



Bible Sword Drill

Sword Drill material is provided by ODACS in the appendix on pages 131-140. Sword Drill is a Bible drill. Its purpose is to teach young people to effectively handle the Word of God. It is called a Sword Drill because the Bible is spoken of as the Christian's Sword in Ephesians 6:17. Material for both Elementary and Junior High Sword Drill material is provided by ODACS.

- I. Quiz Panel: Determines winners and considers rules on contested decisions.
 - A. Quizmaster:
 1. Has general oversight of the contest.
 2. Explains rules and procedures.
 3. Sets the tone for a proper atmosphere.
 4. Reads the assignments clearly and fairly.
 5. Determines if answers given are correct (by means of judges).
 6. Assigns judges to determine first, second, and other one-point winners.
 - B. Scorer: Records results of each assignment and round.
 - C. Timekeeper: Calls time at the end of fifteen seconds.
- II. Participants: One student will represent each school.
- III. Materials Needed:
 - A. The cycle for sword drill is in the appendix.
 1. Elementary material is on pages 131-133.
 2. Junior High material is on pages 135-140.
 - B. ODACS will provide the Quizmaster with current Sword Drill material and rules, the students with identical KJV Bibles, the scorer with score sheets, and the timekeeper with a stop watch.
 - C. Students should practice with the official *Sword Drill Bible*. *The current Bible for use in ODACS Sword Drill competition is ISBN #978-1-56320-654-2.*

BIBLE SWORD DRILL RULES

- I. Method of Drills: Calls
 - A. "Draw Swords": Bring the Bible to the waistline immediately in front of the body with thumbs along the back edge. This manner of holding the Bible prevents the tendency to slip the thumb into the pages prior to charge. It does not matter which hand is on the top.
 - B. "Assignment": The leader announces the drill item. The assignment is given twice, slowly and distinctly.
 - C. "Charge": At this command, every member of the group begins to search.
 - D. "Time": The timekeeper allows fifteen seconds before calling time. This is the signal for all to stop searching, and the score is then taken.
- II. Types of Drills
 - A. Scripture Searching Drill: A Scripture reference is given by the leader. The students must find that exact passage.
 - B. Unfinished Quotation Drill: The leader quotes the first part of a verse of Scripture. The student must know its exact location and turn to it in the Bible.
 - C. Character Drill: The name of a Bible character is given by the leader. The student must find the name of the person in a Bible verse. Each student may have a different passage. The student must find a verse that includes the precise name given by the leader.
 - D. Book Drill: The name of a book in the Bible is given by the leader. Students must find the book and be ready to tell which book comes before it and which book follows it.
 - E. Topical Drill: The leader gives a word or phrase, and the students must find that particular word or phrase contained in a verse of Scripture. Each student may have a different passage. The student must find a verse that includes the precise topic given by the leader.
 - F. Doctrinal Drill: The leader asks the group to find a verse in the Bible setting forth some Bible doctrine. Example: "Find a verse which proves that faith in Christ saves." Students must then locate the "proof" verse from the study material for that year.
- III. Scoring
 - A. Ten points will be awarded to the first student to step forward, five points to the second, and one point to each of the others who step forward before time is called.
 - B. The student must have his finger on the correct passage or book before stepping forward and should remain at attention with Bible open and finger on the correct passage or book until the Quizmaster directs the



students to step back to their original positions. If a student steps forward but realizes he does not have the correct verse and steps back, he may not again step forward. An infraction of this rule draws a ten point penalty.

- C. If a Bible is held improperly, a penalty of ten points will be incurred.
- D. A continuous infraction of the rules or unbecoming conduct will disqualify a student from further participation. The decision rests with the judges.
- E. Three judges are needed to determine first, second, and other non-place winners. Judge A will watch for the first-place winner. Judge B will watch for the second-place winner. Judge C will watch for the one-point winners.
- F. A timekeeper with a stopwatch will keep time. Time is called at the end of fifteen seconds.
- G. The student with the highest number of points will be declared the winner. The student with the second highest number of points will receive second place. In the event of a tie, three additional items will be used for tie-breaking. All rules apply as in the original drill.
- H. Five questions will be used for each type of drill.