

Basic Information

Introduction

The purpose of this script is:

1. To assist new officials and coaches with the basics of Nazarene Teen Bible Quizzing

Outline of Training

This training includes:

- The Team
- The Officials
- The Quiz
- Basic Definitions and types of questions,
- Setting up the room for quizzing,
- Reading questions,
- Deciding if an answer is correct,
- Dealing with appeals & challenges,
- Miscellaneous topics and
- Practice questions and answers (separate document).

THE TEAM

Quizzers: A regular team has five members. A team can have fewer or more than five members, but only five may participate in any one round. During quiz rounds, there are four quizzers and one substitute. Substitutes can only replace an active quizzers during time-outs or when an active quizzers has answered four toss-up questions correctly or three incorrectly, or has committed three fouls. One quizzers is designated the captain. Only the captain may address the officials regarding appeals, challenges, rebuttals, or time-outs.

Coaches: Each team can have one adult serve as a coach during a quiz. The coach can request time-outs and make substitutions during them. Only the designated coach may be in the quiz area with the quiz team. The coach cannot talk to the team during questions.

THE OFFICIALS

Competition Director: The competition director organizes the quiz and recruits other officials, meeting with them to determine rule interpretation. The competition director is responsible for getting the questions to be used to the quizmasters and content judges. The competition director is responsible for publicity, location, awards, and other aspects of the quiz.

Quiz Master: The quizmaster reads each question for the quizzers, and recognizes the first quizzers to jump after the start of the question. The quizmaster rules on the correctness of answers to toss-up and bonus questions, and on appeals. The quizmaster calls any fouls, and may call fouls for conduct. The quizmaster's interpretation of the official rules is final.

Content Judge: The content judge assists the quizmaster with rulings on challenges and rebuttals, and listens for misreads or errors in questions. The content judge informs the quizmaster of any fouls. The content judge can also serve as a timekeeper.

Scorekeeper: The scorekeeper records the official team lineups, points gained or lost, and final

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individual and team scores. The scorekeeper supplies the quizmaster with score updates, and notifies the quizmaster when a quizzier has answered four questions correctly or three incorrectly, or committed three fouls; and when a team has five errors, two overruled challenges, or has requested a substitution.

THE QUIZ

Questions: All English language questions should be based on The Holy Bible, New International Version. Toss-up questions are read only once. If no quizzier answers within five seconds, the quizmaster reads the answer, and then the next question. Questions can be appealed based on misreading or erroneous information among other things. The quizmaster must announce what type of question each question is before reading it.

Quiz Area: All quizzers have to sit facing the quizmaster. Only officials, coaches, quizzers and substitutes may be in the quiz area during a quiz, including during time-outs.

Team Lineups: Each team turns in its lineup before each round. Lineups can't be changed once they're turned in. Late lineups result in point deductions. Teams that are over ten minutes late forfeit the round. Teams found violating the lineup receive a foul.

Time-outs: In a two-team quiz, each team gets two 60-second time-outs. In a three-team quiz, each team gets one 60-second time-out. Only officials, coaches and captains can call time-outs. No time-outs can be taken after question 18 has been pre-announced.

Quiz Length: A quiz is 20 toss-up questions long (11 general and 9 specialty questions). If there is a tie after 20 questions, single general questions are asked until there is not a tie at the end of a question. No lineup changes can occur during tiebreakers.

Jumping: The first quizzier off the seat is recognized and given the opportunity to answer the question. Either electronic equipment or three jump judges are used to determine who jumped first. The quizmaster stops reading the question as soon as a quizzier jumps. The quizzier has 30 seconds to answer. If the question was not completed when stopped, the quizzier must finish the question as part of the answer.

Scoring: Correct answers to toss-up questions are worth 20 points. Correct answer to bonus questions are worth 10 points. There are various bonus scores available as well. Fouls, incorrect/over-ruled challenges and rebuttals, and some errors cause a 10 point deduction. Points scored or deducted during tiebreaker questions do not affect scores for that quiz, and are only used for tiebreaking purposes.

Team Standings: The most popular methods for determining team standings in a competition are Round Robin Win/Loss Record, Round Robin Olympic Points, Round Robin Modified Olympic Points, and Single-/Double-/Triple-Elimination Tournament. However, alternate methods can be used as long as they're agreed upon by all participants.

Basic Definitions and Types of Questions

A **toss-up question** is open to all teams; a correct answer is worth 20 points.

A **bonus question** is a free question given to a specific member of a team after an error by their opponents; a correct answer is worth 10 points. For example, if red 2 misses the toss-up question, the toss-up question is repeated for green 2.

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An **error** is an incorrect answer to a toss-up question (an incorrect answer to a bonus question carry no penalty).

A **3rd person bonus** occurs when 3 individuals from the same team answer a toss-up question correctly in the same quiz. A **4th person bonus** occurs when 4 individuals from the same team answer a toss-up question correctly and a **5th person bonus** for all 5 individuals from the same team. Each of these bonuses is worth 10 team points.

An **appeal** occurs when the captain of a team has a concern with a question, such as how it was read, how it was worded or distractions that occurred while it was read.

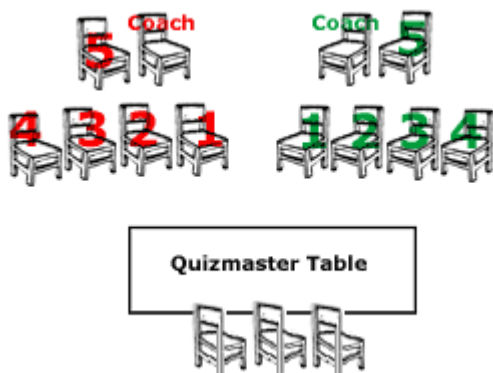
A **challenge** occurs when the captain of a team has a concern about the quizmaster's ruling of an answer to a toss-up question.

Questions include the following types:

1. General - general information,
2. According to - gives the specific verse and requires the quizzer to stay within the context of that verse for both their question and answer.
3. Situation - a quote is given and the quizzer must supply the requested information about the situation surrounding the quote (used when quizzing on the gospels and Acts only).
4. In what book and chapter - a quote is given and the quizzer must supply the book and chapter of the quote (used for the epistles only).
5. Quote, finish this verse or finish this verse and give the reference - exact knowledge of the verse and its reference are required as specified.
6. Context - Tests quizzer ability to tie concepts together.

Room Set Up

The following should be checked by the quizmaster at the start of the day:



- ✓ The room set up in the following manner with jump lights on chairs 1-4 and with the quizmaster's position should be centered between the two teams.
 - ✓ A quiz master's packet containing questions and score sheets,
 - ✓ Determine what help that you have, (if no scorekeeper ask one of the coaches to do it) and
 - ✓ A watch that shows seconds to keep time.
- The following things should be done before each quiz:
- ✓ Jump lights tested for each quizzer occupying a seat,

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- ✓ Line ups turned in for each team and names recorded on score sheets,
- ✓ Pray (for the quiz, quizzers, etc.)

The other people at the table could include scorekeeper, jump judge, timekeeper and content judge.

Reading Questions

The most important thing in reading toss-up questions is to have a consistent rhythm for the quizzers. The format of what to say is standard, but speed and pauses are unique to the quizmaster. All questions start with the announcement of the type of question, followed by the question number and the final warning of "question". For example:

1. "Question #1 will be an According to question (pause). Question #1. (Check lights) Question. (pause) According to John 3:16,..."
2. "Question #2 will be a Finish this verse question. (pause) Question #2. (check lights) Question. (pause) Finish this verse and give the reference (pause) For God so loved..."

As soon as a light comes on (someone jumps) stop reading the question (if it hasn't been finished). Ask the quizzer to finish the question (not necessary on memory verses) and then announce the color and number of the quizzer whose light is on.

For example:

1. "Question #1 will be an According to question. (pause) Question #1. (check lights) Question. (pause) According to John 3:16, who does God (jump) finish the question (look at lights) red 2."
2. "Question #2 will be a Finish this verse question. (pause) Question #2. (check lights) Question. (pause) Finish this verse and give the reference (pause) For God so (jump) red 2."

An incorrect answer results in a bonus question for the other team. The quizmaster rereads the toss-up question to completion for the appropriate quizzer. For example if red 2's answer to question #1 was incorrect then the bonus question could be handled like this:

1. "Bonus question, green 2 please stand. According to John 3:16, who does God love?"

If the green team does not have an active quizzer sitting in position 2 then the green team received no bonus question.

If the quizmaster misreads a toss-up question they should stop immediately and substitute a "bonus and tie breaker" question of the same type. If the quizmaster realizes that the question was misread while the quizzer is answering the question it is up to their discretion what to do. If the quizzer is at a loss because of the misread it should be thrown out immediately. Even if the quizzer recovers from the misread the quizmaster may still throw out the question if the misreading could have prevented or slowed the other team from jumping on the toss-up question.

Deciding if an answer is correct

The quizzers are required to supply all the main thoughts contained in the question and answer on the supplied questions.

A summary by type of question is given as follows:

1. General and context - only the correct thought is required.

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2. According to - only the correct thought is required, although more exactness is expected to show an understanding of the particular verse given. It is also required that all information given by the quizzers is contained in the verse given. They are allowed to go outside of the verse only to clarify pronouns.
3. Memory verses - must be quoted word perfect the first time, no corrections are allowed.
4. Situation questions - if the quizzer pre-jumps they must give the content of the quote in the question and answer each part requested in the question.
5. In what book and chapter questions - if the quizzer pre-jumps they must give the content of the quote in the question and provide the correct book and chapter requested.

Multiple part questions are allowed for **general** questions (as long as they stay within the same Biblical passage) and **according to** questions (as long as all questions and answers are from the verse given). Applications for multiple part **situation** questions or **book and chapter** questions would be rare. Multiple verses cannot be given on memory verse questions unless requested. All parts of the multiple part question must be given first (which makes it one long compound question) followed by all answers in such a way that it is clear to the quiz master what answer goes with which question. All questions asked must be answered correctly in the 30 second time period including the question and answer on the quiz master's supplied questions for the answer to be correct. If the multiple part question spans more than one Biblical passage and all answers are correct the first question and answer must satisfy the question and answer on the supplied questions to be ruled correct.

Pronouns need to be clarified as much as possible, especially on answers to who questions.

If a quizzer's first answer is correct and they change their answer they must be ruled incorrect. If a quizzer first answer is incorrect and they change to the correct answer their first answer must be accepted as their answer and ruled incorrect. Any wrong information given makes their answer incorrect.

Note: My rule of thumb on correct content is that the quizmaster should not have to interpret the scripture to decide if their answer is correct. For example if the passage says "the disciple who Jesus loved" and that is the answer on your supplied questions and they say John, their answer would be incorrect if nowhere in this Biblical passage does it say that John is the disciple who Jesus loved.

Dealing with appeals & challenges

A challenge always relates to the quizmaster's ruling on the correctness or incorrectness of an answer. Any other issues such as how a question is worded, if a question was misread, a change in your rhythm, light not cleared before the start of the question or if there are distracting noises, should be addressed with an appeal. Both challenging an answer and appealing a question must be done by the captain of the team. Challenges and appeals must be made prior to the beginning of the next toss-up

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question and after the quizmaster's decision. It is never okay to interrupt competition to appeal or challenge. The captain of the other team should always be given an opportunity for rebuttal to the challenge or appeal.

Only answers to toss-up questions may be challenged (no challenges on bonus questions). The challenger (team captain) may not communicate with anyone before making the challenge. Challenges are overruled when the substance of the challenge is in error, or the argument is not sufficient to merit a reversal of the original decision. If a challenge is sustained, the ruling and points/errors are reversed. If a bonus question is necessary a new question must be used.

Ten Points must be deducted from the team score for every challenge or rebuttal that contains erroneous information (the point of challenging and rebuttals is to show your command of the scripture, it is an advanced part of quizzing, the point isn't to guess and hope that something you say sways the quiz master). Ten points must be deducted from the team score for the second overruled challenge and all following overruled challenges that round for that team.

Miscellaneous Topics

Fouls are to be called by the quizmaster. The occurrence of a foul can be brought to the attention of the quizmaster by any of the official helpers (such as the scorekeeper). It is then up to the quizmaster to make a judgment if a foul is to be called. The quizmasters announce the quizzer and/or team to be charged with a foul. Team fouls are allowed when it is not possible to distinguish who committed the foul on the team. Even numbered fouls result in a 10-point penalty. A quizzer with 3 fouls in one quiz is not eligible to quiz. Usually no more than one foul is called per team per question.

Fouls should be called for the following reasons:

1. Any communication by a quizzer between when the final "question" is called and the quizmaster announces their decision, other than the recognized quizzer answering the question.
2. A quizzer starting to answer a question before being recognized by the quizmaster.
3. A quizzer's light coming on between the final "question" being called and the reading of the question.
4. A quizzer touching their chair while jumping.

A warning and clarification/reminder of the rules may be appropriate for 1st time quizzers and/or 1st quiz of the day.

For more details on fouls see the *Official Rules NYI Bible Quizzing*.

Time keeping involves three situations:

1. After reading a question to completion, the quizzers have 5 seconds to jump. If no one jumps in this time period read the answer and go on to the next question.
2. After the quizmaster recognizes the quizzer who has jumped first, the quizzer has 30

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seconds to complete the question, if necessary, and give their answer. Any information given after time is called must be ignored.

3. Time outs are 60 seconds long.

Each team is allowed 2 time outs per quiz. Substituting the 5th quizzer may only occur during a time out or if one of the other quizzers has quizzed out or erred out. Two active quizzers are not allowed to switch places during a time out. Only one substitution per team is allowed during a time out. No time outs are allowed after the start of the 18th question.