

Competition Guide

Welcome to a Kid's Bible Challenge Competition! We are so glad you are here. You may be wondering how the rules work. During a competition, several matches take place at the same time in different rooms. Each room will host either two or three teams. Teams may consist of a minimum of 3 challengers and no more than five. All teams will play three matches on the day of competition.

Here is a guide to explain what happens during a match and how the competition flows.

Opening a Match

During a match, teams line up in a two team formation. Quizzers sit on pads attached to chairs. The pads are attached to the "Quiz Box", which lights up when a quizzer jumps. The "Quiz Box" displays the light of the first quizzer to jump up. The match begins with the Challenge Master (CM) asking questions. The questions start by stating what kind of question it is. Before each question is given, the CM will say "Question" signaling the audience and quizzers to be silent and get ready for the jump. Once a quizzer jumps and the Recognition Judge recognizes the quizzer using the "Quiz Box" the Challenge Master will stop reading the question and the quizzer will have to finish the question and give the answer. If the answer is correct points will be awarded by the Score Keeper. If the answer is incorrect, the team will not be able to participate in the next question. The match will conclude after 20 questions.

Types of Questions

General Answer Questions- Interrogative questions that ask who, what, where, when, why, or how. These types of questions utilize the key words from the Scripture.

Multiple Answer Questions- MAQ's have more than one answer and are usually lists of two or more.

Reference Questions- RQ's always identify the book title, chapter, & verse the question and answer come from.

Quote Question- Quotes must be stated word perfect. The Challenge Master will give only the reference of the verse and the quizzer must say the verse perfectly.

Finish the Verse Questions- FTV's are a variation of a Quote Question. Quizzers are given at most the first 5 words of the verse. The answer must be perfect.

Scoring

Each question is worth 20 points. When three questions are answered correctly by an individual, they "Quiz Out". If they have gotten no other questions wrong, they "Quiz Out without Error" and get a bonus 10 points. 10 bonus points are also given to teams once they get 3, 4, & 5 team members to answer a question correctly.

After 20 questions, points are totaled up and ribbons are given out according to placement. Based on these totals, Olympic Points are handed out which determine a team's overall placement in the league. For example, more Olympic points are given to the 1st place team than the 2nd place team. At the end of the year the 3 teams with the highest Olympic Points are given trophies.

Answering a Question

Most questions are "All Play Questions" which mean that any team and any individual is eligible to jump. If a team gets a question incorrect, the next question will be a "Free question" only asked to the team who did not error on the previous question. If a Free question is answered incorrectly, there is no penalty.

"New Quizzer questions" happen three times a match, and are only to be answered by quizzers who are new to KBC this season.

"Bonus Questions" are questions that also occur three times a match, but that are only asked to those who haven't answered a question correctly so far in the match.

In case of a tie, all players come back to the platform and answer a Sudden Win question. If a quizzer jumps and answers correctly, their team wins the tie-break. If they answer incorrectly, their team loses the tie-break.