section(s) title(d),” or “section(s) of book(s) and/or chapter(s) titled.”
  - b. The use of the section title must be exactly as found in the Scripture Portion.
3. Section titles must not be required as part of an answer unless the same answer can be found word-for-word in the Scripture Portion.

## **Special Requirements for Answers**

### **Requiring Phrases Interjected by the Author**

1. Phrases that are interjected by a Biblical author before, in the middle of, or at the end of a conversation, prayer, saying, etc., or any spoken words including “give all the words of \_\_\_\_\_,” must not be required in the answer to the question. A quizzer is allowed to include the interjections in their answer. (e.g., *The prayer in Acts 4:24 has the interjection “they said”—“‘Sovereign Lord,’ they said, ‘you made the heaven and the earth...’” In this example a quizzer is allowed to give the interjection “they said” as part of the answer.*)
2. Interjections must be required for answers to Complete Answers, Quotation, Quotation Completion Questions, Essence or Essence Completion Questions and for interjections that are found within chapter analysis. (e.g., *The Old Testament Scripture in Acts 2:17 has the interjection “God says”—“In the last days, God says, I will pour out my Spirit on all people.” In this example a quizzer would be required to give the interjection “God says” in the answer.*)
3. Interjected phrases must not be required for answers to a question(s), exclamation(s), parenthetical statement(s), and an Old Testament Scripture(s) in which the interjection is clearly not part of the required answer. A quizzer is not allowed to include the interjections in their answer. (e.g., *The question in John 20:15 has the interjection “he said”—“‘Woman,’ he said, ‘why are you crying?’” In this example a quizzer must not give the interjection “he said” in the answer.*)

### **Requiring References as Answers**

1. When a question requires a complete reference as an answer or as part of an answer, the question must use the words “complete reference(s),” not “book, chapter, and verse.”
2. If the question asks for the “complete reference(s),” and only one book is being studied, then only the chapter and verse are required as the answer.
3. If multiple books are being studied then the book, chapter, and verse are required as the answer.
4. A question may require a “complete reference(s)” from only the chapter and verse if the book has been named in the Introductory Remarks or the question itself.
5. A writer may ask for only the chapter(s) from a given book(s) by using the word “chapter(s).”
6. A writer may ask for only the verse number(s) from a given chapter of a book(s) by using the word “reference(s)” rather than “complete reference(s).”

## Requiring Fewer Answers than Exist in the Text

1. It is not invalid for either the Introductory Remarks or the question itself to require fewer answers than there actually may be for non-chapter analysis answers. (*e.g., Healings, plants, animals, colors, statements of Jesus, etc.*)
2. It is invalid for either the Introductory Remarks or the question itself to require fewer answers than exist in the text for chapter analysis answers. The number of answers required must be based on either or both:
  - a. The answers found in a specific location in Scripture.
  - b. The answers related to a specific action, situation, or topic in the Scripture (*e.g., questions of Jesus, exclamations of Paul, etc.*).
3. Questions must require only the unique number of answers for **individuals** and *geographical locations* based on a specific location in Scripture and/or a specific action, situation, or topic. In some cases **individuals** and *geographical locations* are identified by more than one proper name (*e.g., Peter is identified as Simon, Cephas, and Peter in John 1:42*). In this case, if a question requires the names of the individuals in John chapter 1, it would be invalid if it required all three identifications of Peter instead of just one unique answer for Peter. (However, a quizzer could choose to give any one of the three identifications or all of them as one of the unique answers to a valid question.) The uniqueness of the required answers must be provable from the Scripture being studied.

## Requiring Individuals and Geographical Locations

1. Only proper names of individuals and/or geographical locations can be required as the answer to any question which asks to “list” (“give,” “name,” “mention,” etc.) the individuals and/or geographical locations found in a specific location in Scripture and/or related to a specific action, situation, or topic in the Scripture (*e.g., where Jesus went, who were apostles, etc.*).
2. Both proper names and generic names of individuals or geographical locations can be required as an answer to a question when the interrogative (who, what, or where) and the answer are tied to the same specific action, situation, or topic in the Scripture being studied, (*e.g., “Two Part Answer. From the section titled ‘The visit of the Magi.’ On coming to the house, who did the Magi see?” Matthew 2:11—“the child and his mother Mary”*)
3. There may be times when words such as “Israel” or “Jacob” are referring to a people group, not an individual or a geographical location. In these cases, the word “Israel” or “Jacob” will not be marked as either **bold** or *italicized* in the Scripture Portion. The Scripture Portion is the final authority for those decisions.
4. In the Gospels the name “Jesus” will be considered both a person and deity and will be **bolded**. In all books other than the Gospels, Jesus will be considered deity and will not be bolded.

## Requiring Questions, Exclamations, Parenthetical Statements and Old Testament Scriptures

1. Questions, exclamations, parenthetical statements, and Old Testament Scriptures are considered Complete Answers. Because of this, if any question asks for one or more of these then all of the phrases, clauses, and/or key words are required as the answer up to the question mark, up to the exclamation point, within the parenthesis, or underlined as Old Testament Scripture even if the answer(s) cover multiple verses.

2. Any question that requires one or more of these answers in its entirety must not be labeled a Complete Answer in the Introductory Remarks or refer to a Complete Answer in the question itself unless the, question(s), exclamation(s), parenthetical statement(s) and/or Old Testament Scripture(s) are being required as part of a larger Complete Answer. (e.g., “Give a Complete Answer. From the section titled ‘Jesus Arrested.’ At that time what did Jesus say?” Matthew 26:55—“Am I leading a rebellion, that you have come out with swords and clubs to capture me? Every day I sat in the temple courts teaching, and you did not arrest me.”)
3. A question may require partial information as an answer from a question, exclamation, parenthetical statement or Old Testament Scripture. Only the partial information is required as the answer and the question may be labeled a Complete Answer.
4. If someone is said to have asked something or exclaimed something, it will not be considered a chapter analysis question or exclamation if there is no question mark or exclamation point. Questions must not require as a chapter analysis answer a question without a question mark or an exclamation without an exclamation mark. (In this case a quizzier must not give these as answers to a question that requires a chapter analysis question(s) or exclamation(s).) Questions may require a non-chapter analysis question or exclamation, as long as it is tied to a specific action, situation, or topic in Scripture. (e.g., “From Matthew chapter two. What did Herod ask the chief priests and the teachers of the law?” Matthew 2:4—“he asked them where the Christ was to be born.”)
5. Passages considered direct quotations from the Old Testament are underlined and listed in the official Chapter Analysis in the Scripture Portion.
6. If consecutive questions, exclamations, parenthetical statements, or Old Testament Scriptures are required as an answer, they must be from consecutive verses and must not be separated by or contain interjections by the author or other words that are not part of the questions, exclamations, parenthetical statements, or Old Testament Scriptures.

### **Requiring Answers Associated with Specific Words, Phrases, or Numbers**

1. When a question requires answers associated with a specific word, phrase, or number the required answers must be associated with the exact word, phrase, or number as given in the official question.
2. The question must identify the specific word, phrase, or number with either the word “word,” “phrase,” or “number.”
3. The question does not have to use the word “quote” to identify the specific word, phrase, or number and would not be labeled a Scripture Text Question. (e.g., “Quotation Question. Quote the two verses that contain the phrase, ‘Lord Jesus Christ.’”)
4. When a question uses the phrase “one verse,” “two verse,” etc ... to identify a specific saying, sentence, question, etc ... the required answer must be the entire verse(s).

# ELIGIBILITY AND COMPETITION STRUCTURE

## Quizzer Eligibility

All eligible participants must be enrolled in grade six through twelve and attend their local church and/or youth ministry. Sixth, seventh and eighth grade participants may choose to quiz either in the Novice or A-league. Ninth through twelfth graders may quiz only in the A-league. (*e.g., A sixth grader who enters his first year of competition will be eligible to quiz for seven consecutive years. A ninth grader who enters his first year of competition will be eligible to quiz for four consecutive years.*)

## **Quizzers at Churches without a Bible Quiz Team**

An eligible participant who attends a church that does not have a Bible Quiz ministry may quiz with the next closest Bible Quiz team in their district, upon the approval of the District Youth Director (DYD) and District Bible Quiz Coordinator (DBQC). In this case, the quizzer should try to attend some services of the church with which they are quizzing; however, it is not required. The quizzer is required to attend at least half of their home church's youth or adult services. The head coach of the team on which the quizzer is competing is to notify the DBQC of this in writing.

## **Moving between Teams**

Quizzers may be allowed to change quiz teams during the season from one church to another only when a quizzer's entire family is changing home churches. When a quizzer's family changes churches, the following rules apply:

1. The change may not be made after Official Competition has started, which in most Districts is District Finals competition. (You will need to contact your DBQC for details.)
2. A change of teams from one church to another is allowed only once during a single quiz season.

## Team Eligibility

1. Members of a team consist of:
  - a. One head coach.
  - b. A maximum of two assistant coaches.
  - c. One to six participants eligible to quiz (three or four is recommended).
2. A church may have multiple teams in any of the various divisions of competition.
3. Prior to the first official competition, a roster must be submitted to the DBQC.
  - a. The roster must contain:
    - a. The name of the head coach (and assistant coaches, if any).
    - b. The name, age, grade, and date of birth of each quizzer.
    - c. The name, address and phone number of the church.
4. After official competition begins, no change of quizzers may be made to the official roster except in the case of tragedy or emergency. In that event, the team must make an appeal to the National Bible Quiz Coordinator (NBQC). No quizzer may participate in more than one League Finals, District Finals or Regional Finals competition in the same quiz season.

## Single Quizzer Teams

A church with one eligible quizzer who is competing as a single quizzer team and is officially registered with their district will be counted toward the number of total teams in a district. A church may not have more than one single quizzer team.

## Non-Assemblies of God Teams in Official Competition

If the District Youth Director or district Bible Quiz coordinator chooses to allow teams from non-Assemblies of God churches to compete unofficially in League Finals or District Finals, the win/loss records of these teams cannot be considered when determining the final positions of official Assemblies of God teams. The same will be true for Regional Finals if the district Bible Quiz coordinator and the regional Bible Quiz coordinator choose to allow teams from non-Assemblies of God churches to compete at Regional Finals. In each case this would not exclude (if determined by the District Youth Director, district Bible Quiz coordinator, and regional Bible Quiz coordinator) quizzers from non-Assemblies of God teams from receiving individual awards since these awards do not affect the elimination of Assemblies of God teams toward future competition.

## Competition Structure

1. Preliminary competitions for each new quiz year are sponsored by each district through various league, sectional, and district competitions. The Assemblies of God **national youth ministries** makes available to each district League competition sets for both A-league and Novice quizzing. Contact the District Youth Director or district Bible Quiz coordinator for specific dates, times, and locations of competitions.
2. The book(s) being studied for the following year and the breakdown for the first through fourth league competition will be made available by **national youth ministries** during the prior quiz season.
3. Assemblies of God official competition begins with the first match in which a team is eliminated from further competition. Elimination for the quiz season is based on the following four levels of official competition (in ascending order):
  - a. League Finals (Some districts may begin elimination at District Finals.)
  - b. District Finals
  - c. Regional Finals
  - d. National Finals

*Note:* Some larger districts may require additional elimination competitions which will be considered official competitions (*e.g., Semi-Finals, Sectional Finals, etc.*), depending on the district's competition structure.
4. The number of teams advancing from League Finals to District Finals is determined by the District Youth Director and/or district Bible Quiz coordinator.
5. The number of teams advancing from District Finals to Regional Finals is based on the number of teams participating in the first section/league/district-sponsored competition (including A-league, B-league, Novice league, etc.) and is as follows:
  - a. Districts with fewer than 25 official teams may send two (2) teams to Regional Finals.
  - b. Districts with 25 to 49 official teams may send three (3) teams to Regional Finals.
  - c. Districts with 50 to 74 official teams may send four (4) teams to Regional Finals.
  - d. Districts with 75 or more official teams may send five (5) teams to Regional Finals.

6. If any of the teams qualifying for competition at District or Regional Finals are unable to move on to compete at that level, then the next highest-placed team may compete in their place.
7. If any team places in the top five at Regional Finals and is unable to attend National Finals, a replacement team, not necessarily from that same region, will be invited to participate at National Finals.

# RULES

## Adult Quizzing

Adult Bible Quiz (ABQ) began in 1995 with a study of the first ten chapters of the Gospel of John. The purpose of Adult Quizzing is as follows:

1. Promote the study of God's Word among adults.
2. Raise scholarship money for Bible Quiz.

Adult Bible quiz teams are not restricted to one local church for recruiting team members; therefore, quizzers may be drawn from various churches or geographical locations to make up a single team.

Eligibility is restricted to those persons who have completed their senior year of high school and have not participated as a teen quizzer at any level during the quiz year. Further requirements are as follows:

1. Novice: A division comprised of adults who did not compete at the regional or national level as a teen quizzer.
2. Veteran: A division comprised of former quizzers who have quizzed at the regional or national level. All persons fitting these criteria are *required* to compete in this division, although the division is open to non-regional/national participants who would like to compete.

An active quizzer may act as the head coach, or a substitute quizzer may act as the head coach or assistant coach. Teams may change their head coach or assistant coaches during a "Point of Order" in any of the following situations:

1. A quizzer has quizzed out forward or backward.
2. A time-out is in progress.

Modifications to match rules consist of the following:

1. Novice Division — there will be 15 questions per match (six 10-point questions, seven 20-point questions and two 30-point questions). There will be five correct responses for a forward quiz-out, two time-outs and a maximum of one contest.
2. Veteran Division — there will be a maximum of two contests.

Score may be kept at either the quiz table or behind the table by coaches, assistant coaches or substitute quizzers. Teams without a coach may request the score after questions 7, 10, 13 and 18. At those times they may also request the number of questions for each point value remaining, along with the number of correct or incorrect responses that each quizzer has. This information will be made available to both teams.

A team may present a "Point of Order" requesting the officials to verify the correctness of the information on the answer sheet or in the case of a gross validity situation. This may only be requested after conferring (on an incorrect answer), and prior to initiating a contest on that question.

The "Point of Order" needs to be voted on by the officials without any deliberation. The vote does need to be unanimous.

Contesting will be limited to two minutes to present a contest. Responses will remain one-minute.

Round-robin quizzing will take place within each division. The number of rounds played will be determined by the number of teams registered to quiz.

Gift certificates will be awarded to the top individuals and teams in each division. Individual ties will be decided by head-to-head competition, while team ties will be decided by playoff rounds. The playoff schedule will be announced at orientation.

## **Dramatized Quoting**

1. All quizzers from the 40 National Finals teams are eligible to participate.
2. All quizzers from the National One-on-One Tournament are eligible to participate.
3. No quizzer will be required to participate.
4. The quizzer will quote a chapter of their choice.
5. Quoting must begin at verse one of the chapter. The chapter must be completed within a five-minute time limit.
6. Penalties will be given to a quizzer who continues to quote past the five-minute time limit, or who does not complete the chapter within the five-minute time limit.
7. No background music or live music may be used.
8. Props are allowed. A prop is considered any item, including clothing, used in any way by the quizzer to enhance the meaning of the chapter quoted but not take away from the presentation.
9. All verses must be quoted perfectly or a penalty will occur.

## **Judging**

1. **Posture** – use of whole body to enhance character.
2. **Expression** – non-verbal communication (e.g. facial expressions and gestures that enhances the mood of the presentation).
3. **Character Development** – full realization of who the character(s) become(s) throughout the presentation.
4. **Pulpit Presence** – command, control, confidence and comfort; appropriate vocal volume; speaking distinctly.

5. **Timing/Dialogue** – understanding and excellent execution of the pacing of the scene.
6. **Focus** – to whom or where is the dialogue taking place? Ability to remain “in character;” if multiple characters are being portrayed by a single person, transitions should be clear, distinct and creative.
7. **Characterization** – believable representation of human motives, thoughts, actions and emotions; with actions/natural movement of the actor(s) that is both original and creative enhancing the idea of the presentation.
8. **Action** – natural movement, original and creative, to enhance the idea of the presentation with proper staging; movement with purpose; staging that best allows full view of the actor’s face and body placement with appropriate spacing to provide a clean and uncluttered stage picture.
9. **Presentation of the Story Line/Delivery** – actual conveyance of the message. Communication, interaction, presentation/technique and effectiveness in attaining a response. Strong delivery of lines using proper pronunciation of words to help develop an effective mood and tone of the line.
10. **Evident Ministry** – evidence of spiritual motivation demonstrated with sincerity and passion.
11. **Intent of the Author** – the meaning, spiritual message and/or concepts of the passage should be clear to the audience. (Has the presenter used tones—empathy, joy, sarcasm, anger, viciousness, etc.—that have enhanced the message or has the presenter distracted from it?)
12. **Quoted Word Perfect** – +40 points
  - a. One mistake +35; two mistakes +25; three mistakes +15; 4 mistakes +5; five or more mistakes +0
13. **Time Limit** – Within five-minute time limit – +10 points
  - a. Over five-minute time limit or does not complete the chapter -10

### **Dramatized Quoting Final Rounds and Awards**

1. After the presentations in all rooms are completed, the quizzer with the highest score from each room will move on to the final round. In the event of a tie, both quizzers will move on.
2. The final round will have the same rules as preliminary rounds.
3. After the final quizzer has quoted, the Judges will tabulate all scores but no scores will be announced.
4. At the Friday evening Awards Banquet, the top three quizzers will be announced.
5. Each of the final three quizzers will receive a trophy.

6. In addition to the trophy received, each quizzer will also receive a scholarship designated for their top placement. 1<sup>st</sup> Place – \$500; 2<sup>nd</sup> Place – \$100; 3<sup>rd</sup> Place – \$50.

### **East vs. West/Boys vs. Girls**

1. The following rules determine the quizzers for the East vs. West match:
  - a. The top four quizzers from the east part of the country will team up against the top four quizzers from the west part of the country.
  - b. The nation will be divided by region. One team will be drawn from the Great Lakes, Gulf, Northeast and Southeast regions. The other team will be drawn from the North Central, Northwest, South Central and Southwest regions.
2. The following rules determine the quizzers for the Boys vs. Girls match:
  - a. The next highest girl and boy from the Championship bracket, who were not part of the East/West match, will be quizzer/captain.
  - b. The top three girls and top three boys from the Challenger Bracket will quiz.
3. Ties between quizzers—to determine the top four placements—will first be broken by head-to-head performance in the regular rounds. If a tie remains, the total number of quiz-outs will be used to break the tie. Lastly, team rank will determine who plays.
4. Each team will have four quizzers at the table to start the game.
5. The quiz will consist of 12 questions: four 10s, five 20s and three 30s.
6. No coaches will be used in the game unless a quizzer has quizzed out forward.
7. There will be no backward quiz-outs.
8. Quizzers answering three questions correctly will receive a 20-point bonus and will leave the match at that point.
9. The score will be read after questions 4, 6, 8, 10 and 11.
10. Each team may take one time-out.
11. Only the team that has been ruled incorrect may contest the correctness of the question and/or answer.
12. Either team may contest obvious validity. Once the officials have ruled on the validity of a question in response to a contest, no further validity contests may be presented on that question.

Only one-minute will be allowed for the contesting process. No response will be allowed.

### **Individual Tournament**

1. Forty-four quizzers from the Championship bracket and twenty quizzers from the Challenger bracket are eligible to compete in the Individual Tournament.

2. Scholarships will be awarded to the top three quizzers.
3. All quizzers will be assigned a seeding number that will be posted following team quizzing.
4. For round one, all quizzers must find their seeding number from what is posted. Then from the format in the National Finals Program find the room that their seeding number is in and go to that room.
5. Round one will begin at the announced time and will not be delayed for late quizzers.
6. There will be five rounds of quizzing. Each room will have four quizzers competing at one time, with the top two moving on to further competition until the final round.
7. Quizmasters must verify that the correct quizzers are present for each round.
8. Each round will consist of twelve questions: four 10's, five 20's, and three 30's.
9. A tie between two quizzers for second will be broken by the normal tie-breaking rules. If a three or more way tie exists, the first sudden-death question read will determine the winner (if answered correctly), or the loser (if answered incorrectly). A new 10-point question will be read to break each of the remaining ties if necessary. If a tie exists and one or more quizzers have quizzed out (forwards or backwards) or have fouled out, those quizzers will be allowed back in to break the tie.
10. Any interrupted question missed on the first read will be re-read only once for the remaining quizzers. If the re-read question is interrupted and missed, it will be read in its entirety to give quizzers the opportunity to hear the entire question for the purpose of contesting only.
11. There will be no coaches for the quizzers.
12. The score will be read after questions five, seven, nine and eleven for all quizzers with positive points only. A quizzer will be advised when he or she has four correct or two incorrect. Failure of being read the score or being advised about having four correct or two incorrect is not grounds for a contest.
13. No time outs are allowed.
14. Only a quizzer who has been called incorrect may contest but any quizzer may contest obvious validity. No response is allowed to any contest. Once the judges have ruled on the validity of a question, in response to a contest, no further validity contests may be presented on that question.
15. All other official Bible Quiz Rules are in effect. If necessary, time limits may be imposed for matches.

## **One-on-One**

1. All A-league quizzers registered with an Assemblies of God district are eligible to compete as long as they meet the Competition and Eligibility Requirements posted online at [www.biblequiz.ag.org](http://www.biblequiz.ag.org).
2. Scholarships will be awarded to the top three quizzers.
3. Each round will begin at the announced time and will not be delayed for late quizzers.
4. Quizmasters must verify that the correct quizzers are present for each round. There will be no coaches for the quizzers.
5. No contests are allowed for the correctness or incorrectness of the completion of a question or an answer, but any quizzer may contest obvious validity. A contest on validity will be limited to one minute. No response is allowed to a contest. Once the Judges have ruled on the validity of a question in response to a contest, no further validity Contests may be presented on that question.
6. No time-outs are allowed.
7. All other official Bible Quiz rules are in effect.
8. There will be no coaches for the quizzers.
9. If necessary, time limits may be imposed for matches.

## **Preliminary Rounds**

1. Preliminary rounds Sunday night will determine placement in balanced brackets for the next round later in the week.
2. Sunday rounds will consist of 15 questions: Six 10s, Seven 20s and two 30s.
3. Quiz outs will be allowed in Sunday rounds. Quiz outs will be after four correct or three incorrect questions. Twenty point bonus shall be added for a positive quiz out.
4. The score will be read after questions 5, 9, 11 13, and 14. Failure to read the score or to be advised of correct or incorrect question amounts is not grounds for a contest.

## **Regular Round Robin**

1. Each round will consist of ten questions: four 10s, four 20s and two 30s.
2. The score will be read after questions 3, 5, 7 and 9. Failure to read the score or to be advised of correct or incorrect question amounts is not grounds for a contest.
3. The match will end before question ten if the Quizmaster and Judges determine that the match is out of reach of the other quizzer. A match will be closed when the difference between the quizzers' scores is greater than the total points left in the match, regardless of

incorrect interrupted questions and/or fouls.

## **Preaching Ministry**

1. All quizzers from the 40 National Finals teams are eligible to participate.
2. All quizzers from the National One-on-One registrants are also eligible to participate.
3. No quizzer will be required to participate.
4. The quizzer may use any portion of GEPCP to form the sermon with 90% of commentary coming straight from GEPCP material.
5. Preaching must be finished within a five-minute time limit.
6. Penalties will be given to a quizzer who continues to preach past the five-minute time limit.
7. No background music or live music may be used.
8. Quizzers may use a Bible, notes and hand-held visual aids.

## **Judging**

1. **Posture** – Pulpit presence, poise and posture will be evaluated.
2. **Expression** – Facial expressions and gestures that enhances the delivery.
3. **Pulpit presence** – Command, control, confidence and comfort; with appropriate vocal volume, speaking distinctly.
4. **Timing/Dialogue** – effective use of time spent on opening, main points and conclusion.
5. **Presentation** –
  - a. Presents a message with a clear Christian perspective.
  - b. Creative ideas and illustrations used.
  - c. Use of quote, question, or story at beginning/ending to capture audience's attention.
  - d. Incorporates Scripture to make point.
  - e. Thoughts organized throughout message.
  - f. Leads audience to a spiritual response.
6. **Time Limit** – Within five-minute time limit +10; over five-minute time limit -10

## **Preaching Awards**

1. After the final quizzer has preached, the Judges will tabulate all scores but no scores will be announced.
2. At the Friday night Awards Banquet the top three quizzers will be announced.
3. Each of the final three quizzers will receive a trophy.

4. In addition to the trophy received, each quizzer will also receive a scholarship designated for their top placement. 1<sup>st</sup> Place – \$500; 2<sup>nd</sup> Place – \$100; 3<sup>rd</sup> Place – \$50.

## **Quoting Bee**

### **1) Quizzer Eligibility and Placement:**

- a) All quizzers from the forty National Finals teams and other registered “A” quizzers are eligible to participate.
- b) No quizzer is required to participate.
- c) Initial placement of quizzers will be determined by their standing in the twenty Regular Rounds as follows:

**Room A** will have quizzers from the Championship and Challenger brackets:  
Quizzers 1, 9, 17, 25, 33, 41, 49, 57, 65, 73, 81 and 89 will compete in this room.

**Room B** will have quizzers from the Championship and Challenger brackets:  
Quizzers 2, 10, 18, 26, 34, 42, 50, 58, 66, 74, 82 and 90 will compete in this room.

**Room C** will have quizzers from the Championship and Challenger brackets:  
Quizzers 3, 11, 19, 27, 35, 43, 51, 59, 67, 75, 83 and 91 will compete in this room.

**Room D** will have quizzers from the Championship and Challenger brackets:  
Quizzers 4, 12, 20, 28, 36, 44, 52, 60, 68, 76, 84 and 92 will compete in this room.

**Room E** will have quizzers from the Championship and Challenger brackets:  
Quizzers 5, 13, 21, 29, 37, 45, 53, 61, 69, 77, 85 and 93 will compete in this room.

**Room F** will have quizzers from the Championship and Challenger brackets:  
Quizzers 6, 14, 22, 30, 38, 46, 54, 62, 70, 78, 86 and 94 will compete in this room.

**Room G** will have quizzers from the Championship and Challenger brackets:  
Quizzers 7, 15, 23, 31, 39, 47, 55, 63, 71, 79, 87 and 95 will compete in this room.

**Room H** will have quizzers from the Championship and Challenger brackets:  
Quizzers 8, 16, 24, 32, 40, 48, 56, 64, 72, 80, 88 and 96 will compete in this room.

- d) NBQC will assign all other officially registered “A” quizzers to the above rooms.

### **2) Quoting Bee Preliminary Rounds:**

- a) There will be a Quizmaster and, if possible, two Judges in each of the initial eight rooms.
- b) The quizzers will stand and face the officials and audience while quoting.
- c) All quizzers will initially be given ten seconds to quote the verse from the time the Quizmaster calls the verse by book, chapter and number.
- d) The answer to the “quote” must be given word-for-word (no repeating, omitting or correcting).
- e) The verses will be selected ahead of time and typed on a list for the officials.
- f) All rooms will start at the same time. As soon as there are two quizzers remaining in a room, the preliminary round in that room will end. If a room has more than two quizzers at the end of thirty minutes, all quizzers competing in that room will move onto the next round.
- g) The final two quizzers from each room or the quizzers remaining in a room at the end of thirty minutes will meet in the next room (TBA). (Depending on how many quizzers misquote a particular verse, it is possible that some rooms may have only one quizzer who advances.)

- h) If a quizzer misquotes a verse, the next quizzer will be given the same verse. If all remaining quizzers miss the same verse, another verse will be selected for those quizzers.

### 3) Quoting Bee Final Rounds and Awards:

- a) All final rounds will initially allow ten seconds for each verse to be quoted.
- b) After an undisclosed time, multiple-verse quotes may be asked to obtain the Quoting Bee Champion.
- c) Each of the final three quizzers will receive a trophy at the Awards Ceremony.
- d) Those same three quizzers will continue to quote until only one remains. A \$500 scholarship will be awarded to the first place recipient.
- e) The individual who places second will receive a \$100 scholarship.
- f) The individual who places third will receive a \$50 scholarship.

## **Senior Shoot-Out**

1. All seniors who are competing on a team at National Finals are eligible to participate. No senior will be required to participate. Seniors who are competing in the National One-on-One competition will not be eligible to participate.
2. All seniors will quiz simultaneously.
3. Scholarship money will be awarded for each correct answer. The value for each question will be announced before the match.
4. Incorrect answers will only count as incorrect and not as minus half of the scholarship money that the question is worth.
5. Any question incorrectly answered will be re-read for one quizzer that is still eligible for the question. The quizzer's name will be drawn at random. Should that quizzer not be able to answer the question correctly, the value of that question will be added to the next question. Any quizzer drawn at random will not be eligible to be drawn again until all other quizzers have been drawn.
6. There will be no coaches.
7. No time-outs are allowed.
8. Only a quizzer who has been called incorrect may contest, but any quizzer may contest obvious validity. No response is allowed to any contest. Only one minute will be allowed for contesting. Once the Judges have ruled on the validity of a question in response to a contest, no further validity contests may be presented on that question.
9. There are no forward quiz-outs. A quizzer will quiz-out with two incorrect answers or two fouls.

All other official Bible Quiz rules are in effect.

# GLOSSARY

**Active Quizzer:** A quizzer who is seated at the quizzing table.

**Captain:** A quizzer designated by the head coach at the beginning of the match who may remain at the table even after quizzing out or fouling out.

**Chapter Analysis:** Answers with clear and specific markings in the Scripture Portion limited to **individuals**, *geographical locations*, questions (?), exclamations (!), parenthetical statements ( ), and Old Testament Scriptures. An official listing of the Chapter Analysis for the entire book(s) being studied is found in the Scripture Portion.

**Confer:** A thirty second period of time granted to a quizzer who has been ruled incorrect on a question.

**Consecutive Verses:** Verses that are immediately adjacent to each other, regardless of a change in the chapter or section.

**Contest:** The process of preparing and presenting information to the Quizmaster and Judges when a team feels a situation has occurred that violates the rules.

**Eligible Quizzer:** A quizzer who has not quizzed out or fouled out.

**Essence:** To give an answer in essence means that the answer must contain all of the phrases, clauses and/or key words required as the answer to the official question, though not necessarily in the exact words of the Scripture.

**Foul:** An action by an individual or a team that is not allowed.

**Help:** Information or actions that could help a quizzer complete an interrupted question and/or answer a question.

**Hindrance:** Distraction that is sufficient enough to cause the quizzer to be unable to correctly complete an interrupted question and/or answer a question.

**Inactive Quizzer:** A quizzer who is seated behind the active quizzers during the match rather than at the quizzing table.

**Interruption:** When a quizzer buzzes in before the Quizmaster begins the last word of a question. The exceptions to this are for Quotation Completion Questions and Essence Completion Questions.

**Introductory Remarks:** Information that comes before the question that lets the quizzers know what type of question(s) and/or answer(s) to expect and where they come from in the Scripture.

**Issue:** The subject matter used in a Contest on which the Quizmaster and Judges will make a ruling.

**Judge:** A person who assists the Quizmaster with the duties during the match, especially in making decisions on questions and/or answers, and rulings on a Contest.

**Location in Scripture:** A way to identify in the Introductory Remarks or the question itself an area in Scripture from which the question and/or answer will come. This can be done by giving a verse location or number, a section title, a chapter, a book, etc.

**Match:** A game between two teams over a set of twenty questions.

**Misread:** When the Quizmaster adds, omits, repeats, or changes anything in the question from “Question number...” to the end of the question.

**Multi-Issue Contest:** A Contest that requires the Officials to take separate votes to determine the final ruling concerning the issues being Contested. (*e.g., A team Contests that the question should be voided due to help or hindrance and Contests that the completion of the question was correct. Or, a team Contests that their answer was correct and contests that the opposing team’s answer was incorrect.*) A Contest by a team concerning the completion of the question by their quizzer and the correctness of their answer would not be a multi-issue Contest.

**Non-Verbal Communication:** Non-oral, non-auditory communication between team members. Non-verbal communication as allowed within the rule book will be defined as any form of written and/or printed communication, hand-signaling, motioning, etc.

**Officials:** The Quizmaster, Judge(s), Scorekeeper and Timekeeper who are performing the duties required for running the match.

**Point of Order:** A “Point of Order” is different from a Contest. It attempts to correct a procedural error on which the Officials have not already acted. (*e.g., An Official has not reset the quiz equipment.*)

**Opening Remarks:** Information about the question. Opening remarks contain the question number, point value, and Introductory Remarks, if applicable. All of the underlined words and the break before the actual question in the following example are considered part of the opening remarks: “Question. Question number 1 for 10 points. From the Section Titled Trials and Temptations. Perseverance must finish what?”

**Perfect Quotation:** Any quotation in which no word, syllable or letter of the alphabet is omitted, repeated, added or changed. A stumble, cough, mispronunciation, etc . . . are not considered making a quote imperfect.

**Quizzed Out:** When a quizzer has answered five questions correctly or three questions incorrectly.

**Response:** The process of preparation and presentation of information to agree or disagree with a Contest.

**Scripture Portion:** A part of the Bible being studied that may have the concordance and other official information in it from **national youth ministries** of the Assemblies of God. All official information contained in the Scripture Portion is legal to have at the quiz table and to use in a Contest.

**Sudden Death:** In overtime, as many ten point questions are read until the tie in the match is broken. A tie is broken when a team either correctly or incorrectly answers a question.

**Three-Verse Context:** In a Scripture Text Question, it is the verse from which the Scripture was taken and/or the verse immediately preceding or following that verse.

**Time-Out:** A period of time in which teams are allowed to communicate.

**Verbal Communication:** Any oral communication between team members, whether or not the communication is audible. Any attempt to speak, motion, mouth words, or signal with the mouth will be considered an attempt to communicate verbally.

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# APPENDIX

## Tie Breakers for Official Competition

For ties in official competition (League, District, Regional, or National Finals) the following tie breakers will be used.

1. If two teams are tied, one game will be played and the winner will receive the higher placement.
2. If three teams are tied:
  - a. The three teams are ranked by points scored (the first ranked team is the team with the most points).
  - b. The second ranked team will play the third ranked team. The winner of that round will play the first ranked team.
  - c. If the first ranked team wins, they will receive the highest position. The team that lost to them will receive the second highest position.
  - d. If the first ranked team loses, the team that beat them has the higher position. The first ranked team that lost will play the team that lost the first game to determine which team has the second and third highest position.
3. If four teams are tied:
  - a. The four teams will be ranked by points scored (the first ranked team is the team with the most points).
  - b. The first ranked team will play the fourth ranked team in one room and the second ranked team will play the third ranked team in another room. Teams will compete over the same set of questions for each round.
  - c. The winners from the first playoff round will move on to play each other to determine the first and second place positions.
  - d. The losing teams from the first playoff round will move on to play each other to determine the third and fourth place positions.
4. If five teams are tied:
  - a. The five teams will be ranked by points scored (the first ranked team is the team with the most points).
  - b. In the first round, the fourth ranked team will play the fifth ranked team. The losing team will receive the fifth place position.
  - c. The remainder of the playoff rounds will be handled like a four team playoff.
5. If six teams are tied:
  - a. The six teams will be ranked by points scored (the first ranked team is the team with the most points).
  - b. In the first round, the third ranked team will play the sixth ranked team. The winner of this first round will move on to play the second ranked team in the second round. The fourth ranked team will play the fifth ranked team. The winner of this first round will move on to play the first ranked team in the second round.
  - c. The losing teams from the first playoff round will move on to play each other to determine the fifth and sixth place positions.
  - d. The remainder of the playoff rounds will be handled like a four team playoff.

Some larger districts may require additional elimination competitions, such as semi-finals, which are also considered official competition. At National Finals, should one team go undefeated, the

undefeated team will be declared the National champions, regardless of the win/loss records or points of the other teams.