

Bible Quiz Rules

Alaska Baptist Association

1. Quiz Master:

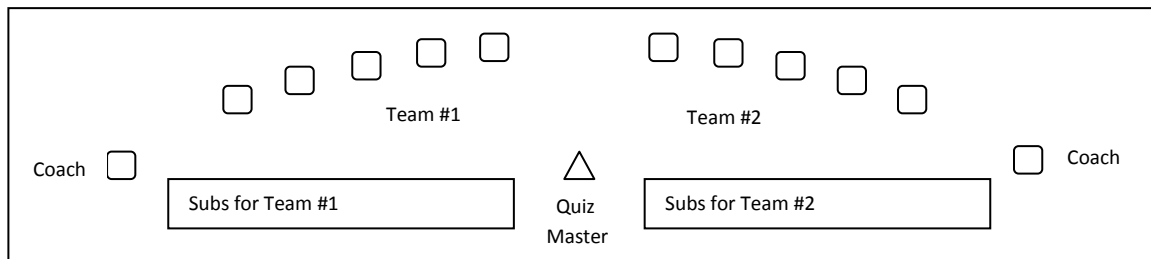
The complete control of the quiz is in the hands of the quiz master at all times. He shall work with two to three judges and officials in making decisions, keeping score and time.

2. Team Requirements:

- Five (5) members on a team, with a minimum of three (3) permissible to start. There may be unlimited substitutions.
- A youth sponsor or pastor shall be the coach.
- Each team captain shall be seated in the first seat.
- Only the coach or captain may request time-outs, substitutions, or challenge answers.

3. Platform Rules:

- Two teams will compete at a time. Electric seats will be used whenever possible.
- The teams will face the audience and the quiz master.
- The two coaches will be seated to the side (see diagram) facing the center, near the subs seated on the front pew or row.



- No Bibles, notebooks, papers, etc. on the platform at any time.
- No talking between quizzers except during time-outs.
- Two 60 second time-outs per team per quiz will be allowed.
- Substitutions may be made at any break in the quiz. The Quiz Master must acknowledge the substitution before it is made.

4. Questions:

- All questions will be over previously assigned material.
- All questions and quotations will be taken from the King James Version of the Bible.
- On "Finish this verse..." or "Quote" questions, the answer must be word perfect.
- The quiz master will preface each question by saying "Question...".
- If the incorrect answer is given, the question goes to the same number quizzer on the other team for a "free try." The question may be repeated for the second team.
- If there is no corresponding number quizzer on the opposing team the question will be given to the lowest number on the opposing team.

5. Jumping:

- a. Quizzers must move toward full stature. The quiz master will determine which quizzer is up first. Judges may help if needed.
- b. A quizzer may not answer until recognized by the quiz master.
- c. Once recognized, a quizzer will be given thirty (30) seconds to complete his answer.
- d. A quizzer who jumps before the question is finished must answer to the satisfaction of the quiz master. Quoting an entire verse or passage may not necessarily be an acceptable answer. Time limits still apply.
- e. The first answer given will be considered the quizzer's official answer.
- f. If no quizzer jumps within twenty (20) seconds the quiz master will proceed to the next question.

6. Scoring:

- a. A regular correct answer is worth 20 points. (+20)
- b. A "free try" correct answer is worth 10 points. (+10)
- c. An incorrect answer results in minus 10 points. (-10) There is no penalty on a "free try."
- d. If everyone on the original team answers at least one regular question correctly a bonus score of twenty points (+20) is given for a five member team, fifteen (+15) for a four member team and ten (+10) for a three member team.
- e. If a quizzer answers five regular questions correctly, the quizzer will be replaced for "quizzing out."
- f. If five regular questions have been answered correctly by a quizzer with no incorrect answers, a bonus of twenty (+20) points is given when the quizzer is replaced for "quizzing out."
- g. There will be twenty questions in a regular quiz. In the case of a tie, a three question tie breaker will be given. These are considered regular questions.
- h. All challenges will be decided by the quiz master and judges alone.

"...that in all things [Christ] might have the preeminence." Colossians 1:18