

Bible Quiz Procedures

Pregame Procedure and Seating Plan

1. The quizmaster will face the opposing teams. The quizmaster will determine the arrangement of the competition room.
2. Three opposing teams will be seated so as to see and hear clearly the quizmaster and to see the scoreboard.
3. Each school's starting quizzers will sit as a team, numbered 1, 2, 3, 4, 5.
4. Each team will choose a captain and co-captain prior to quizzing.
5. Each team will identify the captain to the quizmaster prior to quizzing.
6. The official mode of response will be a bell-and-light jump system.
7. The quizmaster will review the rules and game procedure and answer any related questions preceding play.
8. The quizmaster and event coordinator can determine a reasonable accommodation to allow participation by a quizzers who is physically unable to stand.

Game Procedure

1. A game will consist of 20 correctly answered regular or toss-up questions plus whatever free and tie-breaking questions become necessary, regardless of time.
2. **Regular Questions:** A game will commence with the reading of a regular question by the quizmaster to the three teams. The regular question format will be as follows: "Question number one: question."
 - a. If no quizzers respond within ten seconds after the reading of a question, the question will be tossed out and another question read to continue play.
 - (1) Tossed out questions will not constitute any of the 20 regular questions.
 - (2) Team members may confer before any quizzers is recognized.
 - (3) Quizzers may begin to confer while the question is being asked, as long as they do not prevent other teams from hearing the question. Quizzers may not confer once the quizzers is recognized.
 - b. During or after the reading of a regular question, the first quizzers whose light comes on will be recognized by the quizmaster as the team spokesman for that question and will be addressed by state and number, for instance, "Tennessee, Number Three."
 - c. **Interrupted Questions:** The reading of regular, toss-up, or tie-breaker questions may be interrupted by a quizzers, but he must then answer the question without hearing it read in its entirety.
 - d. The clock will start upon the quizmaster's verbal recognition of the quizzers.
 - (1) Thirty seconds will be allowed in which to answer any question in its entirety.
 - (2) The quizzers will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run marking the thirty-second count. An answer will be considered as started when a quizzers gives new information which is part of the unread portion of the question or part of the answer.
 - (3) In a year when more than one book of the Bible is included in the study material, if the quizmaster has not said the name of the book, the quizzers may say the name of the book within the ten seconds in order to earn the full thirty seconds. However, if the new information supplied includes the name of the book, the quizzers must correctly state the

- name of the precise book in order to be ruled correct. (Example: First Corinthians, instead of just Corinthians.)
- (4) In a year when only one book of the Bible is included in the study material, if the quizmaster has not said the chapter of the book, the quizzzer may say the chapter number within the ten seconds in order to earn the full thirty seconds. However, if the new information includes the chapter number, the quizzzer must correctly state the precise chapter number in order to be ruled correct.
 - (5) If the quizzzer fails to begin his answer within the ten seconds, it will constitute an error.
- e. Upon giving the correct answer to a regular question, 20 points will be scored for the answering team, and another regular question will be read to continue the cycle.
 - (1) Each individual quizzzer's points will be tallied on a score sheet.
 - (2) During the competition, any quizzzer having correctly answered six 20-point questions (quizzing out) will leave the game.
 - (a) He may be replaced by an eligible substitute.
 - (b) He will not return to the current game.
 - (c) Should the team captain quiz out, the co-captain will assume the role of challenger.
 - (d) Should an entire team vacate whether through quizzing out or erroring out, the format will change to two-team rules; in other words, the toss-up question will still be worth 20 points, and no error will be assessed for the attempt on the toss-up.
 - f. At the quizmaster's call of time, or when the quizzzer is seated again, any incorrect or incomplete answer will constitute an error.
 - (1) Each individual quizzzer's errors will be tallied on a score sheet.
 - (2) During the competition, any quizzzer having made six errors (erroring out) on regular or toss-up questions will leave the game.
 - (a) He may be replaced by an eligible substitute.
 - (b) He will not return to the current game.
 - (c) Should the team captain error out, the co-captain will assume the role of challenger.
 - (3) Beginning with the fourth team error, ten penalty points for each error will be deducted from the team's score.
 - (a) The first three errors will not affect a team's score.
 - (b) On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
3. **Toss-Up Questions:** After penalty points have been assessed for the incorrect answer to a regular question, the regular question shall be reread and will constitute a toss-up question.
 - a. Only the remaining two teams may vie for a response to the toss-up question.
 - b. If no quizzzer responds within ten seconds, the question will be tossed out.
 - c. A correct answer to a toss-up question will score 20 points for the answering quizzzer's team.
 - d. Beginning with the fourth team error, an incorrect answer to a toss-up question will deduct ten points from the team's score.
 - e. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
 - f. When competition consists of only two teams, toss-up questions will carry a value of 20 points and incorrect answers will not be penalized.
 - g. The toss-up format will be as follows: "Toss-up Question [to the remaining teams]: question." Quizzers may jump after the second *question*. If the Kirkman Box is used, quizzers may jump as soon as the amber light comes on. [Instruction for quizmasters: The quizmaster will do his best to time the reset so that the amber light will come on at the same

time as the second word *question*. In any case, the standard is when the amber light comes on.]

4. **Free Questions:** Upon error on a toss-up question, the remaining third team will be given a free question, which will be a new, previously unread question.
 - a. The first quizzier to rise may attempt to answer a free question without fear of penalty upon error, termed *attempt*.
 - b. No other attempts to answer will be permissible.
 - c. A correct answer to a free question scores ten points for a team.
 - d. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered, or unanswered in any manner; hence, the term *free*.
5. **Tie Score:** In the event of a tie score after the twentieth question, single regular questions will be asked until the tie is broken, termed *tie-breaker questions*.
 - a. Individual scores and errors will continue to be tallied.
 - b. If the twentieth question is answered in error, the entire round will continue to completion, toss-up and, if necessary, free question included. Thereafter, the single tie-breaker questions will continue until a winner is declared, as in a sudden-death play-off. However, the quiz must end with a correctly answered 20-point regular or toss-up question.
 - c. If, after the twentieth question, one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest; and the game will continue until a tie-breaking question produces a middle winner. The format will change to two-team rules; in other words, the toss-up question will still be worth 20 points, and no error will be assessed for the attempt on the toss-up. A tie-breaking question, regular or toss-up, must be answered correctly in order to end the quiz. (A tie cannot be settled by the points lost for an incorrect answer.)
 - d. The same process described above (5.c) will be followed if two teams are tied for first place honors at the end of a game. Each game will have a high winner, a middle winner, and one loser (see Determination of Winner).
 - e. In a two-team tie breaker, a team that loses more than 10 points without the other team winning will always have a chance to come back and win the quiz. In other words, there are some scenarios in which the first team to correctly answer a 20-point question does not yet win the tie breaker.
 - f. If, after the twentieth question, all three teams are tied, the quiz will continue one question at a time until there is a high winner, a middle winner, and one loser. An evaluation of how one or more of the teams will finish the quiz will be made only after a correctly answered 20-point question. Each team getting an error on a regular or toss-up question will continue to incur a 10-point deduction.
 - (1) If no team earns 20 points for an answer, then all three teams will continue to the next question, regardless of the score.
 - (a) Example 1: All three teams have 120 points after 20 questions. On the first extra question, Team A misses, Team B misses, and Team C misses the free question. The quiz continues, even though the score is 110-110-120.
 - (b) Example 2: All three teams have 120 points after 20 questions. On the first extra question, Team A misses, Team B misses, and Team C correctly answers the free question. The quiz continues, even though the score is 110-110-130.
 - (2) If a team earns 20 points for an answer, then at the end of the question an evaluation will be made regarding how the teams have finished in the quiz.

- (a) Example 3: All three teams have 120 points after 20 questions. Team A jumps first and gets 20 points. The score is 140-120-120, and Team A is the high winner. Team A drops from the quiz, and a two-team tie breaker continues according to rule 5.c. above.
 - (b) Example 4: All three teams have 120 points after 20 questions. Team A jumps first and misses; then Team B jumps and gets 20 points. The score is 110-140-120, and the quiz is over with Team B the high winner, Team C the middle winner, and Team A the loser.
 - (c) Example 5: The score is 110-110-130 after Example 2 above. Team A jumps and gets 20 points. The score is 130-110-130, and Team B is the loser. Team B drops from the quiz, and a two-team tie breaker continues according to rule 5.d. above.
6. **Time-Outs:** A team may call two time-outs during a game. A coach may talk with quizzers only during a time-out. This does not mean a coach would be forbidden a spontaneous congratulations or encouragement.
- a. Time-outs will be allowed after the answer of one question and before the reading of the next.
 - b. Time-outs will be no longer than one minute.
 - c. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of quizzers.
 - (1) Voluntary substitutions require the calling of time-outs.
 - (2) Other teams may substitute quizzers during one team's time-out.
 - (3) A time-out may be called for a team conference.
 - d. A challenge will take precedence over a time-out.
 - e. The procedure for calling a time-out will be as follows: The quizzer or coach should stand and say, "Mr. Quizmaster, we would like a time-out."
 - f. If tie-breaker questions are required, each team will be allowed one time-out during the tie breaker, regardless of the number of previous time-outs taken.
7. **Fouls:** The following actions will constitute fouls.
- a. Talking or conferring by any quizzers between the time the quizzer has been recognized and the time points are awarded or penalties assessed.
 - b. Any part of the hands or feet touching the chair during the reading of a question.
 - c. Failure of a quizzer to come to full stature.
 - d. A team's display of an overly antagonistic attitude toward officials and rulings.
 - e. A disagreeable attitude evidenced by indiscreet challenging.
 - f. Any behavior not conducive to the Christian spirit.
 - g. For every three team fouls, ten points will be deducted from that team's scores.
 - h. If a quizzer begins to answer before he is recognized, a foul will be given; but he will be allowed points for a correct answer.
 - i. If the wrong quizzer answers the question, the right quizzer will be then permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed and the question repeated as a toss-up question.
 - j. If the amber light fails to come on and the timer fails to engage when the quizzer jumps, then the quizzer has jumped too soon, and a foul will be assessed. The quizmaster will attempt to time the reset with the second word *question* (i.e., "Question number 7, *question*"). [Instructions for quizmaster: The quizmaster will do his best to time the reset so that the amber light will come on at the same time as the second word *question*. In any case, the standard is that quizzers may jump as soon as the amber light comes on.]

- k. If after the amber light comes on and the timer begins to count down, the quizzer begins to stand but then is seated again without answering, this is an error, not a foul. The quizmaster gives the error to the quizzer and moves to the toss-up question
 - l. If a quizzer restrains or assists another quizzer physically (holds him in his seat or pushes him to his feet).
 - m. If a quizzer or team causes a delay in the game.
8. **Challenges:** The following rules will govern all challenges.
- a. An answer to any question (regular, toss-up, free, or tie-breaker) will be considered open to challenge under the following circumstances.
 - (1) It is believed that incorrect information was considered correct.
 - (2) In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in the competition.
 - (3) It is believed that correct information was considered incorrect.
 - b. Each challenge must be submitted to the quizmaster at the appropriate time.
 - (1) If the original question is ruled *correct*, either of the other teams may immediately challenge the ruling, prior to the asking of the next question.
 - (2) If the original question is ruled *incorrect*, a challenge by any of the teams may be made only after the completion of the toss-up question and before the asking of the free question.
 - (3) A challenge to the ruling on a toss-up question, whether *correct* or *incorrect*, must be made immediately, prior to the asking of the free question.
 - (4) A challenge to the ruling on a free question, whether *correct* or *incorrect*, must be made immediately, prior to the asking of the next question.
 - c. The results of the quizmaster's ruling on the challenge will be as follows.
 - (1) If the challenge to a *correct* ruling on the original question is sustained, the answering team is assessed an error, and a new question replaces the challenged one to be used as the *toss-up* question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question.
 - (2) If the challenge to an *incorrect* ruling on the original question is sustained, the first team to answer is awarded 20 points, the result of the toss-up is discarded, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands.
 - (3) If the challenge to a *correct* ruling on a toss-up question is sustained, the answering team is assessed an error, and the quiz continues to the free question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question. If the challenge to an *incorrect* ruling on a toss-up question is sustained, the answering team is awarded 20 points, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands, and the quiz continues to the free question.
 - (4) If the challenge to a *correct* ruling on a free question is sustained, the score reverts to what it was before the question was asked, and the quiz continues to the next question. If the challenge is overruled, the answering team retains the 10 points, and the quiz continues to the next question. If the challenge to an *incorrect* ruling on a free question is sustained, the answering team is awarded 10 points, and the quiz continues to the next question. If the challenge is overruled, the result of the free question stands, and the quiz continues to the next question.

- d. Only a team captain may challenge by standing and saying, “Mr. Quizmaster, I would like to challenge.” The captain may yield the floor to a team member to voice the challenge.
- e. The quizmaster, with or without counsel of the quiz panel, will have sole authority to accept or reject the challenge.
- f. No penalty shall be assessed against any team that properly submits a challenge.

Questions and Answers

No unanswered (tossed-out) questions will be asked again until all questions have been asked once during the entire competition. All decisions on the correctness of answers will be the sole responsibility of the quizmaster who may seek counsel of the quiz panel at his own discretion.

1. Description of Acceptable Question and Answer Forms

- a. **Interrogative Question form:** a question constructed by the use of a direct word(s) from Scripture together with an interrogative and answerable by a paraphrased word or phrase.
 - (1) Interrogatives will be limited to selections from this list: who, whom, what, why, where, when, which, how.
 - (2) Interrogative questions drawn from a Scriptural context without the inclusion of direct word(s) will not be permissible.
 - (3) Interrogative questions will include the book and chapter citation from which the question is drawn, but not the verse.
 - (4) Example:
 Q: “Question number 2, question: By whom was Jesus led into the wilderness in Matthew 4?
 A: “the spirit.”
- b. **Finish-the-Verse Question form:** a verse completion question answerable by a direct Scriptural quotation without any book, chapter, or verse reference citation.
 - (1) Finish-the-verse questions will begin with the statement “Finish this one verse” or “Finish these two verses” or “Finish these three verses.” Verses must be quoted verbatim.
 - (2) No quizzer will be expected to cite references in finish-the-verse(s) questions.
 - (3) Example:
 Q: “Finish this one verse. Question number 1, question: He came unto his own . . .”
 A: “and his own received him not.”
 - (4) A quizzer may repeat all or some of the words of the verse that the quizmaster has already spoken, but the quizzer must proceed beyond those words within the first ten seconds.
 - (5) Having begun to finish the verse, a quizzer may stop and retrace some or all of the words that he has already spoken, provided that he makes no change in the retracing.
- c. **Reference Question form:** a question citing a chapter and verse reference with or without the use of a key word(s) answerable by information found in that specific verse reference.
 - (1) Reference questions will begin with the phrase “This is a reference question. Question number 8, question:”
 - (2) Reference questions will include the phrase, “According to . . .” followed by a chapter and verse reference. This phrase may be located at the beginning or at the end of the question.
 - (3) The standard of what constitutes a correct answer to a reference question is more precise than that for an interrogative question because the correct answer must come from that

specific verse. While a paraphrased answer may occasionally be ruled correct, precise language from the specific verse is preferable.

(4) Examples:

Q: "This is a reference question. Question number 4, question: Who hath no where to lay His head according to Matthew 8:20?"

A: "the Son of man"—Correct.

A: "Jesus" or "the Son of God"—Incorrect. These paraphrased answers would be acceptable for an interrogative question, but not for a reference question.

Q: "This is a reference question. Question number 6, question: According to 1 John 4:16, who dwelleth in God?"

A: "He that dwelleth in love" or "A person who dwells in love"—Correct.

A: "Whosoever shall confess that Jesus is the Son of God"—Incorrect. While this answer is true, it is taken from a different verse.

d. **Quotation Question form:** a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation.

(1) Quotation questions will begin with the phrase, "Quote this one verse. . ." or "Quote these two verses. . ." or "Quote these three verses. . ." and follow with a book-chapter-verse reference.

(2) Quotation questions will be answerable by the verbatim quotation of the verse(s) cited. The quizzer may, but will not be required to, cite the reference; however, he must begin the quotation of the verse within the ten-second time frame.

(3) Having begun to quote the verse, a quizzer may stop and retrace some or all of the words that he has already spoken, provided that he makes no change in the retracing.

(4) Example:

Q: "Quote this verse. Question number 3, question: John 1:4."

A: "John 1:4, 'In Him was life; and the life was the light of men.'"

2. Determination of Correctness of Answers

a. An answer will be considered correct only if it will have been correctly and completely stated within the thirty-second time limit.

(1) Answers to quotations and finish-the-verse questions must be verbatim and complete within the time limit.

(2) When answering reference and interrogative questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness; so long as the information given before the call for time was correct and complete, the answer will be considered correct.

b. An answer will be considered correct if a proper name is mispronounced.

(1) The quizmaster may request clarification by spelling.

(2) An incorrect spelling of the proper name will constitute an error.

c. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.

d. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.

e. When a quizzer has finished his answer he should be seated.

3. Errors: The following actions will constitute an error.

a. If the quizzer fails to begin his answer within ten seconds.

b. If at the timekeeper's call of time (30 seconds), any incorrect or incomplete answer has been given.

- c. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question, and the wrong quizzer will be assessed a foul. However, if both quizzers are from the same team, an error will be assessed. A new regular question will be asked if the question was a regular question or a free question, or the free question will be asked if the question was a toss-up.
- d. If an answer would require clarification for understanding.
- e. Quoting an **entire** verse word for word in response to an interrogative or reference question.
- f. An answer to a finish-the-verse or quotation question in which there is any deviation from verbatim quotation of Scripture, i.e. any addition, omission, reversal, or change of words.
- g. If the quizmaster calls for spelling of a proper name and it is incorrectly spelled.
- h. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
- i. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
- j. Any incorrect information in an answer. This includes giving information that is not a part of the question or the answer.
- k. Incorrectly or incompletely identifying the name of the book or the chapter number, even if the answer is correct.
- l. Any incomplete answer at the call for time.
- m. If, after the amber light comes on and the timer begins to count down, the quizzer begins to stand but then is seated again without answering, this is an error, not a foul. The quizmaster gives the error to the quizzer and moves to the toss-up question or to the free question.

Determination of Winner

1. The team with the highest score at the end of the twentieth question or sudden death tie breaker will be declared the high winner. The team with the second highest score will be declared the middle winner. The last place team will be considered the loser of the game. In other words, each game with three teams will have two winners and one loser.
2. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.
3. The quizmaster will determine the teams competing in each game. Determination of Winner rule 1 will help the quizmaster determine the selection of teams to participate in each game.
4. Competition will proceed as in a double elimination tournament so that each team must be defeated twice before being eliminated.