

*Teen Bible Challenge
Manual*

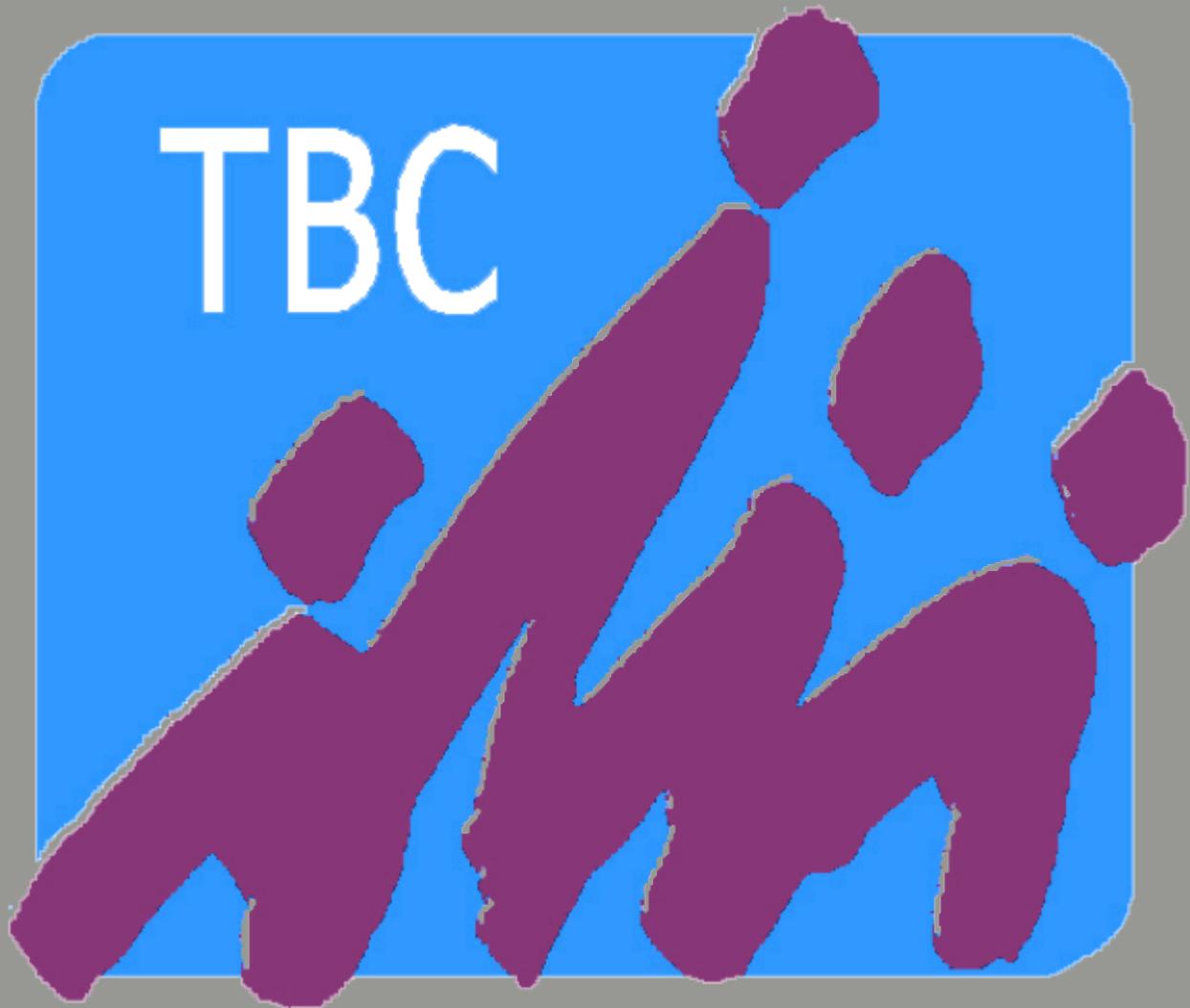


Table of Contents

Section 1- Introduction

Introduction.....	3
League Guidelines	5
Benefits.....	6

Section 2- Getting Started

The Coordinator.....	7
The Coach.....	8
The Team.....	8

Section 3- Preparing for the Competition

Methods of Memorization	9
The Practice	11
Getting the Jump	12
Giving the Answer	12
Officials	13
All-Star Awards	14

Section 4- Platform Rules

Basics.....	15
Three Team 25 Question Competition Basics.....	16
Tie-Breaking Questions.....	17
Time-Outs	18
Consultations	18
Contesting	19
Fouls & Errors.....	20

Section 5- Questions & Answers

Questions & Answers.....	22
Who Can Answer?	23
Delivery of Questions.....	23
Acceptance of Answer.....	24
Finish the Question & Answer.....	25

Section 6- Scoring

Olympic Scoring	26
FAQ about Matches.....	28

Introduction

Tension is in the air in the final competition where two teams are tied for first place. The audience and challengers fall silent as they prepare for the tie-breaking question. Ten eager teens sit on their electronic-sensor-padded seats with every muscle strained. Their eyes are focused on the Challenge Master as the final tie-breaking question begins. The challengers concentrate on every word, trying to anticipate the question. As soon as the keyword is uttered, they begin to jump. The Recognition Judge has been watching intently for the electronic keypad system to signal which teen challenger responded first. He/she announces the team and seat number of the first person off his/her seat. As the clock nears the thirty-second time limit, the teen called upon gives the correct answer. The crowd goes wild, cheers from parents, friends, and teammates fill the room as the winning team screams and embraces one another.

Welcome to Teen Bible Challenge!

Teen Bible Challenge is an organized Bible knowledge competition where different teams compete against each other once a month. Teams memorize new verses each month in fun and creative ways. Teen Bible Challenge is exciting!

How much do your teenagers really know about Christ, His commands, and abundant life He has to offer? Are they excited about studying God's Holy Word? Bible Quizzing is an original, unique, and creative way to follow Jesus Christ our Lord. Through Teen Bible Challenge (TBC), middle and high school teens are being challenged to study the Scriptures, memorizing verses that shed light on their lives and lead them in the way they should go each day.

Here are just a few accounts of how God has used TBC to touch lives:

"TBC has had a major impact on my life. God's Word is so powerful. God has used the verses I have put in my heart to shape me into the person I am today. It has changed me in ways I can't even describe. I would not be the person I am today without the words that I have committed to memory—even when I wasn't committing them for the right reasons. At first, I did it because it was fun, and I could be smart and better at my brothers at something. But then God's Word started changing me. It is just amazing what God can do through His Word. No matter what, even in you are learning these verses for the absolute wrong reason, God can change you through them. So stay with it."

~Josh (8 years in the program)

TBC is so important to me. I just am so impressed with how much I can learn. If you think about it, 50 verses is a lot of memory. And they don't come back as nothing. I can remember so many instances where I thought, "what should I do in this situation?" Then I would remember a verse I learned years ago that would help. TBC has helped me be so much more enthusiastic about what I do in life. And it is just SO MUCH FUN. I am not here at competitions and at practice because I am being made to. I come because I ENJOY it so much!

~Brenden (current TBC quizzer)

The summer right before my senior year, I moved out of my house and moved in with an atheist family. It was hard for me to stand firm and keep my faith – I wasn't even sure if I wanted to. After awhile, a lot of the verses that I learned really started to convict me. Even though I wasn't sure where I stood with God, I broke down and I prayed. I opened up my Bible and was flipping through it. Verses I had learned from TBC came flooding back to me. I absorbed so much through my years in TBC. Even if you are not doing it for the right reason, you are sowing good seeds.

~Madalyn (7 years in program)

I think that KBC can get you closer to God and help to know God more. It helps you experience what some of the people in the bible went through. I really enjoy KBC and I thank all of the helpers and coaches for helping us get to know God.

~Olivia (first year KBCer)

"I've been doing this for 10 years. I've watched kids start at 3rd grade and go all the way up and graduate high school in the program. It's been really great to watch them succeed. Besides just the fact that they are memorizing God's Word, which is in itself- awesome, but there are a bunch of other side effects as well. There are incredible small group experiences between these kids. The friendships that develop between the kids from meeting twice a week is just fantastic. I've watched parents who get nervous or uncomfortable because their kid never jumps and answers a question—don't even worry about it. As a challenge master watching them, I know they all know the answers. Just the experience of working with the great coaches we have in this program, even if they never answer a question, is benefit enough. They are being richly blessed by being apart of this program."

~Ron Hughey

Children's Pastor & Challenge Master

I think KBC helps you embrace God's word so that you can use His Word to help you in certain situations. If you are in trouble in certain situations, you can use God's Word to help you to get through it. And it helps you in life.

~KBCer

This year has been really fun. First of all, being a new quizzier, and then just memorizing the Bible and using my gifts for God.

~Caleb (first year KBCer)

League Guidelines

Leagues

Area Leagues will be formed with a minimum of three teams and a maximum of twenty teams. The League material and dates shall be determined by the District Representative. Schedules will be made available 45 days prior to the season.

Competition Guidelines

Bible Version: All questions and answers will be based on the *New International Version (NIV) Bible*, copyright 1984, not the 2011. This will be reviewed on an annual basis.

Questions: Each match/challenge shall consist of 20/25 questions, depending on 2 or 3 team quizzing respectively. Each question shall be as short, clear, and literal as possible.

Season Standing

Olympic points, given based on the points each team earns per match, will decide the standings in each league. The team with the most Olympic points at the end of the season will be deemed the district/league champions. The top three teams will be recognized by their Olympic points at the end of the season.

District/League All Stars

At the end of the season, challengers with the top 10 total points will be selected as an All-Star Challenger. In the event of a tie, using their overall statistics may break the tie. If a tie still exists, the tied participants will occupy the same place.

New Quizzers

Quizzers new to Teen Bible Challenge or Kid's Bible Challenge are named a 'New Quizzer' and are a 'New Quizzer' for the entire season. They are the only ones eligible to answer 'New Quizzer' Questions.

Benefits

There are many types of teaching mechanisms used to reach today's teens with God's Word, and the one that seems to be grabbing teenagers' attention is found in Teen Bible Challenge (TBC). When teens get involved in TBC, they have the opportunity to meet new friends and work with great elders who truly care about them. They practice and compete in a healthy environment where no matter what the final score is, everyone walks away a winner.

Using today's learning methodologies, challengers memorize God's Word in a safe, fun, social setting. During practice times, teens can be themselves and often real decisions in following the Lord are made—important decisions that will shape their lives forever. Being a part of Teen Bible Challenge changes a participant forever.

Through its unique competitiveness by design and commonality through a particular Scripture passage, Teen Bible Challenge offers the following benefits to your youth:

1. Firmly implants the Word of God in their hearts
2. Small Group setting brings a sense of belonging to participants
3. Provides a safe environment for teens to freely open up and share
4. Produces new and long-lasting friendships
5. Teaches discipline, memorization skills, and the ability to think on one's feet
6. Creates confidence in witnessing
7. Provides an opportunity once a month to come together with youth from other churches, schools, and cities.

Your teens are not the only ones to benefit from TBC. Your organization also may experience the following benefits:

1. Brings focus to the importance of Scripture memorization
2. Easily fits into the small group structure
3. Creates an environment for doctrine to be taught in an innovative and fun way
4. Provides ministry opportunity for youth sponsors
5. Provides a monthly activity for youth groups
6. Develops stronger leaders
7. Provides intergenerational opportunities
8. Develops a new generation of spiritual leaders

This manual will provide you with the essential "tools" to successfully establish TBC in your organization.

Getting Started

The Coordinator

Ideally, each organization should develop a coordinator. In many organizations, the coach acts as both coach and coordinator, which can become overwhelming to the coach. For this reason, we highly recommend establishing a coordinator position. The coordinator would act as point person between Teen Bible Challenge staff, the organization, and the coaches.

Responsibilities of the Coordinator:

- 1) talk up the program with youth, staff, and parents
- 2) submit bulletin announcements to church administration
- 3) schedule TBC presentations for recruitment purposes
- 4) reserve classrooms for weekly practices
- 5) attend competitions once a month
- 6) provide competition material for coaches to hand out to youth
- 7) fill out league registration form(s) and send to TBC, Inc.

The Coach

The first thing a coordinator needs to do is find a coach. Teams **MUST** have a coach. Young people often need the guidance and training of a good leader. Teams can be co-coached as well. Coaches serve as mentors for their team members. In fact, some teens will share their innermost thoughts and feelings with coaches, before they will their own parents. So, the coach must be in tune with the youth. Without the consistent interest, understanding, and love of a coach, morale often lags.

Responsibilities of the Coach:

- 1) recruit challengers
- 2) set weekly individual and group goals for the challengers
- 3) develop a spirit of team unity
- 4) hold practices
- 5) attend competition once a month
- 6) hand out schedule & competition material to participants
- 7) lead prayer & discussion time on verses
- 8) assist youth in memorizing Scripture
- 9) arrange refreshments (parent & youth rotation optional)
- 10) provide team line-up to score keeper at competitions

Coaching Time Commitment:

- 1) One or two 1 and 1/2 hour practice(s) each week
- 2) Fifteen minute prep time for practices
 - a. Plan agenda
 - b. Review verses
 - c. Identify discussion objectives
 - d. Determine methods for memorization
 - e. Arrange rewards
 - f. Set up room (i.e tables and chairs)
- 3) Attend 4 hour competition once a month

Approximately 12-16 hour time commitment per month

Holding the Practice:

*Practices may be formal or informal, depending on your teaching style.
Practices could be held at your organization or in someone's home.*

Establishing the Team:

Secure the support of your organization. If they have never seen Teen Bible Challenge, they should. They will have a difficult time supporting something they know nothing about. Set up a demonstration for your organization. Personal contact is always the best way to recruit. This shows youth that you are interested in them. Talk directly to the youth instead of trying to reach him/her through parents. Write out your 'sales pitch' so that you present all the basics in the original call. Remember the young person is not taking notes, so don't flood him/her with a lot of details. Invite the youth to an introductory TBC practice where they are actively participating and experiencing success in memorizing and understanding Scripture. Make this an exciting and fun time and don't forget refreshments. Have a handout sheet available for the teens to take home with them.

The Team

How Many:

Teams will consist of at least three members and no more than five. New teams can join a league at any time. There is no limit on the number of participants or teams that can compete throughout a regular season. Challengers may drop out one month and still return the following.

Who Is Eligible:

- 1) KBC grades 3-5
- 2) Junior High grades 6-8
- 3) Senior High grades 9-12

Preparing for the Competition

Methods of Memorization

Pause-Break

- 1) As a group, determine natural pauses/breaks in the verse.
- 2) Mark the breaks with slashes. Take advantage of any words that rhyme and end phrases with rhyming words when appropriate.
- 3) Repeat each phrase three times adding the next phrase each round until you reach the end of the verse.

Write It- Say It

- 1) Have students break into small groups of two or three.
- 2) Have the student write the verse down while a team member reads the verse aloud.
- 3) Have the students say the verse to each other.
- 4) Then have all the students write the verse.

Eraser

- 1) Write a verse on the black/white board.
- 2) After repeating the verse several times, erase key words, and then try to say the verse again with the missing words.
- 3) Keep erasing words and phrases until the whole verse is erased and the group can say it.
- 4) This can be done in teams as a relay also.

Echo

- 1) Coach(es) or 1 team say a phrase and the rest echo that phrase back

Scripture Round Robin

- 1) By phrase or by word
- 2) Have group sit in a circle.
- 3) One person starts the verse.
- 4) The next person picks up where 1st person left off in sequence.
- 5) Continue around the circle until verse is complete, and repeat.

Verse Puzzle

- 1) Print out a verse.
- 2) Cut out separate phrases or words using scissors.
- 3) Put one whole verse in an envelope (you may have several envelopes with the same verse in it).
- 4) Each challenger or team goes up to where the envelope is.
- 5) The challenger or team must put the verse in order.
- 6) Coach must check for correctness.
- 7) Can be done as a relay where one teammate runs up and puts verse in order and then scrambles it again, then runs back and takes next teammate, who then also goes and puts it in order. The first team done wins a prize.

Question and Answer Drill

- 1) Coach drills Questions and Answers
- 2) Can be done as an actual mock competition with scorekeeping/recognition judge, etc.

King of the Hill

- 1) The goal is to answer questions correctly to move to seat number one.
- 2) Set up enough chairs for all quizzers plus one more. (Chair #1 starts empty).
- 3) Chair number one and its occupant are "King" and everyone wants to end up there.
- 4) Coach asks competition questions.
- 5) The challenger that answers correctly moves one chair closer to the #1 chair. The person who is currently in that chair moves down one (they swap chairs).
- 6) If challenger jumps and answers incorrectly, the challenger goes to the end of the line and all other challengers move up one chair.

Quote and Shoot

- 1) Coach says chapter and verse
- 2) Challenger must quote verse word-for-word.
- 3) If challenger is successful, coach awards a shot(s) with the ball into a hoop (or garbage basket).
- 4) Team or individual that scores the most points wins prize.

Bounce It Out

- 1) Use any kind of ball to "bounce-to-a-beat" to say the verse with.

Theme Song

- 1) Ask the students to break into small groups of 2 or 3 and put the assigned verse into a song.
- 2) After 5-7 minutes each group does the verse with the song they chose.
- 3) You may also spend time just singing the songs the verses have already been put to yearly by TBC staff.

Act It Out

- 1) Use voice inflection and body motions for the words in the verse (i.e. quiet, slow, hush, loud, dancing, jumping, etc.)

Hot Potato

- 1) Use volleyball, beanbags, water balloons, basketball, ping-pong, etc. and when tossed to someone they have to say the next word of the verse.
- 2) If challenger can't say the next word, start the verse over again.

Phrase Relay Race

- 1) Break students into groups.
- 2) Team member one runs up to the board and writes the first phrase/word and then returns to group and taps the next person who runs up and writes the next phrase/word.
- 3) If that person can't remember the next phrase/word, they touch the board and return to tap the next player.

Association

- 1) Look for repeating patterns
 - a. Sounds, first words, ending sounds, numbers to words (i.e Chapter 1: verse 4- For... first word 4/For is an example of number to word sound association), synonyms, antonyms, etc.

Emphasize

- 1) Use loudness/softness or actions to emphasize certain words that kids are struggling with
- 2) By emphasizing these trouble spots, kids will begin to remember them better

Rap to a Beat

- 1) Say the verse to a beat – students do this naturally sometimes
- 2) Have students try to make up their own raps

Sparkle

- 1) Put students in a circle each having their own chair
- 2) The first person will say the reference to the verse you are attempting
- 3) The next person will say the first word of the verse and you will continue around the circle saying each next word of the verse
- 4) If a person says the wrong word or doesn't know the word, they must sit down
- 5) When the verse has been finished the next person says "Sparkle" and the person after them must sit down

Sparkle with a Twist

- 1) Play this the same way as Sparkle
- 2) When someone gets a word wrong or doesn't know the word, they sit down, but the next person around the circle who is already sitting down has the chance to say the word correctly and get back in the game

The Practice

Practice is where the challengers develop their technique. Practice is a time when team unity is developed as well. At the beginning of the season, set a definite time and place for team practice to occur weekly. Team practices should be held 1-2 times per week and last approximately 1-1/2 hours each time. The most important element is the group memorization. Time should also be given for sharing insight gained through personal study and experience with the verses.

1) Prayer Time

Prayer is one of the most important and key elements that will bring unity to the team. The coach should lead the youth into a variety of different kinds of prayer. For example, begin your practice time with praise prayers and close your session with requests. Team members should pray for each other and the challenges they are facing at home, in school, and in memorizing the Scripture.

2) Discussion Time

This is a great time for leaders to help youth grow in their knowledge and understanding of the Scriptures. Knowing the meaning of a verse and how it relates to their life on a daily basis will draw them closer to the Lord.

3) Group Memorization

Group memorization is essential to the team member who may never work on the assigned verses outside of the weekly practices. When attempting to memorize a verse, try to involve as many of the five senses as possible. This can be a very creative and fun time. See our section on the methods of memorization to gather some ideas of activities to do during this time to help students memorize. The only way to progress in ability is to progress in the knowledge of the material. That's why incorporating a review time each practice is essential. Make review time fun and rewarding.

4) Refreshment Time

Each practice should include a refreshment time. Refreshment time will encourage fellowship and bring further unity to the team. Have different team members be responsible for the treats each practice or provide them yourself.

5) Drills

Each practice session should include 10-15 minutes of jumping drills. For jumping practice drills, have the challengers jump on a certain number, color, object, etc. This develops the power of concentration. Watch each youth's jump and give helpful suggestions. Attempt to duplicate as nearly as possible an actual match. Ask questions and receive answers under actual rule conditions. Question and answer drills can get very exciting and most of the youth love it, so don't neglect its importance. Make the "scrimmage" fun by having the guys compete against the girls or other different team formations.

Getting the Jump

Once you are on your way to a successful study of the material, pay attention to the art of jumping and answering. Out of fifteen challengers on the platform, only one will be given the opportunity of answering the question. The question is: "How can I be that ONE?" As soon as the Challenge Master says: "Question", assume your jump position. When you assume your jump position, concentrate on the Challenge Master. Keep your eyes focused on his/her lips. As he/she utters the key word of the question, you should snap off your chair automatically. During and immediately after your jump, keep your eyes focused on the Challenge Master and keep listening. This way you will be sure to pick up the last word or syllable that he gives before stopping.

While sitting, your body weight must be balanced over your feet. In your jump position, the first motion should trigger the challenge box. This means that the first part of your body that should move is your mid-section. Some teens with apparently fast jumps are not up first in an official competition because the first part of their body to move is their head, arms, or shoulders instead of their mid-section. This is a vital point in the technique of jumping.

Since there is a wide difference in jump styles and body builds, it is impossible to define the exact way in which this initial snap motion should be made. But it should always take the form of a snap. In your mind, convince yourself that you are exploding off the chair. Some teens jump straight out, others at a 45-degree angle. Find the form that works the best for you and continue to try new things, but remember to make it a snap and that your first body motion must get your weight completely off the chair. Any false starts will result in a foul. Remember that old saying, "Practice makes perfect." Find the method that works best for you. Help your students find the technique that works best for them.

Giving the Answer

This section deals with the second part of the actual competition. Getting the jump is important, but it is only half the battle. A satisfactory answer must be given or the successful jump has been in vain. When you assume your jump position, concentrate on the Challenge Master. Keep your eyes focused on his lips. As he utters the key word of the question, you should snap off the chair automatically. During and immediately after your jump, keep your eyes focused on the Challenge Master and keep listening. This way you will be sure to pick up the last word or syllable that he gives. When you have been identified by the Recognition Judge to give the answer, repeat aloud what he has said. Do this immediately. Don't say beyond what you have heard, even if you feel confident that you know the question.

Make good use of the remaining 30 seconds you have left. Analyze the question in your mind by asking the questions what, where, and why. Then complete the question in your mind before saying it aloud. Talk loudly, clearly, and carefully for the benefit of the Challenge Master and Audience. Occasionally you will either jump too early or your mind will go blank. Regardless, give the best answer you can, even if you think it is wrong. The first answer that comes to your mind will most often be the right one. Consider other possible answers, but don't reject the initial one unless you are sure it is wrong.

Officials

Must be 18 years of age or graduated from high school, and certified by league committee to become an official. To become certified, you must go through official training.

1) Challenge Master

The Challenge Master supervises match play in each room. They are responsible for asking the questions and awarding the points, errors, and fouls.

2) Assistant Challenge Master (optional)

The Assistant Challenge Master is to check both the question given by the Challenge Master, and the answer for accuracy. They consult with the Challenge Master on disputed answers.

3) Recognition Judge

When a challenger jumps, activating the quiz box, the Recognition Judge will call out the team and chair number to the Challenge Master, stopping the further reading of the question.

4) Foul Judge (optional)

The Foul Judge detects irregularities and fouls. They call a Technical Time Out and reports quietly to the Challenge Master.

5) Scorekeeper

The Scorekeeper must record time-outs, fouls, errors, and the match & Olympic points of the teams and the individual challengers. The official Scorekeeper will secure the signatures of each coach and the Challenge Master at the end of the competition. The Scorekeeper's recorded points become official and cannot be changed unless a protest is logged at the end of the competition.

6) Timekeeper

The timekeeper must track the length of the challenger's answer and team time outs. Time begins upon the recognition of the challenger. This position is usually folded into the Recognition Judge or Scorekeeper position.

All-Star Awards

The Scorekeepers throughout the season record individual challenger and team scores. The team with the highest Olympic score at the end of the season is the Championship Team. The top three teams are recognized and awarded at the end of the season.



The challengers with the highest ten total individual points throughout the season are All-Stars and will each be recognized and awarded at the end of the season.



Platform Rules

Basics

Position

Teams will be seated facing the Challenge Master and the audience.

Hand Position

Once the Challenge Master announces "Question", the challengers hands may not touch the floor, chair, or any other person until after points are awarded.

Recognized Challenger

The first challenger to jump from a sitting position activating the challenge box after the start of the question shall be acknowledged by the Recognition Judge. The recognized challenger is then allowed to answer the question and must remain standing until the Challenge Master makes his/her decision or instructs the challenger to sit down.

Handicapped Challenger

Special allowances shall be given to assist handicapped in participating, if at all possible.

Dress Code

Dress and general appearance of challengers, coaches, and officials will be in accordance with Christian modesty.

Three Team 25 Question Competition Basics

Three teams compete against each other per match. The challengers sit as a team on identical chairs facing the audience and the Challenge Master. Each seat is equipped with an electronic pad device (Quiz Box). The Quiz Box indicates which challenger jumps up first. The Challenge Master who asks the questions and awards points or penalties directs all matches. Each match consists of twenty-five questions. The team that answers the most questions correctly wins the match.

Three-team competition begins with an All-Play Question (all three teams are eligible to jump for the question). The first recognized challenger off his/her seat (indicated by the quiz box) will be given the opportunity to finish the question and give the answer. If the question is completed and answered correctly, the team is awarded twenty (20) points and play continues with another All-Play question. If it is answered incorrectly, the following question is a Toss-Up Question between the two remaining teams. If the Toss-Up Question is answered correctly, the next question becomes an All-Play Question once again, with all three teams eligible to answer. If a Toss-Up Question is answered incorrectly, the following question is instead a Free Question to the one remaining team for 20 points. Free Questions are "free"- meaning that they can only help you. If answered incorrectly, no points are deducted. Instead, an "A" for 'attempt', is placed on the score sheet.

Question 22 and On:

Any question following an incorrect answer on or after question #22 will be labeled as #A (22A, 23A) for Toss-Up Questions, and #B (22B, 23B) for free questions, rather than ascending numerically to the next question.

Example:

If question #22 is answered incorrectly the following question becomes #22A (Toss-Up). If question #22A is answered incorrectly the following question becomes #22B (Free Question).

Note:

If question #22 is answered correctly then the next question becomes #23 rather than 22A. If question #22A is answered correctly then the next question becomes #23. The same procedure is followed to the end of the match.

Tie-Breaking Questions

Sudden Win Questions

“Sudden Win” questions are only used at the end of regulation play when a tie occurs between two or three teams. A “Sudden Win” question will be used when a two team tie occurs and a second “Sudden Win” question when a three team tie exists. “Sudden Win” questions have no point value awarded to them. They are only designed to break ties. No team or individual points are awarded and they are not recorded on the scorecard as Question 26. They simply determine placement for OLYMPIC POINTS to be awarded.

Note: All quizzers of tied teams are eligible to jump on a Sudden Win question (including those who have quizzed or errored out. The Challenge Master will allow 30 seconds for quizzers to position themselves on the platform for the “Sudden Win” question.

Two Team Tie-Breaking Procedures for 3 Team Quizzing

If there is a tie between two of the three teams after 25 questions, the next question becomes a “Sudden Win” question between those two teams only to determine placements. If the Sudden Win question is answered correctly that team wins the tiebreak. However, if they answer incorrectly, they lose the tiebreak.

Tie-Breaking Scenario

Suppose after 25 questions, a score looks like this:

Team A: 100

Team B: 90

Team C: 90

In this example, Team A is awarded first place and a tie-breaking ‘Sudden Win’ question is delivered to Teams B & C to determine 2nd & 3rd place. Therefore, if Team B wins the jump on the “Sudden Win” question, and answers correctly, they are awarded 2nd place. However, if Team B answers incorrectly, they are awarded 3rd place.

Three Team Tie-Breaking Procedures for 3 Team Quizzing

If there is a tie between all three teams after question 25, the next question becomes a “Sudden Win” question between all three teams to determine placements.

Tie-Breaking Scenario

Suppose after 25 questions, a score looks like this:

Team A: 90

Team B: 90

Team C: 90

In this example, two “Sudden Win” questions are required. If Team A wins the jump on the first “Sudden Win” question and answers correctly, they are awarded 1st place. However, if they answer incorrectly, they are awarded 3rd place. A second “Sudden Win” would determine placement for Teams B&C and would follow the same procedure for Two Team Tie Breaking.

Time-Outs

Who:

1. Only a challenger on the platform or a coach may call a time-out.
2. Any official can call a technical time-out.
3. The Challenge Master will recognize the team calling a time-out.
4. All teams may participate when a team calls a time-out.

When:

1. A team time-out may be called any time before the word "Question" or after the Challenge Master's decision.
2. Team time-outs shall not exceed 45 seconds.

Quantity:

1. Each team will be allowed three (3) time-outs per match. The Scorekeeper shall announce when a team has used their last time out.
2. If the officials do not announce the team's last time-out, another is allowed.

Other:

1. Team members and coaches may not converse during a technical time out (a time out called by an official).

Consultations

Coaches may consult with the Challenge Master only concerning procedural and scoring issues. They may not contest question or answer regarding content. The consultation must be made before the next question is read. The Challenge Master can confer with the officials regarding the consultation.

Procedure:

1. The coach must request a consultation by getting the Challenge Master's attention.
2. The Challenge Master will call on one coach from each team.
3. Each coach shall present his or her view alternatively, after which, the coaches shall return to their seats awaiting the Challenge Master's decision.

Decision:

1. The Challenge Master will openly state the reason for his or her decision.
2. The Challenge Master's decision is final.

Contesting

Any challenger on the platform may contest with the Challenge Master concerning the question or answer, but only one person from each team. The dispute over content must be made before the next question is asked or before a time-out is called. If a time-out is called at the same time as a contest, the contest will have precedence.

- 1) Who can contest a question or an answer?
 - a. Any challenger on the platform- but only one per team per question
 - b. The recognized challenger

- 2) Who may not contest the content of a question or an answer?
 - a. A coach
 - b. A challenger who is no longer on the platform (quizzed or errored out)

- 3) Contesting a Question and Answer- a question may be contested only under these conditions:
 - a. If incorrect information is given in the question or answer
 - b. If a significant mispronunciation is made
 - c. If the question does not come from the monthly assigned Scripture
 - d. If there is a disagreement with the Challenge Master's decision

- 4) Contesting Guidelines
 - a. The challenger shall include a desire to contest by standing and requesting further consideration
 - b. The Challenge Master shall recognize the one contesting
 - c. The one contesting shall present the dispute
 - d. The challenger must remain standing until the decision is made, unless otherwise instructed

- 5) No Appeal
 - a. The Challenger Master's decision is final
 - b. No further contest may be made

Fouls & Errors

Fouls can be called on the audience, coaches, and challengers. Errors are called on challengers only. Errors are a result of an incorrect answer.

Personal & Team Fouls

Personal Fouls

Personal foul points are not deducted from an individual score.

Team Fouls

A second and any subsequent team foul is given a 10-point deduction from the team's score (not individual)

Question & Answer Foul Procedure for Challenger Master

Before the Challenge Master's Question

If a foul occurs before the first word of the question's text, it is considered a "PreJump" and the Challenger Master restarts the same question and question number.

Prelump- Quizzers sometimes jump before they could possibly know which question is being asked, but the word "Question" has already been said. This leads to the uncomfortable situation of forcing a quizzer to guess. Most quizzers get discouraged and just give up, others get lucky and guess right, but is that truly fair to those who were waiting patiently for the appropriate time to jump.

General and MAQ Questions: Quizzer may not jump until the first syllable of the first word of the question

FTV & FTV&QR: Quizzer may not jump until the first syllable of the first word of the FTV

FT2V & FT3V: Quizzer may jump at the word "these" if only one of that kind is in that month's material, otherwise at the first syllable of the first word.

RQ & Quotes: Quizzer may not jump until the chapter of the book is given (i.e: Quote 1 Cor. 10)

Each quizzer will receive a pre-jump warning foul if they jump before the specified time for each type of question.

During the Question

If a foul other than a 'prejump', occurs during the question, the foul points are deducted and the question is thrown out. A substitute question is asked in place of the discarded question but in the same question number.

After A Challenger has Earned the Jump

- If the foul occurs during the recognized challenger's answer and does not interfere with the answer, then points are awarded and deducted for the foul.
- If the foul occurs by one of the opposing teams, which interferes with the recognized challenger's answer, foul points are deducted and the question is thrown out. A new question of like kind is given to the originally recognized team only (same question number).

- c) *If the foul occurs by the same team that has been recognized, which interferes with the challenger's answer, foul points are deducted and a new question of like kind is given in the same manner (all-play, toss-up, free).*
- d) *If a foul occurs by a non-quizzer, which interferes with the challenger's answer, a technical time-out will be called to evaluate the situation and to determine which of the procedures to follow.*

After the Challenger's Answer

If the foul occurs AFTER the recognized challenger's answer is given, then points are awarded for the answer and deducted for the foul. The Challenge Master then proceeds to the next question.

Other Fouls

If a Challenge Master starts a question with the wrong words, the question will be immediately thrown out and the same question number is repeated even if a challenger has earned the jump. A new question of like kind is given in the same manner (all-play, toss-up, free).

Foul Examples

Communication

- a) *No communication of any kind is permitted between challengers and/or coaches between the time when the Challenge Master calls "Question" and when the points are awarded.*
- b) *No communication of any kind between challengers and/or coaches is permitted during a technical time-out.*
- c) *Audience communication can result in a point penalty against the appropriate team.*

Jumping

Intentional false jumping used for harassment will constitute a foul.

Motion

A motion made by a challenger that causes other challengers to jump prematurely.

Reference Material

No Bibles or quiz material of any kind are allowed on the platform or in readable view of the challengers, except during a team timeout.

Conduct

Any conduct that is inconsistent with Christian standards will result in a foul.

Illegal Substitution

Substituting a challenger who has quizzed for three matches during a given competition into another team for a fourth match will result in a foul. Challengers are not allowed to compete in more than three matches for each specific competition.

Wrong Challenger

A foul will be called if the wrong challenger starts to answer the question.

Ineligible Team Jumps

When a player from an ineligible team jumps on a toss-up or free question a foul will result.

Questions & Answers

General Questions

Interrogative Questions that ask who, what, where, when, why, which, or how. These types of questions utilize the key words from the Scripture verse. All questions should be grammatically correct.

Delivery: The Challenge Master's delivery should be: "This is a general question: 'Question-who...'"

Multiple Answer Questions (MAQ)

Multiple Answer Questions have more than one answer and are usually lists of two or more. Multiple Answers may come from more than one verse.

Delivery: The Challenge Master's delivery should be: "This is a Multiple Answer Question: 'Question-What...'"

Reference Questions (RQ)

Reference Questions always identify the book title, chapter, & verse from which the information is taken. The reference will be included as part of a question when it is necessary to distinguish between several possible answers to the same question or to clarify the question. A Reference Question must be answered accurately according to the reference.

Delivery: The Challenge Master's delivery should be: "This is a Reference Question: 'Question-according to chapter #, verse #, what...'"

Quote Question (Q)

Quote verses must be stated word perfect. The Challenger may make as many attempts as time permits.

Delivery: The Challenge Master's delivery should be: "This is a Quote Question: 'Question-Quote Chapter # Verse #'"

Finish The Verse Questions (FTV) (FT2V) (FT3V)

The Finish This Verse is a variation of a Quote Question. The answer of a Finish This Verse Question must be stated word perfect. The Challenge Master will provide at most five words. FTV Questions may begin anywhere in a verse and may continue to the next one or two/three verses (FT2V or FT3V). The Challenger may make as many attempts as time permits.

Delivery: The Challenge Master's delivery should be: "This is a Finish the Verse Question: 'Question-Finish This Verse (Finish These Two Verses)'"

Finish This Verse & Quote Reference (FTV & QR)

A Finish This Verse and Quote the Reference question is the same as the Finish This Verse except the verse reference is required. The Challenge Master will provide at most five words.

Delivery: The Challenge Master's delivery should be: "This is a Finish This Verse type of question- 'Question- Finish this Verse and Quote the Reference'"

Unique Questions

Unique Questions are questions that are not like any other question types. Probably the two most used words in Unique Questions are DESCRIBE and NAME. They are usually the first word of the question. Unique Questions are not common. The Challenge Master must announce to the youth that the question is a "Unique Answer" Question.

Who Can Answer?

All-Play Question

This is the most regular question. When there are no errors this is the type of question that is being asked. In an All-Play Question all teams are eligible to jump for the question.

Toss-Up Question

This is a question that is asked when one team makes an error. The team of the individual who made the error is not eligible to jump but the other two teams are.

Free Question

This is the question that is asked if two teams make an error in subsequent questions. If team one makes an error and then on the next question (toss-up) team two also makes an error, then team three is asked a free question in which they are the only team eligible to answer.

Delivery of Questions

Question

Each question shall be preceded by the word "Question".

Stop

The Challenge Master must stop reading the question when a challenger jumps.

Repeating

The Challenge Master cannot repeat to the recognized challenger any part of the question.

Helping

The Challenge Master may NOT help a Challenger with their answer, but is allowed to use phrases such as ... "I need more..."; "I need more in your question..." "I need more in your answer..." "What is your question..." "Give it to me again..."; "What is your reference..."; "Clarify...". Correct answers will be acknowledged and points awarded immediately. Incomplete answers will be responded to with the phrase, "I need more."

Substitute

The Challenge Master has the right to throw out a question and substitute as he deems necessary.

Acceptance of Answers

Authority

The Challenge Master will have sole authority in deciding the accuracy of the challenger's answer.

Timekeeping

The Challenger has 30 seconds to complete their answer unless it is a FT2V or FT3V question, then 45 seconds are allowed. Time begins upon recognition of the challenger. Each team is allowed three 45-second time-outs per match.

No Response

If no Challenger is recognized to answer a question after five seconds, the Challenge Master will continue to the next numerical question. No replacement question will be substituted.

General Questions

A Challenger's 1st response will be accepted as their answer on General, Reference, and Multiple Answer Questions. These kinds of questions need only have the spirit of the question and answer. The spirit of the question must contain the main idea while the spirit of the answer must be almost word perfect and include all nouns and necessary adjectives. The Challenge Master will determine the interpretation of the spirit of the question and answer and his/her decision is final.

Quote and Finish the Verse Questions

Quote & Finish the Verse questions must be recited word for word within 30 seconds (unless i). The Challenge Master will ask the challenger to recite the answer again if it is incorrect as long as their 1st response was in the proper verse.

Content

The Challenge Master may not accept an answer that contains excessive information that changes the meaning of the answer.

Lists

Lists are multiple answers and do not have to be in order

Finish the Question & Answer

If the Challenger jumps before the Challenge Master finishes the question, the challenger must finish the question. The Challenger's question does not need to be completed in the exact words of the official question, but they must form a question with the same meaning as the official question. The part of the question finished by the recognized challenger shall be considered as part of the answer.

Wrong Question

If the challenger's question is wrong, the question is considered wrong regardless of the accuracy of the answer.

Mixture of Question and Answer

The challenger's question and answer may be mixed, but stated to include all key components of the Challenge Master's question and answer.

Order of Question and Answer

The challenger may give either the question or the answer first.

Pronouns

When a challenger answers a question with only a pronoun such as: HE, SHE, HIM, HER, or HIS, the Challenge Master will require the quizzer to identify who the pronoun is referring to for the answer to be correct. They're looking for the information shown in parentheses in the quizzer's Question and Answer Booklets.

Deity Correct

The answer must be Deity correct; (ie. Is the pronoun referring to Jesus, God the Father, or the Holy Spirit) otherwise the answer is incorrect.

Scoring

A team's league standing will be determined by their Olympic point accumulation.

Three Team Olympic Point Values

First Place	10	Olympic Points
Second Place	5	Olympic Points
Third Place	1	Olympic Point
Third Challenger Bonus	1	Olympic Point
Fourth Challenger Bonus	1	Olympic Point
Fifth Challenger Bonus	1	Olympic Point
Quiz Out without Error	1	Olympic Point

Sample Scoring

Team #1 finishes in first place, had two challengers quiz out and three of their challengers answered a 20-point question correctly.

First Place	10	Olympic Points
2 Quiz Outs	2	Olympic Points
Third Challenger Bonus	1	Olympic Point
TOTAL	13	Olympic Points

Team #2 finishes in second place, had one challenger quiz out and three of their challengers answered a 20-point question correctly.

Second Place	5	Olympic Points
1 Quiz Out	1	Olympic Point
Third Challenger Bonus	1	Olympic Point
TOTAL	7	Olympic Points

Team #3 finishes in third place, three of their challengers answered a 20-point question correctly, and Challengers 4 & 5 answered a 20-point question correctly.

Third Place	1	Olympic Point
Third Challenger Bonus	1	Olympic Point
Fourth Challenger Bonus	1	Olympic Point
Fifth Challenger Bonus	1	Olympic Point
TOTAL	4	Olympic Points

Note: In two team quizzing the Olympic points for First Place is still 10 and Second Place is still 5.

Olympic Point Tie

When the league championship results in a tie, a ten-question match of all quotes will break that tie. The elimination match shall be held the same days of the last competition.

Olympic Challenge Match

An Olympic Challenge match may be scheduled if the second place team has not had the opportunity to compete against the championship team during the season and could potentially tie or exceed the championship team's Olympic points.

Personal & Team Fouls

No Response

If no challenger is recognized to answer a question after five seconds, the Challenge Master will continue to the next numerical question. No replacement question will be substituted.

Points

All questions are worth 20 points.

Individual Quiz Out Points

When a challenger answers three questions correctly, without error, a 10-point bonus is awarded to the team and to the individual, who is then excused from the platform with honors, called a "Quiz Out Without Error". If an individual has made an error in the match, they do not receive the 10 point quiz out bonus.

Third Through Fifth Challenger Bonus

When three challengers have each answered a 20-point question correctly, a 10-point bonus is awarded to the team, NOT the individual. Likewise, additional bonus points are awarded when challengers four and give answer correctly. (KBC will be eligible for a sixth Challenger bonus).

Fourth Team Error

When a team as a whole exceeds three errors, 10 points are deducted from the team score; likewise on any subsequent errors.

Third Individual Error

If an individual challenger receives three errors, he is considered ineligible for quizzing and has 'erred out'. They receive a ten point deduction.

Foul Points Deducted

FAQ about Matches

What is the difference between a Foul & an Error?

An error is given to a quizzer when his/her answer is incorrect and a foul is given when a procedure is violated.

What if a quizzer commits 3 personal fouls in a match?

That quizzer will remain on the platform and the appropriate points deducted.

What if a team has committed 4 or more Errors at anytime during a match?

Ten points are deducted from the team's scores on the 4th team error and on each one thereafter.

What is the different between the 'spirit of the question' and 'spirit of the answer'?

The spirit of the question need only have the main idea while the spirit of the answer must be almost word perfect and include nouns and necessary adjectives.

What if a foul occurs before the first word of the Challenge Master's question?

The Challenge Master will restart the same question and number to the same teams. A foul will be recorded on the scorecard.

What if a foul occurs during the question by the same team, which interferes with the recognized challenger's answer?

The Challenge Master will throw out the question. A new question of like kind and point value is given to the same teams repeating the same question number. A foul will be recorded on the scorecard.

What if a foul occurs during the question by an opposing team which interferes with the recognized challenger's answer?

The Challenge Master will throw out the question. A new question of like kind and point value is given to the originally recognized team only repeating the same question number. A foul will be recorded on the scorecard.

What if a foul occurs after the recognized challenger's answer is given?

The Challenge Master will award or deduct appropriate points for the answer and then proceed to the next question. A foul will be recorded on the scorecard.

What if a quizzer begins quoting the wrong verse on a Quote question?

The Challenge Master will immediately let the quizzer know that their answer is incorrect and then proceed to the next question.

What if a Challenge Master starts a question with the wrong word and a quizzer is recognized and answers the question correctly?

The Challenge master will throw out the question. A new question of like king and point value is given to the same teams repeating the same question number.

What if a Free Question is answered incorrectly?

The Challenge Master will move onto the next question and it is an All Play question.

What if a Free Question is awarded to a team that has no quizzers left?

The Challenge Master will declare that question as a 'no answer' to that team and continue onto the next question for the remaining teams.

What if a Challenger jumps before the Challenge Master finishes the question on a RQ, MAQ, or General question and the quizzer gives the answer first and then finishes the question?

The Challenge Master will accept the answer as correct because the quizzer is allowed to mix the question and answer, but must include all key components of the question and answer as long as the meaning didn't change.

What if a challenger answers a question with only a pronoun?

The Challenge Master will call their answer incorrect because the quizzer is responsible to understand the text and must provide the information in parentheses noted in the quizzer handbook.

What if a team contests after coming back from a time-out?

The contest will not be allowed. The contest must come before a timeout.

What if a contest and a time-out are requested at the same time?

The contest will have precedence over the time-out.

Can a coach contest a question?

Coaches cannot contest questions on behalf of a quizzer, only procedures.

What is the difference between a contest and a consultation?

Contests are made by quizzers only regarding the content of a question or procedure. Consultations are made by coaches regarding procedures only.

Who is eligible to contest a question?

The quizzer answering the question, captain or co-captain if the captain is out.

If a quizzer's answer is incomplete, on a MAQ, RQ, or general question the Challenge Master will do what?

Direct the quizzer to give more information by asking questions such as "what is your question", "what is your reference", or "give it to me again".

What if a quizzer leaves out or says a wrong word when answering a FTV or quote verse?

Challenge Master will wait until the quizzer has finished quoting the verse and then say "give it to me again".