

THE CHRISTIAN AND MISSIONARY ALLIANCE

Life Impact Ministries

Bible Quizzing Rule Book

Revised 2008

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PROPOSED FUTURE BOOKS

2005-2006	Romans & James
2006-2007	Acts (chapters 1-20)
2007-2008	Galatians/Ephesians/Philippians/Colossians
2008-2009	Luke (excluding 3:24-8,12,20)
2009-2010	First and Second Corinthians
2010-2011	John
2011-2012	Hebrews/First and Second Peter
2012-2013	Matthew (excluding chapters 13, 23, 24, 25)

MISSION STATEMENT OF BIBLE QUIZZING

“The mission of quizzing is to see visible evidence of the application of God’s Word in the lifestyle of each participant.”

Bible Quizzing is a ministry of Life Impact Ministries/CMA to assist teens to connect with God in a deeper way by Experiencing Him and Expanding His Kingdom.

It accomplishes this by:

- A. Providing teens with an opportunity to be involved in the systematic study and application of God's Word.
- B. Building character, instilling self-discipline, and encouraging prayer and unity.
- C. Equipping young people with the capacity to serve in other areas of ministry.

ELIGIBILITY REQUIREMENTS

I. TEAM MEMBERSHIP/ELIGIBILITY REQUIREMENTS

The following rules are established for all district and international competitions:

- A. All quizzers for district and international competition must be 12 to 18 years of age or still enrolled as a full-time high school student. Any teen who is married will be ineligible to quiz.
- B. Each district may establish eligibility rules for team membership and specify the degree of involvement quizzers must have within a local Alliance church.
- C. A team will be composed of five members: four starting quizzers and one substitute. These five shall constitute the team for district and International Finals. None of the five may be changed during district and International Finals without unanimous approval of all officials and coaches.
- D. Each team must have a coach and may also have an assistant coach. The international coach must be approved by his district office/committee.
- E. In order to quiz at Internationals for a specific district, the quizzer must reside in that district or in a bordering community. Their home church must be from the district in which they quiz. Any exceptions to this must be brought to the International Bible Quizzing Committee.

COMPETITION LEVELS

There are four levels of Bible quiz competition: local or interchurch, zone, district, and International Finals. Each district shall determine eligibility guidelines for all local, zone, and district competitions subject to approval by the district office.

I. LOCAL OR INTERCHURCH QUIZZING

(Within a church or between several churches on an unofficial, challenge basis)

- A. Any number from one to five may constitute a team.
- B. Any number of teams may participate.
- C. Question writing will be the responsibility of the local quizmaster.
- D. If a church is unable to secure enough teens for study and competition within its own group, it may work with a neighboring Alliance church for competition on this level.
- E. Follow all other rules as clearly as possible in order to educate for zone and higher levels of competition.

II. ZONE QUIZZING

- A. The quizmaster and officials will be selected by the Zone Executive Committee.
- B. Question writing will be the responsibility of the zone quizmaster.
- C. The official rules shall be followed explicitly except with the following possibilities for variation:
 1. Local church teams may have fewer than five members.
 2. The number of judges may vary.
- D. Every church within a zone may send a team or teams to a zone quiz. However, if approved by the Zone Executive Committee, two small churches may combine to send one team.
- E. Individual and team scores shall be tallied.

III. DISTRICT QUIZZING

- A. All rules, without exception, must be observed. The district office may grant exemptions for unusual circumstances in regard to district quizzing only.
- B. The quizmaster and officials will be approved by the Disciple Making Ministry director, Disciple Making Ministry committee or District Youth Task Force.
- C. The name and address of the district coordinator must be sent to the Life Impact Ministries Office by October 1 of that quiz year.
- D. If possible, electronic jump-seats should be used in district competition.
- E. For district finals each quiz must cover the year's material in its entirety.

IV. INTERNATIONAL FINALS

- A. All official rules will be in effect.
- B. Each district will be allowed to send at least one team to compete in the International Finals. This will be the district All-Star Team. If a district/Alliance mission field has more than 150 quizzers that district will be eligible to bring a second team to International Finals. Bringing more than one team will be allowed for a trial period of 5 years, beginning at Internationals 2003 and ending at Internationals 2007. After that time it will be determined whether this will continue.
- C. All arrangements, promotion, and administration will be by the Life Impact Ministries Office.

- D. Notification by each district of its intention to enter a team must be received by the Life Impact Ministries Office, on a form supplied by that office, no later than May 1 of that quiz year.
- E. The names of the All-Star Team, coaching staff, and all registration fees must be sent, when specified, to the Life Impact Ministries Office for that quiz year.

QUIZ OFFICIALS

Officials for a sanctioned quiz shall be a quizmaster, answer judge(s), scorekeeper(s) and a timekeeper .

I. SELECTION OF OFFICIALS

- A. The district quizmaster and officials will be approved by the Disciple Making Ministry director, District Youth Task Force, or the Disciple Making Ministry Committee.
- B. The international quizmaster and officials will be appointed by the International Bible Quizzing Advisory Committee. This committee is appointed by the Life Impact Ministries Executive Director. The Canadian representative will be appointed by the Canadian National Church Education Committee. To be considered for appointment, all quizmasters and officials must:
 - 1. Be a regular church attender.
 - 2. Have three years of district quiz mastering experience and be recommended by their district office or quiz committee.
 - 3. Go through an evaluation process established by the International Bible Quizzing Advisory Committee.

II. QUIZMASTER

- A. The quizmaster must:
 - 1. Be thoroughly acquainted with all rules, procedures, and material of that quiz year.
 - 2. Be impartial and render decisions consistently.
 - 3. See that all officials are briefed regarding rules and procedures.
 - 4. Read at a normal conversation rate. Hesitating or reading too quickly must be avoided since either may cause inaccurate quizzing.
 - 5. Read all questions at the same rate of speed with the ability to stop reading the question at the exact moment a jump is made.
 - 6. Keep the quiz moving at a consistent pace. A quiz should not be rushed, but it is important to maintain the quickest pace which does not interfere with accuracy.
 - 7. Be open to challenge and be willing to evaluate whatever the captains feel is in error.
 - 8. Double-check the questions for accuracy and throw out any questions that are found to be invalid.
 - 9. Facilitate a positive, uplifting environment through out the quiz. Quizmasters should speak clearly and be enthusiastic about quizzing. To this end, quizzers should be called by name, the score should be announced often (when a score-board is not present), and bonuses and quiz-outs should be promptly recognized.

- B. The quizmaster should:
1. Rule immediately upon an obviously correct or incorrect answer if there is no indication from the answer judge to the contrary.
 2. During the 30-second answering period use the following prompts:
 - a. If a quizzer has provided all the information in the answer, except the clarification of a pronoun present which is part of the answer, the quizmaster will say, "Can you clarify?" or "Can you be more specific?" A pronoun needs to be clarified only if the clarification (antecedent) is in context.
 - b. On a Chapter-Verse Reference Question (CVR) or Chapter-Only Reference Question (CR), if the quizzer has given all the information in the question and the answer and the complete question was not read, the quizmaster will ask, "What is your question?"
 - c. On a Finish-The-Verse (FTV), Quote, or Finish This (FT) type question, once the quizzer has quoted to the end of the required verse, if the quote is not yet correct, the quizmaster will say, "Again." This will occur as often as needed until the quizzer quotes the verse perfectly or the 30 second time limit expires.
 - d. If a quizzer answers the question correctly, but is missing information found in the question, the quizmaster may ask the quizzer, "More."
 - e. On a Situation (SIT) type question, when the quizzer has completed the quotation required for the question the quizmaster will say, "Quote is complete."
 3. Consult with the answer judges at any time he feels necessary, provided it does not infringe upon the 30 seconds allotted the quizzer.
- C. When deemed necessary, the quizmaster or any official may be replaced from his/her position during a meet by the International Bible Quizzing Advisory Committee.

III. JUDGES

- A. Answer Judges
1. There shall be two answer judges in addition to the quizmaster in every International Final. In a local, zone, or district quiz this number may vary.
 2. All conferring among answer judges shall be done privately. The spokesperson will announce the decision. The head answer judge shall be the spokesperson for the group.
 3. No comment other than "correct" or "incorrect" need be announced by the head answer judge in making a decision. However, at the discretion of the judges And quizmaster or at the request of the captain, a statement may be made by the spokesperson. If an explanation is requested by a captain, the right to challenge has been forfeited for that question.
 4. Answer judges will watch the quizmaster's questions for accuracy of reading.
 5. When an answer given is in question, answer judges will determine the accuracy of its content and make a ruling accordingly.
 6. Answer judges will check the NIV reference for each question when asked to verify the accuracy of the written answer.
 7. All questions are checked for accuracy, construction, and distribution by the head answer judge prior to the quiz.

8. A quizzer will be recognized by the quizmaster or the jump judge when his/her light comes on. If equipment is used where the team and number are visible to the audience, the quizmaster may make the call.
9. The answer judge may call a foul or rule infraction related to jumping and pre-jumping.

IV. SCOREKEEPERS

- A. Two scorekeepers will tabulate the results of each question on official score sheets in every International Final. They shall keep a running score of each quiz. The official scorekeeper for the International Finals will be appointed by the International Bible Quizzing Advisory Committee.
- B. Points will be accurately tallied on individual quizzers for each team by the statistician appointed by the International Bible Quizzing Advisory Committee.
- C. The scorekeepers will tally and immediately announce when a quizzer has erred out, quizzed out, or fouled out.
- D. The scorekeepers will keep record of all time-outs.
- E. To determine eligibility for re-substitution, the scorekeepers will keep record of the number of questions a substituted quizzer has remained out.
- F. One scorekeeper shall be the spokesperson for the group, have the score sheets signed by the coaches at the conclusion of each quiz, and report to the statistician.

V. TIMEKEEPER

- A. Time shall be kept by the use of a stopwatch, any digital watch, or a functioning part of built-in time equipment.
- B. Infringements of time limits should be announced by the sounding of the timekeeper's horn or bell or by calling time.

QUIZ MEET REGULATIONS AND GUIDELINES

I. PLATFORM PROTOCOL

- A. Quizzers will be seated facing the audience and quizmaster.
- B. Hands of the quizzers must not touch any part of the chair or floor.
- C. Feet of the quizzers are to be on the floor.
- D. Quizzers will be identified by number. Each will keep the same number throughout the competitions. Any quizzer may sit in any chair.
- E. No talking or visual communication is permitted between team members, coaches, or the audience from the time the quizmaster calls question until points have been awarded.
- F. Only a coach from a team presently seated on the platform may confer with the officials.
- G. Spectators are not allowed to confer with the coaches or officials during a quiz.
- H. Coaches may have quiz material(s) on the platform during a time-out or prior to a quizzing.
- I. Push-button quizzing is provided for physically disabled quizzers.

II. TEAM CAPTAINS

- A. Captains must be on the platform at all times. In the event the captain leaves, the co-captain will become acting captain.

- B. Only the team captain may challenge a decision.
- C. Captains may sit in any chair. Scorekeepers must be notified which quizzer is captain before the quizzers take their seats to begin the quiz.
- D. The team captain may change during a given competition but not during a quiz.

III. JUMPING AND PRE-JUMPING

- A. Failure to answer after jumping and being recognized by the quizmaster will constitute an error.
- B. If a quizzer's light comes on after a question has been called and before the question has discernibly begun, a foul will be called. The quizzer is ineligible to answer that numbered question, including the toss-up or bonus question.
- C. If a quizzer's light comes on after the quizmaster has discernibly begun reading the question, this will be considered a pre-jump, and the quizzer will be given an opportunity to answer.
- D. The first quizzer to rise and trigger his light, provided there has been no foul, will be recognized.
- E. If, in the judgment of the officials, a deliberate attempt is made to forfeit a question, an error will be charged and 10 points deducted from the team score. The next question will be numbered the same.

IV. TIE JUMP

- A. When members of the same team tie, the captain will select one to answer without any type of verbal or nonverbal communication.
- B. When quizzers of two or three teams tie, the question will be replaced with a question of the same type on which all eligible members of the tied teams may jump. The question number remains the same.
- C. When a quizzer errs on the tie-jump question, it will be treated as a regular question and the quiz will continue as normal.

V. CONSULTING TEAM FOR REFERENCE

- A. If the answer given by the quizzer appears to fulfill the requirements of the question, the quizmaster may ask the quizzer for a reference. After asking permission of the quizmaster, a quizzer may consult his team members for a reference. This consultation may not exceed 30 seconds and need not be in the original 30-second answer time limit.

VI. CORRECT ANSWERS

- A. An answer is correct when:
 1. It contains the information requested. If the quizmaster did not complete the reading of the question, the quizzer's answer must include the information in the remainder of the question as well as the answer. It is not required to be in question and answer form, except in the case of a reference question.
 2. The quotation is word-for-word as found in the NIV in Finish-The-Verse, Finish-This, and Quote Questions. In these questions the quizzers may go back to correct their answers if done in the 30-second time limit. The quizzer may not change to another verse.
- B. Mispronounced names are still recognizable as the answer.
- C. Only the first answer of the quizzer will be considered correct.

- D. All material given by a quizzer must be from the context of the question. Context shall be limited to five verses before or after the verse or the paragraph, whichever is greater.
- E. Deity Rule
 - 1. The correct person of the deity must be given. The quizzer may not move between persons of the deity when answering.
 - 2. If a quizzer refers to the deity as either "God" or "Lord", these must be clarified by the quizzer within 30 seconds when the text requires a more specific answer. "Jesus" and "Christ" may be interchanged.
 - 3. If a pronoun is used in the text to name the deity, any of the names for that person of the deity within context may be considered an acceptable answer when clarifying.
 - 4. When there is a special name of the deity given in the text, which imparts specific character qualities or attributes to that person of the deity, the specific name must be given in the quizzer's answer. (i.e. "The Lord God Almighty", "The Bread of Life", "Spirit of the Living God".) The quizzer may not state other such names which are not in context, even if they refer to the same person of the deity.
 - 5. When a quizzer gives other names for the same person of the deity, used within context, these should be allowed to be clarified within 30 seconds when a more specific answer is needed.

VII. INCORRECT ANSWERS

- A. An answer is incorrect when:
 - 1. Incorrect information has been given that is not part of the context even though the right answer may be included in it.
 - 2. The information given is incomplete.
 - 3. The time limit has elapsed before the complete answer is given.
 - 4. Any word is omitted or added in a Finish-The-Verse, Finish-This, or Quote Question or the wrong verse is begun.
 - 5. If the wrong person (i.e. Father, Son, Holy Spirit) in the deity (God) is given.

VIII. FOULS

- A. The following shall be considered fouls:
 - 1. Team members talking with each other, other teams, or with their coaches or the audience between the time "Question" is introduced and points are awarded. If a quizzers answers a question correct, due to this illegal talking, the question will be thrown out and the person talking will receive the foul.
 - 2. The use of the hands to assist in jumping. Hands may not touch any part of the chair from the time "Question" is called until the quizmaster recognizes the first one up.
 - 3. Not jumping toward full stature in a continuous motion **when jump judges are used** (applies only to the quizzer acknowledged as the first up.)
 - 4. When electronic equipment is used, if any light goes on after the quizmaster calls "Question" and before he begins to read the question.

5. During a Reference question or Quote question, when electronic equipment is used, if any light goes on after the quizmaster calls "Question" and before he begins to read the chapter number."
 6. Starting to answer before being recognized by the quizmaster
 7. Having more than the designated team members, one coach, and an assistant coach on the quiz platform during a time-out.
 8. If a captain confers with his coach or teammates prior to issuing a challenge. In addition, the challenge will not be allowed.
 9. Infraction of the rules, in spirit as well as letter, as discerned by the quiz officials.
- B. Three fouls by a quizzer eliminate that quizzer from the quiz. The quizzer must leave the platform. His seat will continue to be ineligible to jump for the entire numbered question. Three fouls by a quizzer will constitute a deduction of 10 points for the individual and team. If the third foul on a quizzer should be the third team foul, 20 points would not be deducted.
 - C. For every three team fouls 10 points will be deducted from the team score.
 - D. Fouls may be called by any quiz official: the quizmaster, jump judge, answer judge, scorekeeper, or timekeeper.
 - E. A foul must be called before the quizmaster calls for the next question.
 - F. If the officials fail to call a foul, a coach or team captain may call it to the attention of the quizmaster. If in the quizmaster's (and/or the judge's) opinion a foul might have been committed, the quizmaster will give due warning to the violating team. A foul may not be charged and points deducted when the quizmaster receives such help from a coach or captain.
 - G. The quizzer upon whom a foul is called becomes ineligible to answer that numbered question, including the toss-up or bonus question.

IX. TIME LIMITS

- A. Any team more than 10 minutes late (after the announced hour for the quiz) forfeits the quiz.
- B. Quizzers have five seconds in which to jump after the question is completed.
- C. A quizzer has a total of 30 seconds to complete his/her answer after being recognized.

X. TIME-OUTS

- A. Each team is allowed two, one-minute time-outs. One of those time-outs may be taken after question 18. No time-outs will be allowed prior to a bonus question.
- B. Captains or coaches may call for a time-out.
- C. Only the coach, assistant coach, and substitute may converse with the team during a time-out.

XI. SUBSTITUTIONS

- A. Substitutions may be made only during the time-outs.
- B. A quizzer being removed from a quiz must stay out for at least three questions before reentering the quiz, except in the event of a quiz-out or error-out. When a quizzer is returned to competition, the quizzer may be substituted for any chair.
- C. A quizzer who has answered four questions correctly, excluding bonus questions, may remain in the quiz to answer bonus questions.

- D. A quizzer who has answered four questions correctly, has fouled out, or erred out, may be substituted for without time-out. (NOTE: Quizzers who quiz out, foul out, or error out may not return.)
- E. Only one substitution is allowed per time-out per team.
- F. If a quizzer errors out or fouls out, the quizzer must leave the platform immediately. The quizzer who quizzes out has the option to remain on the platform. However, if the quizzer remains, a later substitution will require a time-out, and that quizzer may not return to the platform.

TYPES OF QUIZZES

- I. Three-Team Quiz
 - A. There will be 20 questions in a quiz.
 - B. Each question will be read only once.
 - C. All questions have a value of 20 points when two or three teams are eligible.
 - D. In the event the quiz ends in a tie, additional units of three, overtime questions each will be used until the tie is broken. Two-team rules will apply in overtime if only two teams are involved.
 - E. A toss-up question is the result of an error by one team. The two remaining teams will have the opportunity to jump, but the team making the error is ineligible for that question.
 - F. If question 1 to 15 is erred, the next numbered question will be a toss-up question.
 - G. If toss-up question 2 to 15 is erred, then the next numbered question is awarded as a 20-point bonus question to the corresponding chair of the team that has not erred.
 - a H. If question 16 is erred, the toss-up question will be question 16A. If 16A is erred, then 16B is awarded as a 20-point bonus question to the corresponding chair of the team that has not erred.
 - I. If question 16 is a toss-up question and is erred, 16A is awarded as a 20-point bonus question to the corresponding chair of the team that has not erred.
 - J. Error points begin at question 17.
 - K. The first error committed, beginning at question 17, results in a toss-up question, which is numbered 17A, for the two remaining teams. If there is an error on 17A, the next question will be 17B and will be a 10-point bonus for the team that has not committed an error. This process applies for the remainder of the quiz. Three teams must be enlisted to jump on questions 17, 18, 19, and 20.
- II. Tie-Breaker Quiz
 - A. In the event three teams are involved, a 20-question tie-breaker quiz will be used. The above rules for a three-team, 20-question quiz applies.
 - B. In the event two teams are involved, a 15-question tie-breaker quiz will be used with the following guidelines:
 - 1. If an error occurs on questions 1 through 11, the next numbered question is a 20-point bonus to the corresponding chair on the team that did not error.
 - 2. If questions 12, 13, 14, or 15 are erred, the bonus question will remain on the same question number and will not be counted in the basic 15 questions. Both teams must jump on questions 13, 14, and 15.
 - 3. All bonus questions up to and including 12B are worth 20 points.
 - 4. All bonus questions from 13 to the end of the quiz are worth 10 points.
 - 5. Error points begin at question 13.

6. A quizzer will be ineligible to jump when the quizzer has answered three questions correctly or committed three fouls or three errors.

III. Two-Team 20-Question Quiz

- A. There will be 20 questions in a quiz. Each question will be read once.
- B. All questions have a value of 20 points when two teams are eligible.
- C. If a question is missed, a bonus question will be read for the corresponding chair on the other team.
 - 1. The bonus question will be the next numbered question, except for questions 16 and following.
 - 2.. All bonus questions throughout the whole quiz are 10 points.
- D. Both teams must be eligible to jump on questions 17 to 20.
- E. A quizzer will be ineligible to jump when the quizzer has answered four questions correctly or committed three fouls or three errors.
- F. In the event the quiz ends in a tie, additional units of three overtime questions each will be used until the tie is broken.

QUESTION TYPES AND CONTENT DISTRIBUTION

Preparation of Questions

All questions will be based on the New International Version of the Bible (New York International Bible Society, 1984a). For the International Finals, questions must be written covering the entire material for the quiz year.

Questions for the International Finals will be the responsibility of the Life Impact Ministries Office. The head answer judge is responsible for the correctness of questions.

I. TYPES OF QUESTIONS

A. Interrogative Questions (INT)

1. Questions should not be overly long and should be clear and precise.
2. An Interrogative Question must be worded exactly as it appears in the text and must contain a completed key word or phrase in the first five words.
 - a. A key word is a word that appears only once in the material.
 - b. A key phrase is two or three words – the sequence of which distinguishes them from the rest of the material.
3. Interrogative Questions drawing from the context of Scripture without a direct key word or key phrase are invalid.
4. The seven permissible interrogatives are who (or a form of it), what, why, where, when, which, and how. One of these interrogatives must be in each Interrogative Question, either at the beginning or end.

There shall be a minimum of eight and a maximum of twelve Interrogative Questions in each quiz.

B. Finish-The-Verse Questions

1. Will be direct quotes from Scripture and must be quoted word-perfect.
2. Must be strong enough to stand on its own without requiring additional verses to explain it.
3. Must be of spiritual value or be significant to the chapter.
4. The quizmaster may give no more than five words of the verse.
5. Quizzers may go back and correct their answers if done in the 30-second time limit. The quizzer may not quote from any but the required verse or verses.
6. There are four forms of Finish the Verse questions.
 - a. Finish the Verse (FTV) – begins at the beginning of a single verse and finishes at the end of that verse.
 - b. Finish-This (FT) - begins in the middle of a verse and finishes at the end of the verse. A FT must start at the beginning of a sentence or the beginning of a quotation.
 - c. Finish these two verses (FT2V) – begins at the beginning of a verse and continues to the end of the next verse.
 - d. Finish-This and the next (FTN) – begins in the middle of a verse and finishes at the end of the next verse. A FTN must start at the beginning of a sentence or the beginning of a quotation.

There shall be no less than two and no more than three FTV or FT in each quiz.

C. Quote Questions (QT)

1. Quote Questions are questions in which the quizmaster gives only the book, chapter, and verse reference for the verse. It must be quoted directly from Scripture. The quizzers will answer this question as they would answer a Finish-The-Verses Question.
2. Will be direct quotes from Scripture and must be quoted word-perfect.
3. Must be strong enough to stand on its own without requiring additional verses to explain it.
4. Must be spiritually significant.
5. Quote Questions should be read: "Quote (book name), chapter (number), verse (number)", i.e., "Quote John chapter 1 verse 12."
6. A second form of Quote Questions is "Quote these two verses (Q2V). The reference will be given for two consecutive verses. The quizzer will have to give the reference to both verses and quote from the beginning of the first verse to the end of the second verse. 'Quote these two verse' should be verses that make more sense when quoted together. Example: Gal 5:22-23

There shall be one or two Quote Questions in each quiz.

D. Reference Questions – used to distinguish similar words from different passages.

1. All Reference Questions should be read: "According to (book name), chapter (number), verse (number)" i.e., "According to John chapter 12 verse 6."
2. Reference Questions may refer to chapter and verse or chapter only.
3. The quizmaster shall specify whether chapter and verse (CVR) or chapter only (CR) are required.
4. Chapter-Only and Chapter-Verses Reference Questions: A question is required if a jump is made prior to the complete reading of the question. The question given must be a similar question to the one on the card and fulfill the requirements of the question and answer on the card. The quizzer must stay within the context on a chapter-only reference question and may not change to another verse on a chapter-verses reference question.
5. They may be selected from any of these types:
 - a. Chapter Reference: similar material appearing only once in a chapter.
 - b. Chapter and Verses Reference: similar material appearing more than once in a chapter.
 - c. Multiple-Answers Reference.

There shall be no less than three and no more than five Reference Questions per quiz.

E. Multiple-Answers Questions (MA)

1. Must have more than one answer to the interrogative.
2. The clarification of a single answer is not a multiple answer question.
3. Multiple-Answers Questions must be worded exactly as they appear in the text and must contain a completed key word or phrase in the first five words.

There shall be no less than two and no more than seven Multiple Answers (MA) Questions in a quiz (MA Questions may also be Reference Questions.)

F. Situation Questions

1. Used only when narrative material is available (Four Gospels and Acts).
2. Must be a direct quote from Scripture by a person or an entity.
3. The quotation required by the question writer must be reasonable in length, not exceeding two consecutive verses. The quizzer is not required to repeat the quotation word-perfect but must be substantially close without leaving out key components of the quotation.
4. Ask for who said it, to whom, how, why, when, where, or about whom. No other interrogatives are permissible. A maximum of three situation questions may be asked about the quote.
5. Must start at the beginning of a quotation or the beginning of a sentence within the quotation.
6. The answer to the Situation Question must be in context.

There shall be no less than two and no more than four Situation Questions in a quiz when covering narrative material (Gospels and Acts).

II. INVALID QUESTIONS

A. Invalid Questions – Questions should be declared invalid by the quizmaster or answer judges if:

1. The answer requires interpretation by the quizzer.
2. The question can be answered, "yes" or "no," "true" or "false."
3. A Multiple-Answer, Reference, Finish-The-Verse, Situation, or Quote Question is not preceded by a statement to that effect.
4. The question is ambiguous, tricky, or misleading.
5. The question might have two different or conflicting answers.
6. The question is multiple-choice.
7. The written question is not word for word as taken from the NIV.
8. The question is not preceded by the quizmaster calling, "Question."
9. The question is a Cross-Reference Question (meaning the question and answer or, in the case of a Multiple-Answer Question, both answers must come from the same verse or consecutive verses).
10. An Interrogative or Multiple-Answer Question does not contain a key word or complete key phrase within the first five words of the question.
11. A Finish-The-Verse or Finish-This Question begins with the same first five words as another Finish-The-Verse or Finish-This Question, or if a Situation Question begins with the same first five words as another Situation Question.
12. When a question is deemed invalid and thrown out, it must be replaced with the same type of question. (i.e. Interrogative replaced with Interrogative, CVRMA replaced with CVRMA, etc.)

CHALLENGES AND PROTESTS

I. CHALLENGING

- A. If there is reason to believe the quizmaster or judges have ruled incorrectly on an answer or question, the team captain may challenge the decision subject to the following rules:
1. A challenge must be made immediately at the time of the quizmaster's decision and before the next question is called.

2. Only the team captain may challenge (co-captain if the captain has been removed).
3. The captain may not confer in any way with his/her coach or teammates before challenging. Such a conference will constitute a foul and the loss of the right to challenge.
4. Once a clarification on a ruling has been given all teams lose their right to challenge.
5. The judges' ruling on a challenge may not be challenged.
6. If the challenge is sustained, points or error points that were awarded for the initial ruling of the judge will be deducted. Points or error points which reflect the new ruling of the judge will be recorded. A new question of the same number will be given if the question is ruled illegal.
7. Any question, including toss-up and bonus, is open to challenge.
8. Ten points will be deducted from the challenging team's score on the second and each subsequent overruled challenge.
9. When a challenge is made, the quizmaster must give the captain(s) of the opposing team(s) an opportunity to speak to the challenge before making a ruling on the challenge.
10. A question may be challenged by the team captain anytime he/she feels that a violation of the rules has taken place. Some examples would be:
 - a. If incorrect information is given in the question or if a significant mispronunciation is made by the quizmaster.
 - b. If the question does not come from the Scripture that is the basis of competition.
 - c. If, in a Finish-The-Verse Question, the first five words of the verse are the same as the first five words of another verse that is a part of the Scripture being used as the basis of competition.
 - d. If the question is not word for word as it appears in the NIV.

II. PROTESTING

- A. Any coach (none other) may place a quiz under protest.
 1. When the coach feels a decision made is in violation of the rules.
 2. It must be made before the next question is called.
 3. May not confer with anyone except his or her assistant coach.
- B. The quizmaster, officials, and coaches involved will attempt to come to an agreement. If no agreement is reached within 10 minutes, the meet director will arbitrate and determine the just solution.
- C. If a protest is launched after question number 20 is completed it must be done immediately after the ruling is announced and before the quizzers leave the platform.

SCORING

I. TEAM POINTS

A. TWENTY POINTS EARNED

1. A team with all of its registered members present at the scheduled time for quizzing will receive 20 bonus points.
2. Each correct answer is worth 20 points.
3. All toss-up questions are worth 20 points.
4. If, in the first 15 questions, two teams error on consecutive questions, a 20-point bonus question will be awarded to the third team on the next numbered question.
5. If question 15 is erred, question 16 becomes a toss-up for the other two teams. If both questions 15 and 16 are erred, 16A becomes a 20-point bonus.
6. If question 15 is answered correctly and 16 is erred, 16A becomes a toss-up and 16B will be a 20-point bonus.
7. When a quizzer errs on the tie-breaker question, it will be treated as a regular question and the quiz will continue as normal.

B. TEN POINTS EARNED

1. When the third, fourth, or fifth quizzer on the same team jumps and correctly answers a question in the same quiz, a 10-point team bonus is awarded.
2. When three teams are competing, all bonus questions numbered 17 through the end of the quiz are worth 10 points. These will always be on the "B" questions.
3. When two teams are competing, the bonus is worth 10 points but is the next numbered question on questions 1 to 15. On questions 17 to 20 both teams must be jumping.

C. TEN POINT DEDUCTIONS

1. Beginning on question 17, 10 points will be deducted for each team error.
2. Two errors made by the same quizzer will be a 10-point team and individual deduction.
3. The third team error and each subsequent error will constitute a deduction of 10 points from the team score.
4. For every three team fouls, 10 points will be deducted from the team score.
5. Ten points are deducted for a team's second overruled challenge and each subsequent overruled challenge.
6. Never will more than 10 points be deducted from the team score for a single infraction (error, foul, or overruled challenge).
7. If, in the judgment of the officials, a deliberate attempt is made to forfeit a question, an error will be charged and 10 points deducted from the team score. The next question will be numbered the same.

D. TIE SCORE—In the case of a tie score, quizzing will continue with sets of three additional questions until the tie is broken. Scoring will continue as above.

E. TEAM PLACEMENT POINTS

Team placement points for determining positions shall be awarded as follows:

1. First Place: 10 points, plus 1 point for each 10 points over 100.
2. Second Place: 5 points, plus 1 point for each 10 points over 60.
3. Third Place: 1 point, plus 1 point for each 10 points over 30.
4. In case of a tie, points are awarded according to the team score at the end of question 20.

II. INDIVIDUAL POINTS

A. POINTS EARNED

1. Each correct answer is worth 20 points.
2. All toss-up questions are worth 20 points.
3. Four correct answers by a quizzer, without error, earns a 10-point individual bonus.
4. No individual points are added for bonus questions answered.
5. No individual points are added for questions answered during overtime

B. POINTS DEDUCTED

1. When a quizzer makes a second error within a quiz 10 points are deducted from his individual score. An additional 10 points are deducted for his third error.
2. Three individual fouls will result in a 10 point individual deduction.
3. Individual points are not deducted when a quizzer makes an error during error point deductions (questions 17-20) unless it is his second or third individual error.
4. No individual points are deducted for errors on bonus questions.
5. No individual points are deducted for questions error on during overtime.

SCHOLARSHIPS

- I. Members of the championship team at the International Finals will receive a \$200 scholarship from the Life Impact Ministries Office to the Alliance College of their choice. Alliance colleges will add an additional \$650 to the scholarship upon enrollment.
- II. Members of the second-place team will receive a \$500 scholarship from the Alliance College of their choice upon enrollment.
- III. Members of the third-place team will receive a \$200 scholarship from the Alliance College of their choice upon enrollment.
- IV. The top 15 quizzers at the International Bible Quiz Finals will receive a \$500 scholarship from the Alliance College of their choice upon enrollment.
- V. A quizzer may accept only one scholarship award each year if he/she is a winner in more than one category. The scholarship of highest value will be awarded. This restriction does not apply to the Floyd Meier Scholarship.
- VI. A quizzer may earn a new scholarship at each year's finals, thereby accumulating scholarships.
- VII. All college-financed scholarships will be equally divided between fall and spring semesters.
- VIII. All quizzers who have received scholarships must begin using their scholarships within 2 years of graduating from high school.

Awards and scholarship amounts will be announced annually. In addition to these scholarships, Alliance colleges may also offer additional scholarships to international, district, and local participants. Please contact the individual colleges for details.

FLOYD E. MEIER BIBLE QUIZ SCHOLARSHIP

Any quizzer may apply for the Floyd Meyer scholarship by applying online at www.lifeimpactcma.org or by writing to Life Impact, 930 Red Rose Court Suite 104, Lancaster, PA 17601. This is an annual scholarship awarded to a high school junior or senior. It is for bible quizzers who have exhibited excellence in quizzing, have financial need, and are planning on full-time Christian service. The scholarship award is approximately \$1000. Applications should be submitted in January and February. They are processed in April. The Floyd E. Meier Bible Quiz Scholarship is open to quizzers from any district. If you would like to contribute to this scholarship, please contact Life Impact Ministries.

RULES FOR TOURNAMENTS

The tournament brackets are based on three things: A preliminary round, an elimination round, and championship quizzes.

I. PRELIMINARY ROUND

- A. The teams will all receive team points as follows:
 - 1. First place in a quiz: 10 points, plus 1 point for every 10 points over 100
 - 2. Second place in a quiz: 5 points, plus 1 point for every 10 points over 60
 - 3. Third place in a quiz: 1 point, plus 1 point for every 10 points over 30
 - 4. In case of a tie, points are awarded according to the team score at the end of question 20.
- B. Preliminary Round Brackets follow.

II. ELIMINATION ROUND

- A. When more than nine teams are involved, the following should be done: If there are 10 to 14 teams, the top 9 should be placed into a final nine championship bracket after the opening round, for the elimination round, and the remaining teams dropped. If there are 15 to 20 teams, after the opening round the top 6 teams should be placed in the championship bracket, the next 9 places (7 through 15) should quiz in the intermediate quizzes given below (XYZ) and the remaining teams should be dropped. If there are more than 24 teams, the top 6 should be placed in the championship bracket, teams 7-15 should quiz in the XYZ quizzes to determine places 7-15. Teams 16-24 will quiz in XXYYZZ intermediate quizzes given below to determine their placement. A Consolation final 9 bracket will be used for positions 10-15 (determined by XYZ quizzes) and places 16-18 determined by XXYYZZ quizzes. If you are in the XYZ quizzes, you cannot move below position 15, regardless of how low their XYZ quiz score was. Likewise, those in the XXYYZZ quizzes cannot move above position 16, regardless of how high their intermediate quiz scores were.

- 1. QUIZ X: Team Number7, Number12, Number15
- 2. QUIZ Y: Team Number8, Number11, Number14
- 3. QUIZ Z: Team Number9, Number10, Number13
- 4. QUIZ XX: Teams 16, 21,24
- 5. QUIZ YY: Teams 17, 20, 23
- 6. QUIZ ZZ: Teams 18, 19, 22

- B. There will be a tie-breaker quiz for positions 6, 15, and 24. Ties for positions 7 through 14 will be broken in accordance with the following priorities:
 - 1. Head-to-head competition in previous quizzes.
 - 2. Total points scored in preliminaries.
 - 3. Least number of errors.

Points earned in these quizzes should be added to the points earned in the opening round by each team. The highest three teams, based on the point system above, are then placed in the above bracket. The next six teams are placed in the lower bracket.

- C. Elimination Round Brackets:
Teams will be placed in the elimination round brackets according to their placement after the preliminary round. Several options for elimination round brackets follow.

III. CHAMPIONSHIP QUIZZES

- A. A team must win twice to become the champion team. All three teams will continue to quiz until one team wins twice
- B. If the same team wins the first two championship quizzes,
 - 1. And each of the other teams takes a second and a third, the final placement for second and third place will be determined by Clarification III. E (below).
 - 2. And another team takes two thirds, then the team with the two firsts takes first place, the team with the two seconds takes second place, and the team with the two thirds takes third place.
- C. If no team takes two firsts in the first two championship quizzes, then all three teams advance to the third championship quiz.
 - 1. If the winner of either the first or second quiz wins the third quiz, that team is the champion team. Second and third places will be determined by Clarification III. E.
 - 2. If the winner of either of the first two quizzes does not win the third quiz, then all three teams advance to a fourth quiz.
- D. If a fourth quiz is necessary, the winner of that quiz is the champion team. Second place will be given to the remaining team that has the most seconds in the four Championship Quizzes. If this is a tie then Clarification III. E. (below) will be applied.
- E. Clarification for second and third place:
Second place will be determined as follows:
 - 1. The team that scored the most points in the Championship Quizzes; or if there is a tie,
 - 2. The winner if the two teams quizzed earlier; or
 - 3. The team with the highest average points in the final nine; or if there is a tie,
 - 4. The highest standing in the preliminary round.

II. SPECIFIC RULES PERTAINING TO INTERNATIONALS

- A. Questions:
No question shall be used more than twice in the International Finals.
- B. Brackets:
 - 1. The preliminary round will consist of 9 preliminary quizzes.
 - 2. Elimination round bracket C will be used.
 - a. A team must be beaten twice to be eliminated.
 - b. A team must win twice to become the champion team.
- C. Officials:
 - 1. A statistician will be responsible for keeping individual quizzers' scores. This individual shall not be a regular scorekeeper.
 - 2. Team coaches whose teams are not involved in the quiz shall serve as material and answer judges and scorekeepers if needed.

- D. Equipment:
 - 1. Electronic jump-seat equipment must be used for all competitions. A back-up set must be on hand at all times.
 - 2. An unofficial scoreboard must be maintained in full view of the audience at all times.
 - 3. A tape recorder must be used in all rooms.
- E. Dates, material for the next quiz year, and location (if known) for the next Finals, will be announced at the International Finals.

TOURNAMENT BRACKETS

PRELIMINARY ROUND BRACKETS

The following are pairings for preliminary round quizzing with three quizzes per team. (In quizzes with four to six teams, some teams compete with each other twice.)

Four teams

1. ABC 2. DAB 3. CDA 4. BCD

Five teams

1. ABC 2. DEA 3. BCD 4. EAB 5. CDE

Six teams

1. ACF 2. BDA 3. CEB 4. DFC 5. EAD 6. FBE

Seven teams

1. ACG 2. BDA 3. CEB 4. DFC 5. EGD 6. FAE 7. GBF

Eight teams

1. ABC 2. DEF 3. GHA 4. GCE 5. ADF 6. BEH 7. FHC 8. GBD

Nine teams

1. ABC 2. DEF 3. GHI 4. ADG 5. BEH 6. CDH 7. AEI 8. BFG 9. CFI

Ten teams

1. ABC 2. DEF 3. GHI 4. JBF 5. ADG 6. BEH 7. CFI 8. JEG 9. CDH
10. IJA

Eleven teams

1. ABJ 2. BCK 3. CDA 4. DEB 5. EFC 6. FGD 7. GHE 8. HIF 9. IJG
10. JKH 11. KAI

Twelve teams

1. ABK 2. CFE 3. GIJ 4. EDB 5. FHI 6. AJL 7. EGH 8. ACD 9. KJH
10. LCB 11. DFG 12. ILK

Thirteen teams

1. CFG 2. IHE 3. GJK 4. LIM 5. BKA 6. DMC 7. BEF 8. HGD 9. FJI
10. KLH 11. AJM 12. CBL 13. DAE

Fourteen teams

1. ADE 2. CFG 3. EHI 4. ILM 5. GJK 6. KNA 7. BMC 8. LKH 9. FIJ
10. DHG 11. BEF 12. JMN 13. ABL 14. NCD

Fifteen teams

1. BEF 2. GJK 3. EDA 4. DCO 5. NBC 6. ALO 7. CFG 8. FIJ 9. IML
10. HGD 11. MJN 12. LKH 13. ABM 14. IHE 15. ONK

Sixteen teams

1. CFG 2. ADE 3. DGH 4. LOP 5. EBF 6. KON 7. PDC 8. HEI 9.
HKL 10. BCO 11. FIJ 12. NAB 13. ILM 14. GJK 15. JMN 16. MPA

Seventeen teams

1. CDL 2. EGO 3. HFM 4. KIP 5. NJQ 6. FAL 7. BMG 8. DOI 9. HCN
10. EKQ 11. JPB 12. MNO 13. DEF 14. ABC 15. GHI 16. JLK 17. PQA

Eighteen teams

1. AJR 2. BPK 3. FIM 4. DGN 5. CLQ 6. EOH 7. GMA 8. JDP 9. HBN
10. ICO 11. KEQ 12. LRF 13. BAC 14. DFE 15. GHI 16. JKL 17. MNO
18. PQR

Nineteen teams

1. IOS 2. HFN 3. LCP 4. EGM 5. AJQ 6. KRD 7. CIN 8. BMH 9. FLQ
10. JDO 11. EPK 12. RSB 13. GHI 14. DEF 15. ABC 16. JKL 17. MNO
18. PQR 19. SAG

Twenty teams

1. HSO 2. TGP 3. CJM 4. NFQ 5. BIR 6. ELS 7. KDT 8. HCN 9. JPB
10. FAL 11. DOI 12. EQK 13. RMG 14. ABC 15. DEF 16. GHI 17. JKL
18. MNO 19. PRQ 20. STA

Twenty-one teams

1. DAG 2. JMP 3. BHE 4. KNQ 5. LRO 6. CFI 7. SPA 8. HUR 9. TLQ
10. MDI 11. SCJ 12. FKU 13. ETN 14. OGB 15. PQR 16. TSU 17. DEF
18. ABC 19. GIH 20. KJL 21. MON

ELIMINATION ROUND BRACKETS WITH CHAMPIONSHIP FINALS

Tournament Bracket "A"— This bracket is based on the "winner-move-up" philosophy and is designed to select the best team out of a possible nine teams through winning rather than losing. The teams are then arranged in order (from first to ninth place) by points. The winners of quizzes A, D, and F meet in quiz G for the championship.

In this bracket the top three teams are involved in a triple elimination, the middle three teams in a double elimination and the last three teams in a single elimination. This way only those teams that have earned the right through winning will advance to the final quiz.

BRACKET A

This bracket does not require each team to lose to be eliminated.

Quiz A Team Number 1
Team Number 2
Team Number 3

Quiz B Team Number 4
Team Number 5
Team Number 6

Quiz C Team Number 7
Team Number 8
Team Number 9

Quiz D Second Quiz A
Third Quiz A
First Quiz B

Quiz E Second Quiz B
Third Quiz B
First Quiz C

Quiz F Second Quiz D
Third Quiz D
First Quiz E

Championship Quizzes

Quiz G Winner Quiz A
Winner Quiz D
Winner Quiz F

Quiz H Three teams in Quiz G

Quiz I If winner of Quiz G does not win Quiz H, Quiz I will have the winners of Quiz G and H. The other team will have been eliminated.

Tournament Bracket “B”— Each team in the final nine must lose twice. A team may make the finals by actually winning only one quiz in this tournament bracket.

BRACKET B

Quiz A Team Number 1
Team Number 6
Team Number 7

Quiz B Team Number 2
Team Number 5
Team Number 8

Quiz C Team Number 3
Team Number 4
Team Number 9

Quiz D First Quiz A
First Quiz C
Second Quiz B

Quiz E First Quiz B
Second Quiz A
Second Quiz C

Quiz F Third Quiz A
Third Quiz B
Third Quiz C

Quiz G Third Quiz D
Third Quiz E
First Quiz F

Quiz H Second Quiz D
Second Quiz E
First Quiz G

Championship Quizzes

Quiz I First Quiz D
First Quiz E
First Quiz H

Quiz J Second Quiz I
First Quiz I
Third Quiz I

Quiz K (if needed)
Second Quiz J
First Quiz J
Third Quiz J

* If the same team took third place in Quiz I and J, then Quiz K will be a two-team quiz to determine first and second place.

Quiz L (if needed)
Third Quiz K
First Quiz K
Second Quiz K

Tournament Bracket “C”— This bracket is a combination of brackets A and B. A team must win at least two quizzes in order to obtain a position in the finals.

BRACKET C

Quiz A Team Number 1
Team Number 4
Team Number 9

Quiz B Team Number 2
Team Number 5
Team Number 7

Quiz C Team Number 3
Team Number 6
Team Number 8

Quiz D First Quiz A
First Quiz B
First Quiz C

Quiz E Second Quiz A
Second Quiz B
Second Quiz C

Quiz F Third Quiz A
Third Quiz B
Third Quiz C

Quiz G Second Quiz D
Third Quiz D
First Quiz E

Quiz H Second Quiz E
Third Quiz E
First Quiz F

Quiz I Second Quiz G
Third Quiz G
First Quiz H

Championship Quizzes

Quiz J First Quiz D
First Quiz G
First Quiz I

Quiz K Second Quiz J
First Quiz J
Third Quiz J

Quiz L (if needed)
Second Quiz K
First Quiz K
Third Quiz K

* If the same team took third place in Quiz J and K, then Quiz L will be a two-team quiz to determine first and second place.

Quiz M (if needed)
Third Quiz L
First Quiz L
Second Quiz L