



# **PennDel JBQ**

# **OFFICIAL QUIZ RULES**

**For the 2019-2020 Season**

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**Modified for the Pennsylvania-Delaware District**

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Pennsylvania-Delaware District  
2019-2020

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## **INTRODUCTION**

### **I. FOREWORD**

During Bible Quiz matches, it is natural for quizzers (and their coaches) to desire to win. There is nothing wrong with desiring to win; however, winning is not the ultimate goal. The eternal trophies of Bible Quiz far outweigh those handed out for winning matches.

The philosophy of team quizzing for elementary-age children centers on:

**A. Facts** The Bible Fact-Pak is a teaching tool to help children learn and assimilate important truths about the Bible, mastering its great teachings.

**B. Fun** JBQ offers a fun avenue for children to study at their own level. Avoid a “winning is the only thing” attitude among the team.

**C. Fellowship** The wide variety of question usage, including studying with family and friends, provides rich Christian fellowship. This fellowship is broadened as the students quiz and make friends with students from other churches.

**D. Faithfulness** Bible Quiz is a ministry in which self-discipline, accountability, and other valuable life-lessons are learned.

**E. Forward** We believe that Bible Quiz is a ministry that is necessary for more than just the elementary years of a student’s life. With that in mind, PennDel JBQ has been structured to encourage students to continue in the Bible Quiz ministry into their teen years.

### **II. STATEMENT OF PENN DEL PURPOSE AND VALUES**

The **Purpose** of PennDel Junior Bible Quiz (JBQ) is to help people know the Bible and apply it to their lives.

Our **Values**:

Let’s SOAR

**S**tudy....memorizing the Bible

**O**bedience....listening to authority

**A**ttitude....becoming more Christ-like

**R**espect....practicing the Golden-Rule

Our **Mission** is *Memorization and Maturity*.

### **III. PENN DEL JBQ STRUCTURE**

Junior Bible Quiz (JBQ) is a division of the District Christian Education Department.

All quizzing in the PennDel District is under the District JBQ Coordinator who works under the guidance of the District Christian Education Director. A League Rep is appointed for each JBQ league, and that person carries out the duties for that local league under the direction of the District JBQ Coordinator.

JBQ leadership reserves the right, as deemed necessary, to modify rules and policies for the sake of the ministry, including situations not specifically covered in the rules. The JBQ Coordinator reserves the right of refusal to anyone not acting in the best interest of the JBQ ministry.

#### IV. QUIZZING DIVISIONS

**DISCOVERY DIVISION.** The Discovery Division is intended for beginning or little-experience teams. Any student in second to fifth grade may quiz in the Discovery Division. Teams in the Discovery Division will compete only at league meets and will quiz only on 10 and 20-point questions. Each match will consist of twelve 10-point questions and eight 20-point questions. There will not be review questions at each meet; quizzing will be over new cards only (allowing for new teams or quizzers to begin at any point in the season and not be behind). Teams in the Discovery Division will not participate in play offs nor will individual quizzers in the Discovery Division be eligible to compete in the one-on-one tournament at District Finals.

During the match, the first 10 questions will alternate between each discovery division team, with the same point value being asked. Coin flip will decide who goes first. If a team interrupts and gets one of the first 10 questions wrong, it is not re-read. At the conclusion of question #10, and official time-out is called to allow both teams 30 seconds to confer.

**CHAMPIONSHIP DIVISION.** Any student in second to fifth grade may quiz in the Championship Division. Each match will consist of ten 10-point questions, seven 20-point questions and three 30-point questions. Teams in the Championship Division will have the opportunity to advance to Semi-Finals and District Finals. Individual quizzers in the Championship Division will be eligible to qualify for the one-on-one tournament at District Finals.

#### V. ELIGIBILITY

**DISCOVERY DIVISION.** Any student in the second to fifth grade may quiz. Grade is determined by the grade in which they are officially registered in school. Home school grade level will be determined by the grade in which they are officially registered with the district or state. This division is intended for new or little-experience quizzers.

Discovery Division Teams are allowed to join the league at any time during the season. Once the first meet has passed, the deadline for a team to join for the second or third league meet is three weeks prior to the upcoming meet. Contact the District Coordinator for registration rates once the first meet has passed.

In the Discovery Division, roster additions may be made mid-season. Such changes must be communicated in writing and approved by either a league rep or the district coordinator.

**CHAMPIONSHIP DIVISION.** Any student in the second to fifth grade may quiz. Grade is determined by the grade in which they are officially registered in school. Home school grade level will be determined by the grade in which they are officially registered with the district or state. Students beginning in second grade may quiz a maximum of four years.

In the Championship Division, no changes are allowed to team rosters for the duration of the season once quizzing begins at league meet #1.

**MISCELLANEOUS.** Roster declarations will be made before the beginning of League Meet #1.

A church that does not have enough eligible students to form a team may form a team with another church. Christian schools and Non-Assemblies of God churches may also participate in competitions.

In the summer, students can begin studying anytime, but official team practices should not start until after July 1. Planning for the upcoming season can be started at anytime.

## **VI. REGISTRATION**

Teams must register with the District JBQ Coordinator before competing. For registration rates and information, visit [www.penndel.org/junior-bible-quiz](http://www.penndel.org/junior-bible-quiz).

League assignments will be made after the regular registration period is complete. League Rep information as well as location of first league meet will be made available at that time as well. Assignments may be delayed depending on the number of late registrations.

## **VII. TEAM STRUCTURE**

A Junior Bible Quiz team consists of a head coach, a maximum of two assistants, and two to four children eligible to participate. (Note: Five can be permitted on a team if there is only one team from that church in that division. No teams of five are permitted from churches with multiple teams in the same division).

## **VIII. BALANCING TEAMS**

Multiple teams in the same division that are from the same church need to be balanced as closely to each other as possible. This means that the teams from the same church are formed in such a way that their win-loss record will be as similar as possible. If after the first league meet multiple teams from the same church have extreme differing records, roster adjustments may be made by the coach(es) in consultation with the district coordinator to bring the teams more in alignment with each other.

## **IX. WEATHER POLICY**

Any questions regarding delays or cancellations for league meets should be addressed to the league rep. No decision should be made the day before unless extreme conditions are occurring. If the meet is cancelled, the match should try to be rescheduled for the following day (Sunday). For rescheduling to occur, 100% of the teams involved must agree on the makeup day and time (unless the make-up time has been announced in advance). If no agreement is reached, the meet will be cancelled.

## **X. BEING ON TIME**

Each head coach is responsible for knowing where and when the competition is taking place. If a team is delayed in arriving the day of the meet, they should call the meet coordinator to communicate their difficulty. The meet coordinator should do his/her best to accommodate a team with an emergency situation but still keep the quiz day on schedule. To be late for the orientation places a team in jeopardy of forfeiting the first quiz match. Any decision regarding forfeiture shall be made by the officials in consultation with the quiz coordinator.

During the quiz day, when matches are run consecutively, teams should go directly to their next scheduled quiz room (within five minutes).

## **XI. JBQ SEASON SCHEDULE 2019-2020**

All cards come from the 2011 NIV version of the Bible Fact-Pak.

## JBQ Season Schedule 2019-2020 DISCOVERY DIVISION

OFFICIAL LEAGUE MEETS	10 POINT CARDS	20 POINT CARDS
League Meet #1: October 5 2019	#193- #224 (32 cards)	#417 - #438 (22 cards)
League Meet #2: November 2 2019	#225 - #256 (32 cards)	#439 - #459 (21 cards)
League Meet #3: January 11 2020	#257 - #288 (32 cards)	#460 - #480 (21 cards)

## JBQ Season Schedule 2019-2020 CHAMPIONSHIP DIVISION

OFFICIAL LEAGUE MEETS	10 POINT CARDS	20 POINT CARDS	30 POINT CARDS
League Meet #1: October 5 2019	#193 - #224 (32 cards)	#417 - #438 (22 cards)	#545 - #555 (11 cards)
League Meet #2: Nov 2 2019	#193 - #256 (32 new cards)	#417 - #459 (21 new cards)	#545 - #565 (10 new cards)
League Meet #3: Jan 11 2020 District Semi-Finals: Jan 18 2020 District Finals: Jan 31- Feb 1 2020	#193 - #288 (32 new cards)	#417 - #480 (21 new cards)	#545 - #576 (11 new cards)

## XII. QUALIFYING FOR PLAY OFF COMPETITION

**Discovery Division** teams do not qualify for the end-of-season play off competition. The quiz season in Discovery Division is completed after the January league meet.

**Championship Division** teams can qualify for play off competition. The top 50% of teams in each Championship Division League, which also have at least a .500 cumulative record, qualify for Semi-Finals competition.

Additionally, at the conclusion of the regular season, Wild Card teams from each Championship Division league may be invited to compete at Semi-Finals. A Wild Card team is a team that does not finish in the top of their league (or may not have a .500 record) but has exhibited outstanding quizzing ability, and if they had quizzed in another league would have moved on, but, because of the superior level of other teams in their league did not place at the top of the league. **No team should expect, nor make an appeal, for such a position.** Any invitations will come from the District JBQ Coordinator and league reps soon after meet #3.

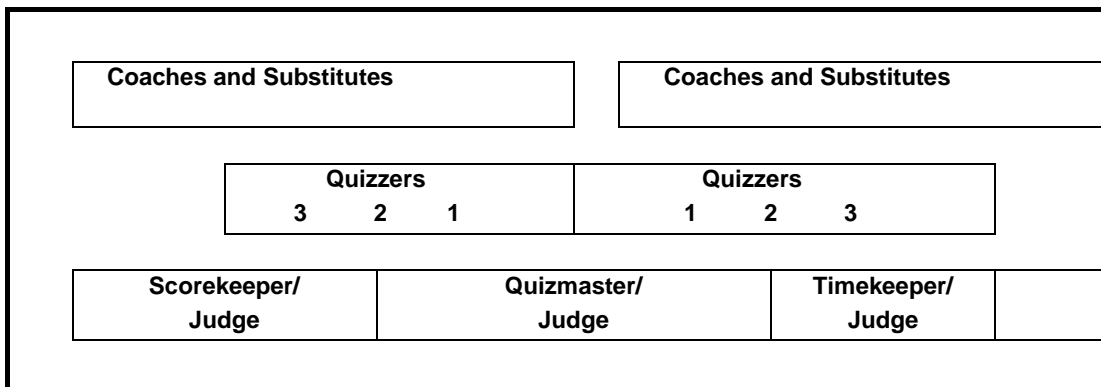
The number of teams advancing from Semi-Finals to District Finals is determined based upon the number of registrations in the District. Teams which advance from Semi-Finals to District Finals compete in February. The Penn-Del District JBQ season ends with District Finals.

## QUIZ COMPETITION GUIDELINES

### I. TEAM ARRANGEMENT

A. Three quizzers per team are selected by the coach to begin the quiz match. They are seated at tables facing the officials. It is permissible for a team to have less than three quizzers. A team should have a minimum of two quizzers at the beginning of the quiz match.

Where feasible, use the following seating arrangement:



**Note: It is preferable for the audience to be seated *behind* the teams.  
Audience must remain quiet during the entire quiz match  
(except to acknowledge quiz-outs).**

B. Team members, including substitutes and coaches, may not verbally communicate during the quiz match, except during time-outs. Any verbal communication is a foul. A head coach is permitted non-verbal communication with their assistant coach during the match, but non-verbal communication between quizzers during the match (except during time-outs) is a foul.

C. The person designated as head coach must remain so for the entirety of the match but not necessarily from quiz match to quiz match. Among the duties and privileges of the head coach are the following:

1. Meeting regularly with the team for practice
2. Knowing the time and location of each match as well as study material
3. Having a clear understanding of the *JBQ Rules*
4. Setting and maintaining the proper attitude for the team
5. Selecting the starting quizzers and making substitutions
6. Determining what quizzer answers a question in case of a tie
7. Calling time-outs
8. Calling point-of-order to correct a procedural error
9. Dealing with unusual situations immediately during the match in a Christ-like manner
10. Having access to any form of Bible Fact-Pak questions during the quiz match  
(Assistant coaches have the same privilege.)
11. Verifying the score of each match before leaving the room.

## II. BUZZING IN AND IDENTIFYING QUIZZERS

A. The quizzers should have their hands above the table, palms down, and in contact with the table, quiz pad, or other hand. Violation of this section is not a foul unless there is an obvious attempt to confer with a team member or to distract the other team.

B. When a quizzer interrupts the reading of a question by activating the equipment, the quizmaster must immediately stop reading, even if it is in the middle of the word, and call "interruption."

C. The exception to this rule happens when the quizmaster has started to read the last word of the question. If a quizzer buzzes in after the first sound of the last word of the question has been started, the quizmaster will complete that word and not call interruption. Hyphenated words and compound numbers (e.g., twenty-two or 22) are considered one word.

D. If the quizmaster fails to call "interruption," a judge may do so. If neither calls "interruption," the quizzer does not have to finish the question portion. If the response is ruled incorrect, the question will be reread for the other team even when "interruption" was not called. If the quizzer voluntarily chooses to complete the question portion, the response should be judged as any other interruption.

E. The quizmaster will identify by light color and number the first quizzer to respond (e.g., "red one", "green three", etc.).

F. Once recognized by the quizmaster, the quizzer will have 30 seconds to complete the response. It is a foul to begin answering before being recognized.

**NOTE: Keep the light "on" until a final ruling has been announced by the quizmaster.**

G. If a quizzer interrupts the initial reading of a question and receives a judgment of incorrect, the same question is read only for the opposing team.

H. If a quizzer activates the equipment between the calling of "question" and the reading of the first sound of the actual question, that quizzer should be charged a pre-response foul. The question should be restated with all quizzers eligible to respond. Introductory remarks are not considered part of the question.

I. If a quizzer interrupts a question being reread for his/her team only, it is judged the same way as any other interrupted question.

J. During the rereading of an interrupted question, if a quizzer from the first responding team activates the equipment, reset the equipment and restate which team is to respond. No foul is assessed. Begin the question over again for the one team.

K. If no quizzer responds within five seconds after the conclusion of the reading of the question, "Time" is called, and the quizmaster proceeds to the next question.

### III. HANDLING ERRORS IN RESPONSE OR IDENTIFICATION

A. If a quizzer, other than the one identified by the quizmaster, begins to answer and is from the *opposing* team, he/she will be stopped and the quizmaster will again identify the correct quizzer and completely reread the entire question, up to the point of the original interruption point. A full 30 seconds will be given. A five-point foul will be assessed at the conclusion of the question to the opposing quizzer who began answering without being identified.

B. If the quizzer wrongly responding is on the *same* team as the quizzer identified, the quizzer will be stopped, a foul is assessed to the unidentified responding quizzer, and the same question is read to the opposing team only.

C. If a quizzer is incorrectly identified by the quizmaster, and the quizzer who was actually the first one to respond answers, his/her answer should be judged correct or incorrect, and no foul is assessed.

D. If a quizzer is incorrectly identified by the quizmaster and begins to answer, the question is voided. No foul is assessed. The question is re-read for the team that initially responded.



## IV. JUDGING ANSWERS AND COMPLETIONS

### A. A response is **CORRECT**:

1. When the answer given contains all the basic information in essence (containing all the phrases, clauses, and key words) required as the official answer to a non-quotation question.
2. When the answer portion to a quotation question is given word-for-word, without adding, deleting, changing, or repeating any word contained in the Bible Fact-Pak answer. The Bible reference must also be given on a quotation question and may be given before or after the verse. Repeating a word in the reference portion or question portion is permissible. If the quotation question is interrupted, the completion of the question itself may be given in essence.
3. When the completion of an interrupted question, though in different words than the Bible Fact-Pak question, is the same basic question, yet still contains the necessary phrases, clauses, and key words as the official question (and does not contain incorrect information).
4. When a mispronunciation of any word (especially proper names of individuals and geographical locations) is still clearly recognizable as the word(s) required.
5. When the information first stated completely fulfills the requirements of the question. Once all correct information is completely given, any additional erroneous or irrelevant information is disregarded for both quotation and non-quotation responses.
6. Bible Fact-Pak answers may contain a word or words in brackets [ ]. The word(s) in brackets are optional and not required for a correct ruling. For example, question #213: "[The Garden of] Gethsemane." Just saying "Gethsemane" would be an acceptable answer. Some words in brackets may be substituted for the previous, similar words. For example: "Jesus [Christ]" or Holy Spirit [Ghost]."
7. Scripture references printed in italics and parentheses on a non-quotation Bible Fact-Pak answer card are for study purposes and are not required as part of the answer.

### B. A response is **INCORRECT**:

1. When the quizzer fails to accurately give all of the correct information before the calling of "Time."
2. When incorrect information is given before the correct response is completed. Examples of this include (but are not limited to): giving a similar word that goes beyond a mispronunciation and has a different meaning, giving a wrong reference before a correct reference, or a quizzer giving a question/answer (or even part of a question/answer) that is not the question/answer being asked.
3. When any word or portion of a word is omitted, repeated, added, or changed while quoting the verse portion of a quotation question. The official standard for quotation question answers is the 2011 NIV Bible Fact-Pak.
4. When a quizzer does not speak loudly or clearly enough for the quizmaster and/or judges to hear or understand the answer being given.
5. When the quizzer fails to complete an interrupted question before starting the answer portion to any question (the exception to this is if officials failed to call the question

“interrupted”). Note: Quizzers are allowed to clarify their question as long as only correct information has been given and the answer portion has not yet been started. However, they are not allowed to change to a different question nor are they allowed to add to their question once they have started to give the answer to the question.

6. When the judges rule that a quizzer’s own coach or team member gave the quizzer obvious help.

## V. SCORING

- A. A correct response scores full point value of the question.
- B. An incorrect response deducts one-half the point value of the question.

Note: Circling all incorrect responses on the score sheet is encouraged.

- C. A quizzer correctly responding to five questions receives a ten-point bonus and sits out the remainder of the match (including overtime). This is a quiz-out. A replacement for that quizzer may be made without calling a time-out.
- D. A quizzer incorrectly responding to three questions in a match must sit out the remainder of the match (including overtime). This is an err-out. A replacement for that quizzer may be made without calling a time-out.
- E. A quizzer foul deducts five points from his score. Note: If a quizzer gets three fouls in one match, it is a foul-out and they must sit out the remainder of the match (including overtime). A replacement for that quizzer may be made without calling a time-out.
- F. A team foul deducts five points from the team’s score.

## VI. TIME-OUTS AND SUBSTITUTIONS

- A. Each team is permitted three 30-second time-outs to use at any time during the entire match. An additional time-out for each team will be allowed during overtime.

<b>NOTE: Improperly conferring before a time-out is granted or after “Time” has been called is considered a team foul.</b>
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- B. Requesting a time-out after a team has already called three time-outs (prior to an overtime period) is a team foul and the time-out should not be permitted.
- C. Only the head coach may request a time-out. The coach(es) of each team should be the only individuals speaking to the quizzers during a time-out.
- D. Upon the calling of “Time”, all discussion among team members must immediately cease.
- E. Quizzer substitutions may only be made during time-outs or at the conclusion of a time-out and before the calling of the next question. If substitutions are made during a time-out, they should be announced by the head coach at the conclusion of that time-out. Note: The exception to this is the replacement of a quizzer who has quizzed-out, erred-out, or fouled-out of the quiz match. In this situation, the substitution is made without calling a time out.
- F. Any unused time-outs may also be used in overtime.

## VII. POINT OF ORDER

A. A point of order attempts to correct a procedural error during the quiz match. The head coach, assistant coach or any active quizzer can call a point of order under these situations.

1. The quiz equipment needs to be reset.
2. The quizmaster calls the number of the next question without rereading an interrupted question.
3. A quizzer remains illegally in the match (if they should have quizzed out, for example).
4. A wrong point value is read by the quizmaster.
5. An eleventh 10-point, eighth 20-point or fourth 30-point question is called during any Championship Division match or a 13<sup>th</sup> 10-point, or 9<sup>th</sup> 20-point question is called during a Discovery Division match. This point of order may be made immediately upon calling of the point value. If it is not, it should then be made before the next question is called.

## VIII. FOULS

A. The following are fouls: (T) indicates a team foul and (Q) indicates a quizzer foul

1. (T) A coach improperly confers.
2. (Q) A quizzer improperly confers, either verbally or non-verbally. Examples of non-verbal communication can include eye contact with teammates or hand signals.
3. (Q) A quizzer activates the equipment between the calling of "Question" and the reading of the first sound of the question. Note: Introductory remarks are not part of the question.
4. (Q) The responding quizzer begins to speak before being recognized by the quizmaster. However, the quizzer should be permitted to complete the response and be ruled "correct" or "incorrect" before the foul is assessed.
5. (Q) A quizzer begins to respond when another quizzer was recognized. (Note: See Section VII. Handling Errors in Response/Identification for details of handling such situations.)
6. (Q) A quizzer demonstrates unsportsmanlike conduct.
7. (T) A team calls a fourth time-out in regulation time or a fifth time-out in overtime.
8. (T) Help/Hindrance Foul. A team may be assessed a foul if it is determined there was improper help or hindrance from team members, coaches, or audience.

**NOTE: The audience must remain quiet at all times and may not confer during any part of the quiz match (including time-outs) with any member of either team or the officials.**

B. Assessed fouls are not disregarded if a question on which they occur is voided.

C. Fouls are minus five points from either team or individual quizzer

D. If a quizzer accumulates three fouls during a match, they will “foul out”. The quizzer must sit out the remainder of the match, even in overtime.

## **IX. VOIDING QUESTIONS**

A. When a question is voided, another question of equal value is selected from the substitute questions on the official question sheet.

B. The quizmaster (or judges) should void a question and substitute another question of equal value for BOTH teams when:

1. The point value or any word of the question as read by the quizmaster differs from the Bible Fact-Pak. (The only exception is if a question was being read to only one team. In that case, the question should be started over to the one team.)
2. There is obvious help or hindrance before or during the reading of the question and before a quizzer has buzzed in.
3. A quizzer remaining illegally in the quiz match responds to a question(s). In this situation, any question(s) answered by that quizzer, correctly or incorrectly, must be voided and substituted for both teams.
4. The equipment indicates a tie between members of opposite teams.
5. It is proven that the equipment is not functioning. If it can be determined at what point the malfunction occurred, all questions from that point will be voided. If the point of malfunction cannot be determined, the quiz match will be started over.

C. The quizmaster (or judges) should void a question and substitute another question of equal value for ONE team when:

1. A question is voided because of what occurs in the rereading or answering of an interrupted question. The new question is read only for the team to whom the interrupted question was being reread.
2. There is obvious help or hindrance by a member of an opposing team, an official, audience, or other source after a quizzer has buzzed in. The new question is read only for the offended team.
3. An interrupted question is voided because of help or hindrance from a coach or member of the same team. The new question should be read only for the other team. If this occurs during a question being reread, the question is voided, a foul is assessed, and there is no further reread.
4. The quizmaster had identified the wrong quizzer on the initial reading of a question and the wrongly identified quizzer begins to answer. If both the quizzer who buzzed in and the wrongly identified quizzer are on the same team, the new question is read only for that team. If the new question is interrupted and the response is ruled incorrect, normal reread rules would apply.

## **X. CLOSING THE MATCH**

A. At the conclusion of the twentieth question or an overtime period, the quizmaster should declare the match closed pending the reading of the scores. Team members should remain in place but are permitted to quietly confer.

B. The scorekeeper should compare the official score with that of the coaches, making corrections as necessary. All positive scores should be announced along with the scores of both the first and second place teams. Before leaving the room, coaches should verify the accuracy of the official score sheet. Once the scores are verified and the coaches leave the room, no further changes will be made.

## **XI. MATCH TIE BREAKER**

A. In the event of a tie after the twentieth question, the match will go into overtime. The quizmaster will announce that the match is officially re-opened and then declare a 30-second time-out for both teams.

B. Following the time-out, one 10-point overtime question will be read to break the tie.

C. The overtime question will be taken from the unused 10-point substitute/overtime questions from the current or other question sets.

D. If there is still a tie after the first overtime question, as many 10-point substitute questions as are necessary will be read to break the tie.

E. An interrupted overtime question that has been answered incorrectly must be reread to the opposing team.

F. Once overtime has been declared, any foul occurring before or during the reading of any overtime question is considered part of the overtime question, and the overtime question is still read.

## **XII. UNUSUAL SITUATIONS**

If an unusual situation arises which is not clearly covered in the JBQ Official Quiz Rules or if there is a disagreement regarding the interpretation of the rules, the head coach or one of the officials should mention it immediately in a Christ-like manner. The judges and quizmaster may then choose to consult with the quiz coordinator. When doing so, the quizmaster should declare an official time-out, inform the teams whether or not they may confer, and go with the judges to privately confer with the coordinator. They should briefly explain the situation to the coordinator without revealing the teams involved. The coordinator and officials are authorized to make as fair and equitable a ruling as possible. The quizmaster should then state the decision to the teams. Such special rulings are final and are at the discretion of the JBQ Coordinator.

## GUIDELINES FOR QUIZ OFFICIALS

### I. SPECIFIC DUTIES OF THE QUIZMASTER

- A. **General oversight.** This person has general oversight of the match and should keep the match running smoothly.
- B. **Answer coaches' questions.** Prior to the match, the quizmaster will answer any questions concerning procedure.
- C. **Have teams introduce themselves.** When the quizzers test the equipment before the match, the quizmaster will have the quizzers, coaches, substitutes of each team, and the officials introduce themselves.
- D. **Remind audience to be quiet.** The quizmaster should remind the teams and audience of the need for quiet, allowing no conferring except during time-outs.
- E. **Open the match.** The quizmaster should make sure there is prayer before opening the match. Once prayer is completed, the quizmaster will declare the match open and begin reading the questions.
- F. **Read the questions clearly.** After opening the match, the quizmaster should read each question loudly, distinctly, and clearly, without giving advantage to either team. Proper procedure is to call "Question," then begin reading the introductory remarks and the question. For instance, "Question. Question number one, for ten points. How many books are there in the Bible?" Note: It is important NOT to pause during any introductory remarks. Quizmasters should also signal with their voice inflection when the introductory remarks are complete.
- G. **Stop reading when interrupted.** If a quizzer buzzes in after the quizmaster has started to read the first word of the actual question (introductory remarks are not considered part of the question), the quizmaster should immediately stop reading and call "Interruption" even if it is in the middle of a word. The exception to that is if the quizmaster started to read the last word of the question. If a quizzer buzzes in on the first sound of the last word of the question, the quizmaster will complete that word and not call interruption. Hyphenated words and compound numbers (e.g., twenty-two or 22) are considered one word.
- H. **Identify the responding quizzer.** The quizmaster should recognize the first quizzer to respond by calling the team color and quizzer's number. Quizzers are numbered from the inside out (3-2-1, 1-2-3). If the quizmaster should incorrectly identify a quizzer, the quizmaster or judge may immediately identify the proper quizzer.
- I. **Assess fouls.** If a quizzer activates the equipment between the calling of "Question" and the reading of the first sound of the question, the quizmaster should stop reading and assess a foul to the quizzer who buzzed in. The question will then be restarted with all quizzers eligible to respond.
- J. **Void question if misread.** If the quizmaster misreads any portion of the question, the question will be voided. Examples of misreads are repeating, adding, or changing a word of the official question. Judges should immediately call out "misread" if this happens.
- K. **Ask judges to rule on questions.** When a quizzer is not obviously correct or incorrect, judges can help the quizmaster in judging answers. The quizmaster should ask for a judges' ruling on all quotes (unless a quizzer quoted the wrong verse). When called upon to vote, each judge, including the quizmaster (without conferring), will indicate an independent decision using a coin, showing "heads" for correct or "tails" for incorrect. Each judge will keep the coin covered until all judges have made a decision. At that time, the quizmaster will indicate for each to

uncover their coin and will then announce the decision based on majority. If, however, there is only a quizmaster and one judge, they may confer after the initial vote to determine a ruling, and the quizmaster will make the final decision.

L. **Wait a full 30 seconds if not obviously incorrect.** If a response is not obviously correct or incorrect, the quizzier should be permitted the full 30 seconds to attempt to correctly complete the response. Then the quizmaster can decide whether or not to ask for a vote from the judges.

M. **Close the match.** At the conclusion of the twentieth question and overtime period, the quizmaster should declare the match closed, pending the reading of the scores. Team members should remain in place but are permitted to quietly confer until the scores are announced.

## II. SPECIFIC DUTIES OF THE JUDGE

A. **Calling misread.** If the quizmaster misreads any portion of a question, the judge should immediately call "misread", even in the middle of a question. A substitute question will be read for both teams. Examples of a misread are changing, omitting, or repeating a word.

B. **Judging answers and completions.** When a quizzier is not obviously correct or incorrect, judges can help the quizmaster in judging answers. The quizmaster should ask for a judge's ruling on all quotes (unless a quizzier quoted the wrong verse). When called upon to vote, each judge, including the quizmaster (without conferring), will indicate an independent decision using a coin, showing "heads" for correct, and "tails" for incorrect. Each judge will keep the coin covered until all judges have made a decision. At that time, the quizmaster will indicate for each to uncover their coin and will then announce the decision based on majority. If, however, there is only a quizmaster and one judge, they may confer after the initial vote to determine a ruling and the quizmaster will make the final decision.

C. **Calling of fouls.** Judges should call appropriate fouls. A foul should be called as it occurs, unless the quizmaster is reading the question or a quizzier is responding. In such cases, the foul should be called after "Time" has been called.

D. **Incorrect identification of quizzers.** If the quizmaster should incorrectly identify a quizzier after buzzing in, either the quizmaster or a judge may immediately correctly identify the proper quizzier. In this instance, if there is undue delay in allowing the quizzier to speak, the quizmaster can read the question up to the point of interruption (and re-start the 30-second timer) as not to hinder the quizzier.

E. **Request judge's rulings.** If a judge disagrees with the quizmaster's independent decision, the judge may request a vote of the judges. This is done by clearly stating "Judge's Ruling". The quizmaster and judges will then follow normal voting procedures with the results of the vote being announced. This must be done before a time-out is granted, before the next question is called, or before the match is closed.

## III. SPECIFIC DUTIES OF THE TIMEKEEPER

A. **Keep time.** Timekeepers should time all responses, time-outs, and five-second periods to respond to the question. At the conclusion of each time period, "Time" should be called distinctly and loudly, if not using an electronic timer.

Time periods, and when to begin timing them, are as follows:

1. Five seconds to respond to a question. Time begins after the quizmaster finishes reading the last word of the question.

2. Thirty seconds for a quizzer to respond. Time begins after the quizmaster has recognized the quizzer by color and number (not when the quizzer buzzes in). In the case of a tie between quizzers on the same team, time is begun when the head coach states which quizzer will respond.

3. Thirty seconds for each time-out. Time begins after the quizmaster officially grants a time-out.

B. **Timers allowed.** It is preferable for official time to be kept using a countdown timer which is built into a quiz box or a stand-alone countdown timer.

#### IV. SPECIFIC DUTIES OF THE SCOREKEEPER

A. **Get team names.** The scorekeeper should obtain the names of the teams and quizzers before the beginning of the match and record them on the score sheet. If computers are being used to keep score, this information will already be in the computer.

B. **Know point values.** The scorekeeper should write in the point value of the question as called by the quizmaster and check for the correct number of point values. If prepared sets are used, this may be done before the match begins. If computers are being used to keep score, this information will already be in the computer.

C. **Record points.** The scorekeeper should record all quizzers' points, deductions, fouls, and bonuses.

D. **Keep track of time-outs.** The scorekeeper should keep record of time-outs and inform the quizmaster if a team calls a fourth time-out.

E. **Keep running total.** The scorekeeper should keep a running score, recording all bonus points as they are earned and recording all fouls as they are called. If computer scoring is being used, this happens automatically.

F. **Announce quiz-outs, err-outs, or foul-outs.** The scorekeeper should immediately inform the quizmaster when a quizzer must leave the match due to a quiz-out, err-out, or foul-out.

G. **Circle interruptions.** The scorekeeper should mark all interrupted questions by circling the number of the question. Note: this is not applicable for computer score-keeping.

H. **Circle incorrect responses.** The scorekeeper should mark all incorrect responses by circling the point value to be deducted. Note: this is not applicable for computer score-keeping.

I. **Mark fouls.** The scorekeeper should mark all fouls assessed by using the letter "F" on the score sheet and circling it. This will assist in distinguishing between incorrect responses and fouls.

J. **Verify scores.** At the conclusion of the match, the scorekeeper should compare the official score with that of the coaches, making corrections as necessary. If upon the comparison of the scores either coach desires to challenge its accuracy, they must do so immediately. When the coaches verify the official scores, this indicates that the coach agrees with the information on the score sheet and eliminates future disputes.



## **APPENDIX**

### **I. TIE BREAKER PLAYOFF ROUNDS**

Playoff policy should be announced before the quiz tournament begins. Such policy can include ties to be broken by head-to-head competition, by total points scored, or by playoff rounds. Note: At league meets, ties between multiple teams are not broken with playoff rounds unless needed to determine who advances to post-season playoffs.

If playoff rounds are necessary, and the tournament coordinator is unsure of how to structure playoff rounds (especially if more than two teams are involved), he/she can consult with the district coordinator to determine how to proceed.

### **II. COMPILING OFFICIAL QUESTION SETS**

- A. All questions and answers are taken verbatim from the NIV 2011 Bible Fact-Pak.
- B. Teams should not be given access to official competition question sets prior to quizzing.
- C. In the Championship Division, each question set contains ten 10-point questions, seven 20-point questions, and three 30-point questions. In the Discovery Division, each question set contains twelve 10-point questions, and eight 20-point questions.
- D. In the Championship Division, cards will be cumulative from meet to meet. In the Discovery Division, cards will not be cumulative from meet to meet.
- E. Because cards are randomly generated in the question sets, it is possible for repeated use throughout the competition, even in consecutive matches. Although rare, it is possible for a question to be repeated in the same set.

### **III. GUIDELINES FOR PENNDEL MEMORIZATION AWARD**

- A. The PennDel Memorization Award is available to quizzers, Bible Quiz coaches and officials who memorize the Championship Division cards. The PennDel Memorization Award rules apply to all participants.
- B. The coach or official to whom the individual provides answers must not be a parent or family member. If the coach or official is a parent or family member of the individual, that person must provide answers to another coach or official in the church. In the event that the parent or family member is the only Bible Quiz coach or official in the church, the individual may provide answers to another responsible person who has a firm understanding of the quoting rules.
- C. All 10, 20 and 30-point cards from one league meet will be quoted in one sitting (done separately for the three league meets). Cards from all three league meets must be successfully answered to earn the PennDel Memorization Award. The entire question is read to the individual who gives the answer. An individual is permitted to miss one card per point value for each league meet's cards.
- D. If an individual misses more than one card per point value in a sitting, it is an unsuccessful attempt and the quizzer must start from the beginning of all the point values for that particular meet's cards once again. They are allowed as many attempts as necessary to quote within the mistake limit. A waiting time after an unsuccessful attempt is recommended.

E. For quotation questions, the answer must be word-perfect (no omitting, repeating, adding or changing words) and must include the Bible reference.

F. For non-quotation questions, the answer can be in essence, but must contain all phrases, clauses and key words.

G. PennDel JBQ Memorization Award is NOT a part of the Bible-Master Award Program (otherwise known as the Master Seal), but rather, is intended to help prepare individuals for the Master Seal. The PennDel Memorization award is based off the current cards for the season in the Bible Fact-Pak. Individuals who earn the PennDel Memorization Award will be honored at the banquet at District Finals.

H. Only the official memorization award form will be accepted. Completed forms are accepted anytime. The deadline for accepting forms is midnight of the day of Semi-Finals. Under no circumstances will forms be accepted after the deadline. Any non-official forms and/or forms received after the deadline will be returned to the church or coach and an award will not be issued.

#### IV. GUIDELINES FOR BIBLE-MASTER AWARD PROGRAM

The Bible-Master Award Program is a special memorization award that individuals can earn. It is based on all 576 cards in the Bible Fact-Pak and is presented on the National Level. There are four levels to the Bible-Master Award Program as described below.

**Discoverer Seal Award:** Correctly answering 20 of 30 10-point cards drawn at random from card numbers 1-288.

**Searcher Seal Award:** Correctly answering 25 of 30 10-point cards drawn at random from card numbers 1-288; and,  
Correctly answering 15 of 20 20-point cards drawn at random from card numbers 289-480.

**Achiever Seal Award:** Correctly answering 28 of 30 10-point cards drawn at random from card numbers 1-288; and,  
Correctly answering 18 of 20 20-point cards drawn at random from card numbers 289-480; and,  
Correctly answering 6 of 10 30-point cards drawn at random from card numbers 481-576.

**Master Seal Award:** Correctly answering 59 or 60 of 60 cards drawn at random (not seeing what color cards are being chosen), OR from 30 random 10-point questions, 20 random 20-point questions, and 10 random 30-point questions.

Each seal must be done at one sitting in the presence of two or three adult judges, none of whom is an immediate family member of the person. The entire question is read to the individual who then gives the answer. This is done until the person has satisfactorily completed the level requirements or has exceeded the maximum number of errors. The individual may try as many times as needed to complete a level. A waiting time after a failed attempt is recommended.

**Upon successful completion of the Master Seal Award, please do the following:**

- A. Write a letter to the National JBQ Director at the General Office in Springfield. Use church letterhead with your pastor's signature. Include the name of the person who has earned the seal, the person's age and test score, the date the seal was earned, and the names of the judges.
- B. Email a copy of the letter to the District JBQ Coordinator.
- C. Upon receiving the Master Seal Award from the National Office, send a copy of the letter to the District JBQ Coordinator.
- D. It is suggested to honor the person during a Sunday morning service in the local church.
- E. The District JBQ Coordinator will honor recipients during the JBQ District Finals Awards Ceremony.

**V. GUIDELINES FOR JBQ MERIT FOR ROYAL RANGERS**

Note: This merit is designed to reward a Royal Ranger who learns the Bible Fact-Pak and demonstrates that knowledge by successfully competing on a JBQ team.

- A. Compete on a B-level or higher JBQ quiz team. Note: Championship Division qualifies for this requirement; Discovery Division does not qualify for this requirement.
- B. Score a minimum of 500 career points of quizzing during matches of league or higher quizzing.
- C. Quiz out by answering the maximum number of questions allowed per match at least three times in your JBQ career.
- D. Earn the Searcher Seal as described on the previous page of these guidelines.

**VI. TRAINING RESOURCE**

For teams that need support in training quizzers or coaches, Pastor Bernie Elliot is available. He can be contacted at (412)-469-3959 or at [elliottbq@aol.com](mailto:elliottbq@aol.com)