



Bible Bowl

USA Central Territory

Bible Bowl How to Book

"If anyone would come after me, he must deny himself and take up his cross and follow me"

Mark 8:34

C R O S S T R A I N I N G



Bible Studies • Leadership Training • Fellowship Activities

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Introduction

Bible Bowl is an academic game where teens match knowledge about a designated portion of scripture in a competitive arena. It will take many hours of study and memorization, as well as a good attitude and the ability to work as a team.

This is not a mandatory program, but it is hoped, that every corps would seriously consider having a Bible Bowl team.

Bible Bowl is an alternative to the regular Corps Cadet program. A year of participating on a Bible Bowl team will count as one year of Corps Cadets.

Outcomes

Participation in Bible Bowl is designed to promote intentional discipleship by helping teens:

1. Build a strong foundation for their beliefs
2. Apply the Word of God and its relevance to their daily lives
3. Develop life-long Bible study habits

Statistics

In order to maintain uniformity in recording Bible Bowl activities, please note the following policy: The study of God's word accompanied by prayer and Christian fellowship is an essential element of "devotional meetings" and therefore fits best in the "Youth Spiritual Development" category.

If a student is participating in Bible Bowl as an alternative to Corps Cadets, record Bible Bowl activities (meeting, practices, scrimmages, etc.) under Corps Cadets – Line 1440.

If the student participates in Bible Bowl for a second or third year record your activities under Youth Spiritual Development- Line 2325.

The second and third year **will not count** for corps cadet credit.

Quiz Material Cycle

2005-2006	Romans, James
2006-2007	Acts
2007-2008	Galatians, Ephesians, Philippians, Colossians, Philemon
2008-2009	Luke
2009-2010	1 & 2 Corinthians
2010-2011	John

Quiz Materials

The Salvation Army uses the Acmequiz Products.
These products are not reproducible.

www.acmequiz.com 1-800-420-ACME
Kevin Gunter

Each team should obtain the licensing needed to use the Quizmaster Program. This software is a very cost-effective and indispensable study tool. This is computer software that allows quizzers to study questions, play games, and monitor their progress. Coaches and players can purchase a license to use this program.

Call 1-800-420-2263 or contact them on line at www.acmequiz.com.

Materials

QuizMaster Software

QuizMaster Software

This software is one of our most popular products. This is a necessity for coaches. It will help get the most out of your study time and practice preparation.

In order for individual quizzer to use this program at home on their own computers, each quizzer must have their own license at

Listening CD

Faith Comes by Hearing Listening CD

This dramatized listening CD is a great way to learn the material. Great for the quizzer or coach on the go, listen to it in the car or around the house.

Salvation Army Review Questions

Salvation Army Review Questions

2500 questions, including those of the three study plans in our Study Guide.

Quizzers 3 in 1

Quizzer's 3-in-1

Spiral-bound, color-highlighted scripture, with concordance and study lists. A great tool for the advanced quizzer, coach, or quizmaster.

Review Activities

Review Activities

This collection of review activities (crosswords, jumbles, matching, learning tasks, short answers, and more) is great for practices or home study.

Study Guide

Study Guide

This Includes daily devotionals, detailed study plans, and a basic set of review questions.

Each quizzer must have their own copy to complete the daily devotionals and journal component.

Quote System: Including flash cards and carrying pouch

This will help quizzers learn their memory verses. Each verse is on its own card with the other side containing the reference end for prejump point.

Student Scripture (Black and White) one for each student

Scripture

This contains the text of the assigned scripture.

Student Scripture (Highlighted Scriptures)

Highlighted Scripture

The text of the book(s) being studied with color highlighting of deity, people, places, numbers, and time events. Also **BOLD** unique words and underlined OT quotes. NIV. Choose either the black and white or the highlighted scripture

The following are the basic materials need to begin Bible Bowl.

1. **One Coach's package**
2. **Six Quizzer's package**
3. **Six Journals for the students (price will depend on type of journal chose) These are not ordered through Acme. The type of journal is up to the discretion of the coach.**
4. **Optional materials would be the Quizmaster Software for each quizzer that has access to a computer.**



Coach's Package - \$29.95 *Approximate cost*

- QuizMaster Software license or Question book
- Review Activities
- 3-in-1 includes: (Colored highlighted scriptures, exhaustive concordance, and study lists)



Quizzer's Package - \$24.95 *Approximate cost*

- Study Guide
- Dramatized Listening CD
- Scripture Portion
- The Review Questions

Quizbot System and Quizzing System Manager

Each division will need to purchase an official quizzing system.

The official quizzing system is the Quizbot system. The person who will be in charge of the Quizbot System is called the *Quizzing System Manager*.

Get the standard system, not the Quizbot show. The Eastern Territory had too many problems with Quizbot show. (Prices may vary)



Quizbot TM

Quizbot Show TM

Quizbot Jr. TM

\$395.00
+ 25.00(S&H)

\$250.00
+25.00 (S&H)

\$75.00
+ 5.00 (S&H)

\$420.00 Total Cost

\$275.00 Total Cost

\$80.00 Total Cost

The Easy Quiz controller
JBQ Standard package w/case,
includes Extension Cables.
Easy to set up,
Easy to use,
Easy to put away!

At Last an Affordable Game show System
for four (4) players, interconnectable

Great for home, practice.
For two players,
interconnectable, with case and
"Game Show" type quizzing

Acmequiz Products also sell a quizzing system. Contact www.acmequiz.com 1-800-420-ACME

Levels of Competition

Divisional Scrimmages

1. The Divisional Youth Secretary will arrange two (2) or three (3) divisional scrimmages throughout the year.
2. Scores from the scrimmages are cumulative.
3. The three (3) teams with the highest cumulative scores will advance to the Divisional Play-Off.

Divisional Play-Off

1. The three (3) highest scoring teams will compete in the Divisional Play-Off.
2. The Divisional Youth Secretary will schedule scrimmages and the Divisional Play-Off competition (this competition could take place at Youth Councils).
3. The three (3) highest scoring teams will receive a first, second or third place trophy.

The Divisional Bible Bowl Director

The Divisional Bible Bowl Director will be the Divisional Youth Secretary or person appointed by the DYS.

Their responsibilities are to:

1. Pray for and encourage the coaches in the division
2. Promote quizzing in the division
3. Provide tournaments on a regular basis
4. See that adequate and efficient judges, scorekeepers and timekeepers are present for the tournament
5. Set up or appoint a designate to run the Divisional Scrimmage and Divisional Play-Off
6. Resolve all eligibility issues

The Bible Bowl Quiz Team

The quizzers should be registered as active Corps Cadets. Bible Bowl can replace the regular Corps Cadets program for one (1) year.

Requirements for Team Membership are:

1. Must attend The Salvation Army regularly
2. Claims Jesus Christ as their Savior
3. Ages 12-18 (as of June competition)
4. In grades 7-12 (Not yet in college)
5. Unmarried
6. The Divisional Youth Secretary will resolve all membership issues

Team Members Will:

1. Attend weekly practices
2. Complete a daily ***Bible Devotional and Reflection Journal***.
3. Be involved with the Corps Cadet Brigade's service projects (December and June)
4. Earn the minimum of thirty (30) ***Activity Points*** required for Corps Cadets Weekly Workout and complete the SOAPS section.
5. Commit to preparation for the participation in the competition
6. Participate in fund raisers as necessary

Team Requirements

The team consists of:

1. Four (4) starting quizzers
2. Two (2) substitute quizzers
3. One (1) coach (officially recognized)
4. One (1) other adult (assistant coach or adult supervisor per Safe from Harm guidelines)

A corps may have more than one team.

Each team should have four (4) quizzers, two (2) alternates, one (1) coach, and one (1) other adult. ***Each team will need a different coach.***

If a corps has only four (4) students, they may have a team. All four (4) quizzers must be present in order to participate in the scrimmage or tournament. If there are less than four (4) quizzers at the official quiz, the team will forfeit the competition.

If a corps does not have enough students to form a team, they may combine with another corps to form a team. A maximum of three (3) corps may combine to form a team. The combined team will need one (1) designated coach and one (1) assistant coach.

Platform Rules

1. Players will be seated facing the audience at all times.
2. The captain will sit in position #1.
3. The buzzers will be placed twelve (12) inches from the edge of the table in front of each team member.
4. A number will identify each player.
5. The number will be two (2) inches in size and placed in front of each quizzer at the edge of the table visible to the audience.
6. Players must stay seated on their chairs with their hands flat on the table. Their body or hands may not be poised over the signal block.
7. Quizzers' thumbs must be under the table with the rest of the hand flat on the table.
8. Quizzers cannot talk among themselves or with their coach or the audience from the time the quizmaster calls "question" until the points have been awarded.
9. When the question is asked, the first buzzer to light up on the signal system, allows that player the opportunity to answer the question. All other players will be locked out by the quizzing system and their light will not go on.
10. The announcer will indicate which team member is to respond to the Toss-Up question.
11. In the event the signal system malfunctions during a Toss-Up question, the question must be discarded. No points will be awarded, and a new question will be asked.

Coaches

Each team will have one head coach and one assistant coach.

The coach must:

1. Have a vital experience with Jesus Christ
2. Have spiritual direction and discipline in their life
3. Be a student of the Bible
4. Be able to communicate with teens
5. Attend The Salvation Army regularly

The Responsibilities of the Coach before Competitions

The coach will:

1. Schedule and attend weekly practice sessions for the team
2. Respond to each quizzers weekly Devotional Journal
3. Encourage the teens to grow spiritually
4. Lead the teens to apply God's Word with a sense of purpose, enthusiasm, and motivation
5. Provide strategies and plans for the competition
6. Follow the registration rules for the scrimmages and competitions
7. Communicate with the teens, the corps officers and the parents of the teens regarding all costs, schedules and travel arrangements for the competitions
8. Have a signed parent permission slip for each teen participating in the competition

The Responsibilities of the Coach on Game Day

The coach will:

1. Be willing and available to accompany the team to competitions and tournaments
2. Review all the rules with the quizmaster and other officials
3. Provide the names and corresponding numbers for each quizzer to the officials before the quiz
4. Test the buzzers to make sure they are working properly before the beginning of the quiz
5. Only substitute a player during the half-time or during a time-out
6. Be the only person from a team allowed to confer with the officials
7. Not call time-out, but must signal the team captain to call a time-out
8. Only use the approved hand signals to communicate with the team captain. The hand signals that are approved to indicate the point value of a Bonus Question are: one (1) finger for ten (10) points, two (2) fingers for twenty (20) points, three (3) fingers for thirty (30) points, four (4) fingers for forty points, and "T" for time-out.

9. May not signal the team captain when the team is in the process of answering a question
10. Keep their own score sheet and notes. If there is any need to validate the official score sheet, the coach will be prepared for the discussion

The coach will avoid any movement that could be interpreted as “signals.” If a coach is accused of giving a “signal” during the quiz to his/her team, the panel of judges will evaluate the accusation and decide the proper steps to take. The first infraction of Bible Bowl rules or improper conduct by the coach during a game will result in a verbal warning. The coach will be dismissed from the room for the remainder of the game if/when a second infraction occurs.

Coach’s Responsibilities after the Competition

The coach will:

1. Review the tournament with the quizzers.
2. Point out the positive areas of the quiz
3. Be ready to discuss a plan for improvement for the next tournament

Team Captain

The team captain will:

1. Be chosen by the coach
2. Act as player/spokesman for the team
3. Be an active quizzier during the competition
4. Sit in the #1 chair at the quizzing table
5. Be the only one who can communicate with the coach or officials

The coach will appoint another quizzier to become the “designated captain” if the team captain leaves the quiz. The “designated captain” will perform the duties of the captain and will sit in the #1 chair. An alternate quizzier will be put in the quiz because there must be four (4) quizzers on the team at all times. When the captain returns, he/she will take his/her seat in the #1 chair and resume his/her responsibilities as team captain. The “designated captain” will return to his/ her seat and the alternate will be removed from the quiz.

Responsibilities of the Team Captain

The team captain will:

1. Introduce himself/herself and his/her team to the quizmaster at the beginning of the competition
2. Participate in the initial Toss-Up question to determine which team will begin the quiz
3. Select the point value for the Bonus Question
4. Designate which team member will answer the Bonus Question (the captain may choose to answer the Bonus Question himself)
5. Be the only team member allowed to request a “regular time-out”
6. Be the only team member allowed to call for a challenge
7. Immediately call for a challenge by saying the word “**challenge**” if a question is read incorrectly or the information in the answer is incorrect

The Quiz

1. Bible Bowl quiz is forty (40) minutes in length, consisting of two (2) twenty (20) minute halves with a ten (10) minute intermission.
2. When a series of games has been scheduled (i.e. divisional, regional, or territorial playoffs), the play periods may be shortened to fifteen (15) minutes with an intermission of ten (10) minutes.
3. The quiz will consist of a series of Toss-Up questions and Bonus Questions that can be asked and answered during the twenty (20) minute halves.
4. The team with the most points at the end of the second half will be declared the winning team.
5. If a team is leading by 500 points or more at intermission, upon mutual consent of the team members, DYS, coaches and quizmaster, that team will be declared the winner. If the quiz is a Divisional Scrimmage, a Divisional Play-Off, a Territorial Play-Off, the remaining teams will quiz for second place.

Toss-Up Questions

The Territorial Bible Bowl Director will supply quiz questions for the Divisional Play-Off, Regional Play-Off. These questions will appear in random order within a competition set. The order of the quiz questions will be determined before the tournament. Once the quiz begins, no changes in the order of questions will take place.

The Quizmaster will:

1. Ask as many Toss-Up questions as possible during each half
2. Begin the Toss-Up question with the word “**Question**”
3. Read the question one (1) time, stopping immediately when he/she hears a buzzer

Answering the Toss-Up question:

1. The first quizzer to press their buzzer must be identified by the announcer, before the quizzer may answer the question.
2. The quizzer will have thirty (30) seconds to answer a Toss-Up question
3. The first answer may not be changed and stands as the final answer
4. If the quizzer answers the question correctly, the quizmaster will say “**Correct,**” and the team will be awarded ten (10) points. Then, the team will be given a chance to answer a Bonus Question.
5. If a quizzer begins to answer before he/she is announced, the quizzer will be disqualified and the Toss-Up question will go to the other team. The Toss-Up question will be read in its entirety and the corresponding numbered quizzer on the opposing team will be given thirty (30) seconds to answer the question. If the question is answered correctly, the quizmaster will say “**Correct**” and the team will be awarded ten (10) points and the opportunity to answer a Bonus Question.
6. If the button is pressed before the quizmaster has completed reading the question, the announced quizzer does not need to complete the question in order to answer the question. If the quizzer answers the question correctly, the quizmaster will say “**Correct**” and ten (10) points will be awarded to the team.
7. If the answer to a Toss-Up question is incorrect, the quizmaster will say “**Incorrect**” and give the corresponding quizzer on the opposing team the chance to answer the question. The quizmaster will reread the question in its entirety.
8. If a team has answered the Toss-Up question incorrectly, that team is considered out of play until the next Toss-Up question is asked.
9. Unless the question reads, “**quote directly**” or “**complete/finish this verse,**” the answer does not have to be a complete quotation.

10. When the question reads, **“quote directly”** or **“complete/finish this verse,”** the response must be an exact word-for-word quotation.
11. If neither the quizmaster nor the judges can hear the answer, the answer will be considered incorrect.
12. If no quizzer buzzes-in, within five (5) seconds after the question is read, the question will be considered closed.

When two (2) teams are competing, and a question is not answered correctly, the quizmaster will give the opposing team an opportunity to answer the question. He will read the same question in its entirety. If the question is answered correctly, points will be awarded, and the team will be given an opportunity to answer a Bonus Question.

If three (3) teams are competing and the player signaling first does not answer a question correctly, that question will be discarded and a new question will be directed to the remaining two (2) teams. If the question is answered incorrectly, the quizmaster will give the remaining team an opportunity to answer the question. He will read the same question again, and the team will have five (5) seconds to signal before answering.

If four (4) teams are competing and the player signaling first does not answer a question correctly, that question will be discarded and a new question will be directed to the remaining three teams. If that question is answered incorrectly, it will be discarded and a new question will be asked of the remaining two teams. If that question is not answered correctly, the same question will be asked of the last team.

Bonus Question

1. When a Toss-Up question is answered correctly, the team will be given an opportunity to answer a Bonus Question.
2. Bonus Questions will be valued at ten (10), twenty (20), thirty (30) and forty (40) points. As the point value increases, so does the degree of difficulty of the Bonus Question.
3. The team captain will select the point value for the Bonus Question.
4. The coach may signal a recommendation by holding up the approved hand signal.
5. The entire question will be read once before the answering team is allowed to confer.
6. The team may confer on a Bonus Question answer for ten (10) seconds and at the signal, an answer will be required.
7. The team should return to ready position, and the quizmaster will ask the team captain which player will be responsible for answering the Bonus Question.
8. The team captain must announce the number of the team member who will be answering the Bonus Question.
9. The first answer given always stands.
10. If no answer is given or an incorrect answer is given, the quizmaster will indicate by saying **“Incorrect answer.”**
11. If neither the quizmaster nor the judges are able to hear the answer, it is considered incorrect.
12. Unless the question reads, **“quote directly”** or **“complete/finish this verse,”** the answer does not have to be a complete quotation.

Scoring

1. When a quizzer answers a Toss-Up question correctly, the team receives ten (10) points.
2. After each Toss-Up question is answered correctly, the team will have the opportunity to answer a Bonus Question.
3. Bonus Questions are values at ten (10), twenty (20), thirty (30), or forty (40) points, depending on the difficulty of the question.
4. The winning team is the team with the most points following the end of the forty-minute competition.

Tie Game

1. If the teams are tied at the end of the forty (40) minute game, the quizmaster will ask one (1) more Toss-Up question. The team that answers the Toss-Up question correctly will be declared the winner.

2. If more than two (2) teams are quizzing, only the tied teams will participate in the tie breaking Toss-Up question.

Official Time-outs

1. In the event of a discussion between the quizmaster and the judges concerning an answer to a Toss-Up or Bonus Question, an official time-out will be called.
2. The quizmaster is the only person that may call an official time-out.
3. There may be no discussion between quizzers or between coaches and quizzers during an official time-out.
4. If the quizmaster calls **“time-out,”** in response to a question regarding procedures by a team captain, the team will not be charged a regular time-out. However, a coach may not enter the discussion unless invited to do so by the quizmaster. If the coach wishes to enter the discussion concerning procedures and has not been previously invited to do so by the quizmaster, it will be necessary for his team captain to call a **“Regular Time-Out.”**
5. A challenge will be considered an Official Time-Out. However, if the team withdraws the challenge, they will be charged with a Regular Team Time-Out.
6. An Official Time-Out will be called if there is a malfunction of the Signal System.

Regular Time-outs

1. Each team will be allowed three (3) time-outs per half.
2. Time-outs will be sixty (60) seconds in length.
3. A regular time-out cannot be called between a Toss-Up and a Bonus Question.
4. Only the team captains are allowed to request a regular time-out.
5. The quizmaster will recognize the captain requesting a regular time-out.
6. The coaches, Corps Officer and DYS can converse with a team and the alternate team members during a regular time-out.
7. No other person is to talk to the team and/or be present at the table during the time-out.
8. Coaches may substitute players only during a time-out or at half time.
9. All teams (the ones that did not call the time-out) may confer and make substitutions during a regular time-out.
10. Coaches may signal captains to call a time-out by making a “T” hand signal. The coach can use one, two, three or four fingers to indicate the points for the Bonus Question.

Fouls

1. A foul may be committed by a team, an individual quizzer, or a coach.
2. The procedure judge, quizmaster or team captain can call a foul.
3. Calling a foul will stop the clock automatically.
4. There will not be a penalty for the first two (2) fouls, but, on the third (3) foul and for every foul thereafter, ten (10) points will be deducted from the team score. It is possible for a team to finish a round or tournament with a negative score.

The following will be considered fouls:

1. Any attitude or action by a quizzer, a coach, or the audience that the quizmaster deems inappropriate or not in accordance with the rulebook
2. Any talking among quizzers, between coaches and quizzers, or between audience and quizzers from the time the Toss-Up question is asked and points are awarded
3. Any quizzer who is not in proper starting position (seated on the chair and hands properly placed on the table)
4. Anyone in the quiz area at any point during the round (including a time-out) besides the designated coach and quizzers for that round

An infraction of Bible Bowl rules or improper conduct during a game may result in a verbal warning issued to the offending person by the quizmaster. If a second infraction occurs, the quizmaster will have the option of dismissing the offending person from the room for the remainder of the game. This can include quizzers, coaches, spectators, and officials.

Challenges

1. If the quizmaster rules that a Toss-Up or Bonus Question is incorrect and a team member believes the answer is correct, that team member may immediately inform his/her team captain by saying **“Please Challenge.”**
2. A team member will not be “fouled” for conversing with the captain in requesting a challenge provided they do so within five (5) seconds of the completion of the question or answer.
3. A Toss-Up question must be challenged before the quizmaster begins reading the Bonus Question.
4. A Bonus Question must be challenged before the quizmaster begins reading the next Toss-Up question.
5. No challenge is possible if the question has been given to the other team or if another question has been started.
6. The quizzier will have ten (10) seconds to confer with the team captain concerning the challenge.
7. If the quizmaster rules that the answer to a Toss-Up or Bonus Question is correct and the opposing team member believes it is incorrect, he/she may immediately say, **“Please challenge.”** The team member will have five (5) seconds to confer with the captain. The captain of the opposing team must state why the answer given is the incorrect answer.
8. The captain cannot communicate with the coach or the audience when making a challenge. Such conversing is a foul and the captain loses the right to challenge.
9. A challenge will be counted as an "Official Time-Out" and will not be charged to the team.
10. If the coach wishes to enter the discussion about the challenge, his/her team captain will need to call a Regular Team Time-Out.
11. The captain may challenge the decision only once.
12. If the challenging team withdraws the challenge, a Regular Time-Out will be charged to the challenging team.

Physical Set Up for the Competition

The tournament coordinator will arrange to have the following equipment in place thirty (30) minutes before the Bible Bowl begins;

1. Two (2) tables on the platform; one (1) for each team
2. Set eight (8) chairs, four (4) at each table facing the quizmaster, announcer, judges, scorekeeper, timekeeper and audience
3. Place a card in front of each quizzier with a two (2) inch tall number, ranging from 1-4.
4. Place a buzzer twelve (12) inches away from the edge of the table in front of each quizzier.
5. Place two (2) tables facing the quizzers for the announcer, judges, scorekeeper, and timekeeper (approximately 5-7 chairs).
6. Place a podium at the end of the judges table for the quizmaster.
7. Have three (3) Bibles (one for each judge).
8. It is recommended to have two (2) sets of quiz machines in working condition.

Quiz Officials

Title and number of officials for an official quiz competition are:

1. One (1) quizmaster
2. One (1) announcer
3. One (1) scorekeeper
4. One (1) timekeeper
5. Three (3) panel judges
6. One (1) quizzing system manager

If it is difficult to fill these positions, the following combinations may be used:

1. Quizmaster and announcer (same person)
2. Scorekeeper and timekeeper (same person)
3. Announcer and quizzing system manager (same person)
4. Judge (quizmaster and scorekeeper may act as a judge if there are not enough people)

Quizmaster Responsibilities

1. The quizmaster must be impartial and thoroughly familiar with the Bible Bowl rules, questions and answers for each scrimmage.
2. The quizmaster is the key official and has the ability to enforce all the rules of the game in a fair and judicious manner.
3. The quizmaster will ask the Toss-Up and Bonus Questions and will keep the quiz moving at a consistent pace: quickly enough to maintain interest but not rushed or in a way that interferes with accuracy.
4. Each Toss-Up and Bonus Question should begin with the word “**Question.**”
5. The quizmaster reads the Toss-Up and Bonus Questions clearly at normal conversational rate.
6. The quizmaster will stop reading a question immediately when a quizzer hits their button to signal they are ready to answer.
7. If an answer to a Toss-Up or Bonus Question is sufficiently clear, the quizmaster may declare "**correct**" or "**incorrect**" without referring to the judges.
8. In the event of a need for a ruling on a question or challenge, it will be referred to the panel of judges, whose decision will be final.
9. The quizmaster will announce the points awarded for the Toss-Up and Bonus Questions.
10. The quizmaster will be familiar with the responsibilities of the quiz official.
11. The quizmaster will meet with all coaches and quiz officials prior to the tournament, in order to come to an agreement on the interpretation of rules and other quiz details.
12. The quizmaster will provide the judges with copies of the questions and answers immediately prior to the quiz. This will enable the judges to review them.
13. The quizmaster may request the assistance of the judges at his discretion.
14. The quizmaster may call a foul for any infraction of rules by the team.
15. The quizmaster will recognize only the captain of the team if questions arise regarding equipment, procedures, or any other questions not relating to the Toss-Up or Bonus Question.
16. The quizmaster may call an “Official Time-Out” when there is a discussion with the judges.

Announcer

1. The announcer observes the quizzers and electronic board during the quiz.
2. The announcer must properly identify the team and the number of the quizzer ready to reply to the Toss-Up question.
3. The announcer must recognize a quizzer before he/she begins to answer the question; otherwise, the announcer will call a foul.
4. The announcer needs to be attentive to all time signals in order to comply with time regulations of the quiz.

Quiz System Manager

1. The quiz system manager will see that the quizzing system is up and in working order thirty (30) minutes prior to the Bible Bowl tournament.
2. The quiz system manager will see that the system is in working order during the period of play.
3. The quiz system manager will provide one (1) buzzer for each player on each team and it will be located on the table twelve (12) inches in front of each player. It is recommended to have two (2) extra buzzers in case any buzzer breaks during the quiz.
4. To signal the desire to answer a question, a team member must hit the buzzer in front of him. When a buzzer is pushed, the light on the announcer's box lights, a distinctive tone is sounded and the remaining buzzers are blocked and cannot sound.

Official Scorekeeper

The official scorekeeper will keep the score. Each **Toss-Up** question is valued at ten (10) points. **Bonus-Questions** are valued at ten (10), twenty (20), thirty (30), or forty (40) points (depending on the difficulty of the question requested by the team captain).

The scorekeeper will:

1. Keep an accurate record of the number of correct and incorrect questions answered by each team.
2. Score the progress of the match and inform the quizmaster of violations.
3. Record team line-ups.
4. Tabulate points so the quizzers, officials and audience throughout the quiz can see the score.
5. Tabulate team time-outs and notify the quizmaster when the limit has been reached.
6. Be ready to give the score to the quizmaster if requested to do so.
7. Will notify the quizmaster when a quizzer has answered four (4) Toss- Up questions correctly or committed three (3) fouls.

Panel of Judges

1. Judges must not be related to team members.
2. There will be three (3) contest judges.
3. One (1) of the judges will be the spokesperson for the group.
4. The judges will be provided with a set of the questions and answers by the quizmaster before the quiz, so that they may review them.
5. The judges will meet with the quizmaster and coaches before the quiz and review the rules, procedures, and other quiz details.
6. If both teams answer the question incorrectly, the head judge will give the correct answer.
7. The decision of the judges is final regarding all Bible questions and answers.
8. The head judge will have the final say on any discussion between the quizmaster and the panel of judges.
9. If the judges discern that the quizmaster has read the question incorrectly, the head judge will call “**re-read**” or “**discard.**”

Procedure Judges

1. One (1) person will be appointed as the procedure judge.
2. The procedure judge will determine fouls during play. (see page 18)
3. A foul must be called before a new Toss-Up question or Bonus Question is begun.
4. The procedure judge will be seated where he/she can see all the players.

Timekeeper

1. One (1) person will be responsible for keeping the time by using a stopwatch, digital watch, analog watch with a sweep second-hand, or a functioning part of the built-in time equipment.
2. Each quiz is forty (40) minutes in total length.
3. The forty (40) minutes is divided into two halves, each consisting of twenty (20) minutes in length.

Time limits for the following are:

Total quiz	40 minutes
Each half	20 minutes
Intermission	10 minutes
Closing of a question	10 seconds
Toss-Up Question	10 seconds for the announced quizzer to begin their answer 30 seconds to complete the answer
Bonus Question	10 seconds for deliberation with the team 10 seconds to answer the question
Regular Time-Out	60 seconds (Each team can have three (3) per half)
Official Time-Out	as needed

The timekeeper will:

1. Inform the tournament coordinator if a team is ten (10) minutes late for a competition. The tournament coordinator will announce that the quiz will be forfeited if he/she decides that the team's reason for being late is not satisfactory
2. Signal the start and end of the period of play
3. Start the clock when the quizmaster gives the "start signal"
4. Signal the end of each twenty (20) minute period of play
5. Allow ten (10) seconds after the Toss-Up question is asked for the announced quizzer to begin to answer the question. If no one has answered, the question is closed

Time Limits

1. A quizzer will have thirty (30) seconds to finish answering a Toss-Up or Bonus Question after the announcer has announced them.
2. If the twenty (20) minute period ends while the quizmaster is asking a Toss-Up question, the quizmaster will stop and the timekeeper and will declare the half finished.
3. If the half ends while the quizzer is answering a question (either Toss-Up or Bonus), the quizzer may complete the answer and the half will be called complete after the answer is given,
4. If a Toss-Up question is answered correctly when “**time**” is called, the will be given an opportunity to answer a Bonus Question.
5. If a Toss-Up question is answered incorrectly when “**time**” is called, the other team will have the opportunity to answer the question and be given the opportunity for a final Bonus Question.

Toss-Up Limits

1. Once the question has been asked, the teams will have ten (10) seconds to signal a response
2. Once the announcer has identified who will be answering the question, the quizzer will be given thirty (30) seconds to complete his/her answer.
3. When the 30 (thirty) seconds have expired, the quizmaster will rule the answer “**correct**” or “**incorrect.**”
4. The quizmaster will not interrupt the quizzer during these 30 (thirty) seconds except under the following conditions:
5. When the quizzer asks, “**Was the question complete.**” The quizmaster will respond with the appropriate word “**yes**” or “**no**” in order to clarify if the question was complete at the point of interruption. The clock should not be paused during this exchange.
6. When the quizzer has provided enough erroneous information to eliminate all the possibilities of his/ her answer being ruled correct by the quizmaster. If any team member correctly answers four (4) Toss-Up questions for his/her team and no other team member has broken that sequence with a correct answer, the team member will be replaced by an alternate team member. The sequence is not broken by an incorrectly answered Toss-Up question or a correctly answered Toss-Up question by an opposing team. There is only one (1) thing that breaks the sequence: a correctly answered Toss-Up question by a fellow teammate.

Bonus Question Time Limits

The quizmaster will read a Bonus Question that reflects the amount of points chosen by the team captain.

1. After the team has deliberated for ten (10) seconds and the captain has designated who will answer, the quizmaster will read the Bonus Question again.
2. The designated answerer has no more than ten (10) seconds to begin their response. If no answer is given in that amount of time, the question will be considered incorrect.

Timeouts

1. Each team will be allowed three (3) sixty (60) second time-outs per half.

Equipment Malfunction

1. Equipment Malfunction will be called only when there is little or no doubt in the mind of the quizmaster that the equipment is actually at fault.
2. The quizmaster and the Quiz System Manager will be the sole judges on whether or not the equipment is to blame and how to continue with the quiz fairly.
3. If the signal system malfunctions during a Toss-Up question, the question will be discarded.
4. Points will not be awarded or deducted and a new question will be asked.

Spectators/Audience

1. Applause and cheering are appropriate only during half-time and after the quiz is over.
2. Distraction such as entering, leaving and moving around the room during the quiz are discouraged.
3. Pictures may not be taken during the competition.
4. Anyone making movements or gestures that could be interpreted as signals will be removed from the room.
5. The quizmaster may ask audience members to leave if they are distracting to quizzers.
6. Spectators cannot confer with the coaches, officials or quizzers during a quiz.

Notes