



BIBLE QUIZZING

Bible quizzing is a “jump-quizzing” competition measuring Bible knowledge and speed of recall. Three opposing teams are challenged by an oral question, and any team member who responds first is given opportunity to answer within a time limit. Points are scored for correct answers and penalties assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest scoring team is declared winner at the game’s end. Competition proceeds as in a double-elimination tournament. ODACS Variation: In order to ensure more quizzing for each team, the double-elimination procedure will not be used for ODACS Invitational Tournaments. The details of the tournament format will be announced prior to each tournament.

I. Quiz Panel

The Quiz Panel will determine any contested questions or elements thereof upon request of the Quizmaster and will declare the winner.

- A. The Quiz Panel may consist of the Quizmaster, Scorer, Timekeeper, and two Judges. One judge may keep time.
- B. The Quiz Panel will be appointed and instructed by the Quizmaster.
- C. All decisions by the Quiz Panel will be final.

II. Team Membership

- A. For each game, a team will be composed of two to five members and may include up to two substitutes from the same school.
- B. A team may change team members after the conclusion of a given game in the tournament.
- C. Students may move up one grade to participate in this **group** competition. (Examples: A third grade student may compete in Level I and sixth grade student may compete in Level II.) However, a student may not compete at two levels in the same tournament (i.e., a sixth grader may compete on either the elementary or the junior high team, but not both).

III. Team Coaches

Each team’s coach will be present during competition.

- A. Although the number of coaches for pre-contest preparation will be at the schools’ discretion, each team will have only one official coach present during competition.
- B. The coach will be responsible for the behavior of the team at all times.
- C. The coach’s behavior will be considered as team behavior and, as such, will meet the students’ Dress and Conduct Code outlined in the General Rules.
- D. The coach may lodge a protest solely with the Competition Director after a game has been completed. The judges will not entertain protests at any time. Protests presented courteously to the Competition Director will be received courteously.

IV. Study Cycle

- A. ODACS and AACS will use the KJV Hardback Bible #335 published by Biblica (1-800-524-1588) for judging Bible Competition categories. The King James Version will be the only authorized translation for all competition purposes. See the AACS web site for current publication and ordering information.
- B. The cycle for the next nine years is as follows:

<u>Elementary</u>	<u>Year</u>	<u>Junior/Senior High</u>
I and II Peter, Hebrews 11	2015-2016	Hebrews, I and II Peter
Romans 1-10	2016-2017	Romans and James
I, II, and III John; Jude	2017-2018	Mark; I, II, and III John; Jude
I and II Timothy	2018-2019	I and II Thessalonians, I and II Timothy, Titus
Galatians and Ephesians	2019-2020	Galatians, Ephesians, Philippians, Colossians, Philemon
John 1-10	2020-2021	John
Acts 1-10	2021-2022	Acts
I Corinthians	2022-2023	I and II Corinthians
Matthew 1:18 - 11:30	2023-2024	Matthew

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V. Pregame Procedure and Seating Plan

- A. The Quizmaster will face the opposing teams; the coaches and spectators will sit behind the teams. The Competition Director will determine the arrangement of the competition room.
- B. Three opposing teams will be seated so as to see and hear clearly the Quizmaster and to see the scoreboard.
- C. Each school's starting quizzers will sit as a team, numbered 1, 2, 3, 4, 5.
- D. Each team will choose a captain and co-captain.
- E. *Each team will identify the captain to the quizmaster prior to quizzing.*
- F. The official mode of response will be a bell-and-light jump system.
- G. The quizmaster will review the rules and game procedure and answer any related questions preceding play.
- H. *The quizmaster and event coordinator can determine a reasonable accommodation to allow participation by a quizzers who is physically unable to stand.*

VI. Game Procedure

- A. For ODACS Regional competitions and for Level I and Level II State Competitions, a game will consist of twenty regular or toss-up questions plus whatever free or tie-breaking questions become necessary, regardless of time. Twenty correctly answered questions may be used for three final teams, if, in the judgment of the Quizmaster and Tournament Director, time will be permit. At the National Competition, *and for Level III at the ODACS State Competition*, a game will consist of twenty correctly answered regular or toss-up questions plus whatever free and tie-breaking questions become necessary, regardless of time.
- B. **Regular Questions** – A game will commence with the reading of a regular question by the Quizmaster to the three teams. The regular question format will be as follows: "Question number one: question."
- C. If no quizzers responds within ten seconds after the reading of a question, the question will be tossed out and another read to continue play.
 1. *When national rules are being used*, tossed out questions will not constitute any of the twenty regular questions. In *most* ODACS competitions, a question that is tossed out because no quizzers responds will still count as one of the twenty regular questions.
 2. Team members may confer **before** any quizzers is recognized.
 3. Quizzers may begin to confer while the question is being asked, as long as they do not prevent other teams from hearing the question. Quizzers may not confer once the quizzers is recognized.
- D. During or after the reading of a regular question, the first quizzers whose light comes on will be recognized by the Quizmaster as the team spokesman for that question, and will be addressed by school and number, for instance, "Grace, Number Three."
- E. **Interrupted Questions** – The reading of regular, toss-up, or tie-breaker questions may be interrupted by a quizzers, but he must then answer the question without hearing it read in its entirety.
- F. The Timekeeper will deem the Quizmaster's verbal recognition of the quizzers as the signal to start the clock.
 1. Thirty seconds will be allowed in which to answer any question in its entirety.
 2. The quizzers will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run marking the thirty-second count. An answer will be considered as started when a quizzers gives new information which is part of the unread portion of the question or part of the answer.
 3. If the quizzers fails to begin his answer within the ten seconds, it will constitute an error.
- G. Upon giving the correct answer to a regular question, twenty points will be scored for the answering team, and another regular question will be read to continue the cycle.
 1. Each individual quizzers's points will be tallied on a score sheet.

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2. During the competition, any quizzer having correctly answered six twenty-point questions (quizzing out) will leave the game.
 - a. He may be replaced by an eligible substitute.
 - b. He will not return to the current game.
 - c. Should the team captain quiz out, the co-captain will assume the role of challenger.
- H. At the Timekeeper's call of time, any incorrect or incomplete answer will constitute an error.
 1. Each individual quizzer's errors will be tallied on a score sheet.
 2. During the competition, any quizzer having made six errors (erroring out) on regular or toss-up questions will leave the game.
 - a. He may be replaced by an eligible substitute.
 - b. He will not return to the current game.
 - c. Should the team captain error out, the co-captain will assume the role of challenger.
 3. Beginning with the fourth team error, ten penalty points for each error will be deducted from the team's score.
 - a. The first three errors will not affect a team's score.
 - b. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
- I. **Toss-Up Questions** – After penalty points have been assessed for the incorrect answer to a regular question, the regular question shall be reread and will constitute a toss-up question.
 1. Only the remaining two teams may vie for a response to the toss-up question.
 2. If no quizzer responds within ten seconds, the question will be tossed out.
 3. A correct answer to a toss-up question will score twenty points for the answering quizzer's team.
 4. Beginning at the fourth team error, an incorrect answer to a toss-up question will deduct ten points from the team's score.
 5. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
 6. When competition consists of only two teams, toss-up questions will carry a value of twenty points, and incorrect answers will not be penalized.
 7. The toss-up format will be as follows: "Toss-up question to the remaining teams: question." Quizzers may jump after the second "question." *If the "Kirkman" box is used, quizzers may jump as soon as the amber light comes on.*
- J. **Free Questions** – Upon error on a toss-up question, the remaining third team will be given a free question, which will be a new, previously unread question.
 1. The first quizzer to rise may attempt to answer a free question without fear of penalty upon error, termed "attempt."
 2. No other attempts to answer will be permissible.
 3. A correct answer to a free question scores ten points for a team.
 4. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered or unanswered in any manner, hence the term "free."
- K. **Tie Score** – In the event of a tie score after the twentieth question, single regular questions will be asked until the tie is broken, termed tie-breaker questions.
 1. Individual scores and errors will continue to be tallied.
 2. If the twentieth question is answered in error, the entire round will continue to completion, toss-up and, if necessary, free question included. Thereafter, the single tie-breaker questions will continue until a winner is declared, as in a sudden-death-play-off. (At national competition, the quiz must end with a correctly answered 20-point regular or toss-up question.)

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3. For ODACS competitions, a quiz will end after twenty questions, **even if** the twentieth question is answered incorrectly or is not answered. However, if there is a **high winner tie at question 19**, the quiz must continue until ended by a correctly answered regular or toss-up question.
 4. If, after the twentieth question, one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest, and the game will continue until a tie-breaking question produces a middle winner. The tie-breaking question, regular or toss-up, must be answered correctly to end the quiz. (A tie cannot be settled by the points lost for an incorrect answer.)
 5. The same process described above (K.4) will be followed if two teams are tied for first place honors at the end of a game. Each game will have a high winner, a middle winner, and one loser. (See Determination of Winner," VIII, page 7.)
- L. **Time-Outs** – A coach may call two time-outs during a game. A coach may talk with quizzers only during a time-out. This does not mean a coach would be forbidden a spontaneous congratulations or encouragement.
1. Time-outs will be allowed after the answer of one question and before the reading of the next.
 2. Time-outs will be no longer than one minute.
 3. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of quizzers.
 - a. Voluntary substitutions require the calling of time-outs.
 - b. Other teams may substitute quizzers during one team's time-out.
 - c. A time-out may be called for a team conference.
 4. A challenge will take precedence over a time-out.
 5. The procedure for calling a time-out will be as follows: The captain or coach should stand and say, "Mr. Quizmaster, we would like a time-out."
 6. *If tie-breaker questions are required, each team will be allowed one time out during the tie breaker, regardless of the number of time outs previously taken.*
- M. **Fouls** – The following actions will constitute fouls:
1. Talking or conferring by any quizzers between the time the quizzer has been recognized and the time points are awarded or penalties assessed.
 2. Any part of the hands or feet touching the chair during the reading of a question.
 3. Failure of a quizzer to come to full stature.
 4. A team's display of an overly antagonistic attitude toward officials and rulings.
 5. A disagreeable attitude evidenced by indiscreet challenging.
 6. Any behavior not conducive to the Christian spirit.
 7. For every three team fouls, ten points will be deducted from that team's scores.
 8. If a quizzer begins to answer before he is recognized, a foul will be given; but he will be allowed points for a correct answer.
 9. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question. However, if both quizzers are from the same team, an **error** will be assessed and the question repeated as a toss up question.
 10. If a light is on or comes on after the word "question" is spoken in asking the question (Example: "Question number 1, Question"), a foul will be given if the light comes on after the first "question" is spoken by the Quizmaster.
 11. If a light flicks on after the question is begun, this is an error, not a foul. The Quizmaster gives the error to the quizzer and moves to the Toss-Up Question. (Example: "Question number 1, Question, Who..." Light flicks on and off with the word "who" or following words. This is treated as an attempted and failed answer.)
 12. If a quizzer restrains or assists another quizzer physically (holds him in his seat or pushes him to his feet.)
 13. If a quizzer or team causes a delay in the game.

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- N. Challenges** – The following rules will govern all challenges.
1. An answer to any question (regular, toss-up, free, or tie-breaker) will be considered open to challenge under the following circumstances.
 - a. It is believed that incorrect information was considered correct.
 - b. In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in the competition.
 - c. It is believed that correct information was considered incorrect.
 2. Each challenge must be submitted to the quizmaster at the appropriate time.
 - a. If the original question is ruled correct, either of the other teams may immediately challenge the ruling, prior to the asking of the next question.
 - b. If the original question is ruled incorrect, a challenge by any of the teams may be made only after the completion of the toss-up question and before the asking of the free question.
 - c. A challenge to the ruling on a toss-up question, whether correct or incorrect, must be made immediately, prior to the asking of the free question.
 - d. A challenge to the ruling on a free question, whether correct or incorrect, must be made immediately, prior to the asking of the next question.
 3. The results of the quizmaster's ruling on the challenge will be as follows.
 - a. If the challenge to a correct ruling on the original question is sustained, the answering team is assessed an error, and a new question replaces the challenged one to be used as the toss-up question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question.
 - b. If the challenge to an incorrect ruling on the original question is sustained, the first team to answer is awarded 20 points, the result of the toss-up is discarded, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands.
 - c. If the challenge to a correct ruling on a toss-up question is sustained, the answering team is assessed an error, and the quiz continues to the free question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question. If the challenge to an incorrect ruling on a toss-up question is sustained, the answering team is awarded 20 points, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands, and the quiz continues to the free question.
 - d. If the challenge to a correct ruling on a free question is sustained, the score reverts to what it was before the question was asked, and the quiz continues to the next question. If the challenge is overruled, the answering team retains the 10 points, and the quiz continues to the next question. If the challenge to an incorrect ruling on a free question is sustained, the answering team is awarded 10 points, and the quiz continues to the next question. If the challenge is overruled, the result of the free question stands, and the quiz continues to the next question.
 4. Only a team captain may challenge by standing and saying, "Mr. Quizmaster, I would like to challenge." The captain may yield the floor to a team member to voice the challenge.
 5. The quizmaster, with or without counsel of the quiz panel, will have sole authority to accept or reject the challenge.
 6. No penalty shall be assessed against any team that properly submits a challenge.
- VII. Questions and Answers** – No unanswered (tossed-out) questions will be asked again until all questions have been asked once during the entire competition. All decisions on the correctness of answers will be the sole responsibility of the Quizmaster who may seek counsel of the Quiz Panel at his own discretion.
- A. Description of Acceptable Question and Answer Forms**

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1. **Interrogative** – Question form: a question constructed by the use of a direct key word(s) from Scripture together with an interrogative answerable by a paraphrased word or phrase.
 - a. Interrogatives will be limited to selections from this list: who, whom, what, why, where, when, which, how.
 - b. Interrogative questions drawn from a Scriptural context without the inclusion of direct key word(s) will not be permissible.
 - c. Interrogative questions will include the book and chapter citation from with the question is drawn.
 - d. Example:

Q: “In Jesus’ trial in the wilderness in Matthew 4, Jesus was led into the wilderness by whom?
A: “the spirit.”
 2. **Finish-the-Verse** – Question form: a verse completion question answerable by a direct Scriptural quotation without any book, chapter, or verse reference citation.
 - a. Finish-the-verse questions will begin with the statement “Finish this verse” or “Finish this verse and the following verse” or “Finish this verse and the following two verses.” Verses must be quoted verbatim.
 - b. No quizzer will be expected to cite references in finish-the-verse(s) questions.
 - c. Example:

Q: “Finish this verse, He came unto his own,...”
A: “and his own received him not.”
 3. **Reference** – Question form: A question citing a reference with or without the use of a key word(s) answerable by a paraphrased phrase and/or indirect quotation.
 - a. Reference questions will begin with the phrase “This is a reference question...”
 - b. Reference questions will begin or end with the phrase, “According to...” followed by a reference.
 - c. Reference questions will be acceptable if they refer to either verse and chapter citation or to chapter citation alone.
 - d. Reference questions may or may not use interrogatives.
 - e. Reference questions are answerable with paraphrased quotations as opposed to verbatim quotations.
 - f. Example – Q: “According to Matthew 4, Jesus answered Satan in which manner?” A: “He quoted the Scripture: “It is written, man shall not live by bread alone, but by every word that proceedeth out of the mouth of God; Thou shalt not tempt the Lord thy God: Thou shalt worship the Lord thy God, and Him only shalt thou serve.”
 4. **Quotation** – Question form: a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation.
 - a. Quotation questions will begin with the phrase, “Quote this verse...” or Quote these two verses...” or “Quote these three verses...” and follow with a book-chapter-verse reference.
 - b. Quotation questions will be answerable by the verbatim quotation of the verse cited. The quizzer may, but will not be required to, cite the reference; however, he must begin the quotation of the verse within the ten second time frame.
 - c. Example: Q: “Quote this verse: John 1:4.” A: “John 1:4, ‘In Him was life; and the life was the light of men.’”
 5. The citation of the book and chapter will be included in each question; however, their location in the question will vary.
- B. Determination of Correctness of Answers**
1. An answer will be considered correct only if it is correctly and completely stated within the thirty-second time limit.

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- a. Answers to quotations and finish-the-verse questions must be verbatim and complete within the time limit.
 - b. When answering reference and interrogative questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness, so long as the information given before the call for time was correct and complete, the answer will be considered correct.
 2. An answer will be considered correct if a proper name is mispronounced.
 - a. The Quizmaster may request clarification by spelling.
 - b. An incorrect spelling of the proper name will constitute an error.
 3. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
 4. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
 5. When a quizzer has finished his answer he should be seated. (The answer is not automatically wrong if the quizzer is still standing at 30 seconds.)
- C. **Errors** – The following actions will constitute an error.
1. If the quizzer fails to begin his answer within the ten seconds.
 2. If at the Timekeeper's call of time (30 seconds), any incorrect or incomplete answer has been given.
 3. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed and the question repeated as a toss up question.
 4. If an answer would require clarification for understanding.
 5. Quoting *an entire* verse word for word in response to an interrogative or reference question.
 6. An answer to a finish-the-verse or quotation question in which there is any deviation from verbatim quotation of Scripture, i.e. any addition, omission, reversal, or change of words.
 7. If the Quizmaster calls for spelling of a proper name and it is incorrectly spelled.
 8. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
 9. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
 10. Any incorrect information in an answer. This includes giving information that is not a part of the question or the answer.
 11. Any incomplete answer at the call for time.
 12. If a light flicks on after the question is begun, this is an error, not a foul. The Quizmaster gives the error to the quizzer and moves to the Toss-Up Question. (Example: "Question number 1, Question, Who..." Light flicks on and off with the word "who" or following words. This is treated as an attempted and failed answer.)

VIII. Determination of Winner

- A. The team with the highest score at the end of the twentieth question or sudden death tie breaker will be declared the high winner. The team with the second highest score will be declared the middle winner. The last place team will be considered the loser of the game. In other words, each game with three teams will have two winners and one loser.
- B. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.
- C. The Quizmaster will determine the teams competing in each game. Rule VIII.A will help the Quizmaster determine the selection of teams to participate in each game.
- D. Competition will proceed as in a double elimination tournament so that each team must be defeated twice before being eliminated.

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