

Frontline Bible Quizzing

I. PURPOSE AND PHILOSOPHY OF BIBLE QUIZZING

1. PURPOSE OF BIBLE QUIZZING

Frontline Bible Quizzing Ministry exists as a vehicle to encourage participants to commit Scripture to memory.

2. PHILOSOPHY OF BIBLE QUIZZING

Our hope is that learning and understanding God's Word, not just memorization, is the result of being involved in Frontline Bible Quizzing.

II. Rules

A. TERMS

1. "Buzz" or "buzzing"

The method, through the use of electronic equipment or otherwise, by which a quizzier indicates that they wish to finish or give the answer to the question, and gains recognition from the quizmaster, to either finish the question or give their answer.

2. "Error"

The incorrect completion or answering of a question.

3. "Question"

The question as it is posed to both teams simultaneously, for which every eligible quizzier may attempt to gain recognition by buzzing.

4. "Throw-over question"

After an error has been committed on a question, A throw-over is then given to a member of the other team in the corresponding seat, or in sequential order when there is not an equal number of quizzers. There is no penalty for failure to correctly answer a throw-over question.

5. "Quiz team"

A group of quizzers up to 6 people. The Majority of teams will be made up of Jr. High and High school students, however there is also an "open division" that can include adults.

6. "Captain" or "Team Captain"

The quizzier on each team who is designated at any one time as the team member who may appeal and call time-outs from the quizzing table.

7. "Coach"

The coach is responsible for organizing a team and their practices. Before quiz meets they set the team roster, turn in roster to quizmaster (at least 5 minutes before the quiz). During quiz meets they may call time-outs, meet with the team, and make substitutions if they desire.

8. "Line-up"

A list of all the quizzers on the team, including substitutes, with the starters numbered according to the seat they will be sitting in and designating the captain, coach and team name. The line-up must be submitted at least 5 minutes prior to the scheduled starting time of the quiz. Failure to do so may result in a foul being assessed.

9. "Foul"

A foul is called against a team for any infraction of the rules.

10. "Frozen"

The term used to describe a quizzer who has committed 3 errors not including throw-over questions. A "frozen" quizzer may no longer buzz and cannot be substituted, but may answer throw-over questions and continue as team captain.

11. "Appeal"

The process by which a team's captain requests that the quiz master overrule their initial decision.

12. "Time"

After an initial "buzz" the quizzer will have 30 seconds to finish and answer the question.

13. "Holding time"

When the quizmaster pauses the running of a quizzer's 30 seconds to finish and answer the question, in order to consider whether the quizzer has finished the question correctly.

14. "Key"

The key word or syllable which leads to a specific passage in the text.

15. "Quiz Season"

The period of time designated to memorize the "season's" determined verses and scheduled regional quiz events on those verses.

16. "Quiz-out"

When a quizzer has correctly answered 5 questions, they have "quizzed out" and will receive a 10 point bonus. If they do so without an error, a 20-point bonus is awarded.

17. "Quizmaster"

The official in charge of the conducting of a quiz. They will have general oversight over the quiz. They ask the questions to the quizzers by stating "question # ____ question" and then reading each question until a quizzer buzzes in. In the event of an error, the quiz master will declare them incorrect and give a throw-over to the appropriate quizzer on the other team. The quizmaster will also declare when "time" is on hold or running for the quiz match.

18. "Scorekeeper"

The person in charge of recording all statistics necessary to conduct a quiz and informing the quiz master of any bonus received.

19. "Team bonus"

A 10-point bonus is given for each additional team member that answers a question correctly after 2 different quizzers have answered at least one question correctly (not including throw over questions).

20. "Text"

The material of the Bible over which the quiz is conducted for each particular season.

21. "Timeouts" (All time outs are 1 minute. After a quiz out, the official time out after question 10, and each "timeout" called by the teams, and official timeouts called by the quiz master.)

22. "Timekeeper"

The person in charge of keeping track of all time intervals which are significant in a quiz; Time outs called by a team, "official timeouts" called by the quiz master or after question 10, and after a quizzier quizzes out.

Note:

Markings that appear on quizzes may be understood as follows:

[...] and underlined words required to be correct

(...) optional, not necessary to be correct, but not wrong if given

{...} comments for explanation or clarification.

Also used to indicate extra information that is permissible to be said, but does not yet make them correct, for example: Onesimus {OR Paul's Son} being the answer for the question "For whom does Paul **appeal** to Philemon?"

B. TEAM REQUIREMENTS

1. Number of Quizzers

Each team shall be composed of a maximum of 6 members, At most, 4 may be seated in a quiz at any one time leaving two substitutes. Teams that consist of 4 or more quizzers must seat 4 quizzers at the start of the quiz.

2. Team Sponsorship

Our goal is to have teams sponsored by a local church.

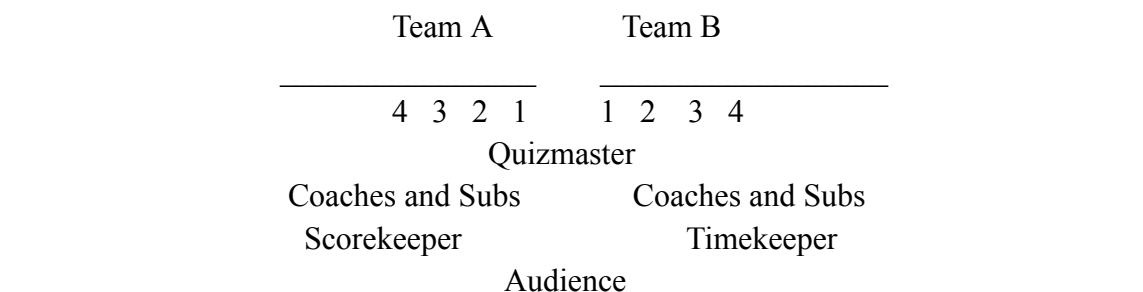
- a. Another option is a school sponsorship.

3. Quizzing Divisions (Youth & Open Class)

- a. The Youth division will consist of 6th grade through 12th grade students.
- b. The Open Class division will consist of adults. (and may include high school students if desired)
 1. This will give coaches, parents and other adults an opportunity to quiz as well.

4. There are no "set" uniform requirements but it is encouraged for a team to dress modestly and appropriately and as a team if possible.

C. THE PLATFORM AND TEAM ARRANGEMENTS



1. Up to four team members shall be selected to begin the quiz. They will be seated at tables facing the quiz master. As feasible, coaches and substitutes shall be seated 5-10 feet in front of their respective teams. The illustration is merely suggestive of how the quiz platform should be arranged. The arrangement for each quiz may be varied depending upon the facility.
2. The quizmaster shall face the quizzers as the questions are asked.
3. When necessary, a microphone shall be set in front of the quizmaster and a mobile microphone shall be moved in front of a quizzers when they are recognized by the quizmaster.
4. During time-outs only one person, the coach or someone chosen by them, shall be allowed at the table with the four quizzers.
5. The quizzers' given names shall be mounted on the table in front of them so they are visible to the quizmaster and the audience.
6. After the quiz begins, nothing shall be on the quizzers' tables other than what the officials have allowed to be placed there. (church name, quizzers' names, Captain indicator.)
7. Teams are encouraged to wear similar and appropriate clothing to identify them as a team.

E. GENERAL QUIZ PROCEDURES

Frontline Bible Quizzing is an electronic push-button team competition testing Bible knowledge and speed of recall over a selected portion of Scripture. Two opposing teams are presented with a spoken question and the team member responding first is given the opportunity to answer within a time limit. Points are scored for correct answers and penalties are assessed for incorrect answers. At the end of twenty questions, the highest-scoring team is declared the winner. The precise rules setting forth these procedures follow.

1. Lineup
 - (a) Team lineups by position (Quizzers numbers 1, 2, 3, 4, and a maximum of two substitutes), and with a captain and coach designated, shall be submitted to the official scorekeeper five minutes prior to the scheduled start of the quiz. Any position may be left vacant except as provided in section 1(b) below.
 - (b) At the start of the quiz, teams must fill as many of the 4 seats as possible.
 - (c) When both teams have fewer than four quizzers, then only those positions shall be used which are necessary to seat the larger of the two teams. For example, if one team has

two and the other team has three in its lineup, then only positions 1, 2, and 3 shall be used by the two teams and position #4 shall be completely ignored.

2. Number of Questions

A quiz shall consist of 20 questions. If after 20 questions there is a tie, additional three (3)-question overtimes shall be consecutively held until a winner is declared.

3. Introducing the Question

The quizmaster shall introduce each " " question with: "Question number _____ (the number of the question in the quiz or overtime), (pause) Question."

4. Premature Buzz

If a quizzer buzzes after the quizmaster has completed the introduction, but before any utterance of the first word of the question, a foul shall be charged to the quizzer's team. The quizmaster shall then re-introduce the same question.

5. Posing of Question

Each question shall be verbally posed simultaneously to the members of both teams. Anytime after the quizmaster has begun to utter the first word of a question, any quizzer may interrupt the quizmaster by buzzing. Only the quizzer who buzzes first shall be recognized.

6. Stopping at the Buzzer

The quizmaster will deliver the question at a pace that allows them to stop immediately upon the sounding of the buzzer.

7. Instructions to Quizzer

After the buzz, the quizmaster shall give an instruction as to whether the quizzer is to "Finish the question," or "Give the answer."

8. Recognition

After the instruction is given, the quizmaster shall recognize the quizzer who was first to buzz by stating: The team's identification, the quizzer's position number and then their given name. The recognition may be repeated at the quizmaster's discretion.

9. False Starts

If any quizzer begins to respond anytime after a buzz, but before the instruction and his/her individual recognition, his/her team shall be charged with a foul. In the event of such an interruption, the quizmaster shall proceed with the instruction and recognition and award the foul after the quizzer has given his/her answer. (See Paragraph H4).

10. Response

After recognition, if the quizzer is instructed to:

(a) Finish the Question:

1. The quizzer shall proceed to finish the question. The quizzer must say some word (even if it is only repeating something the quizmaster has said) within five seconds after recognition, or they are counted incorrect.

2. When the quizzer has given the correct question, the quizmaster shall immediately signal that the correct question was given by asking for the quizzer's answer - "You're answer please..."
 3. The quizzer may make only one attempt to finish the question, although two or more questions may have the same answer.
 4. After initial recognition, the quizzer has thirty seconds in which to complete the question and give the answer.
- (b) Give the Answer:
1. The quizzer must begin within five seconds or an error is committed. The saying of any word is not sufficient to begin an **answer**. Saying "The answer is...", or "This is by what...", or "This is why..." (or similar statements) is not sufficient. The quizzer is encouraged to substantially restate the question in a declarative form, for example "This is how long the woman is bound by the law to her husband.", or "This is who gave unrighteous men over to a debased mind." While these responses are preferable, a full restatement is not required and saying "This is how long...", or "This is who gave them up..." is sufficient. Note in the last example switching "over" and "up" in the declarative does not make the quizzer wrong.
 2. If the question is phrased, "Quote (Book Chapter, and verse number)" or "Locate (this verse (Quotation of verse)," then "(Book, Chapter, and verse number) is..." or "That verse is..." is a sufficient beginning.
 3. If the question is phrased, "Finish this verse (Quotation of verse)," the quizzer may repeat something the quizmaster has said or may say "The rest of that verse is..." (or something similar).
 4. After recognition, the quizzer has thirty seconds in which to give the correct answer.
- (c) Failure to follow instructions - In the event the quizzer fails to follow instructions by either giving the answer when the question is to be finished, or completing the question when the answer is requested, constitutes an error and the quizzer will be counted wrong.
- (d) Repeating the Instructions - The quizzer who buzzed in may ask for clarification of the instructions the quizmaster has given (ie. "Did you ask for my answer or for me to finish the question?") however this will be included in the 30 second time clock.

11. Errors

In the event the quizzer does not correctly complete the question (if so required) or give the answer to a question within the time limit, they shall be charged with an error. After three errors, a quizzer shall be "frozen." If frozen, they may not buzz or be removed during a time-out. they may answer throw-over questions and remains eligible to act as captain.

12. Throw-over Questions

- (a) If the question or answer is incorrect, the quizmaster shall then read the same question (but see G4) in its entirety to the corresponding member of the opposite team.

(b) If a team has one or more vacant positions because there are fewer than four quizzers in the team's line-up, then a throw-over question to such a vacant position shall be rotated among the remaining positions.

(c) In the event that there is a vacant seat due to a quiz out, that chair remains in the "rotation" which will not allow for that throw-over.

Example #1: Team A has 3 quizzers, sitting in positions 1, 2, and 4. An error is made in the number 3 position on team B and the throw-over question goes to the #1 position of team A. When a second error at the #3 position on team B is made, the throw-over question goes to the #2 position of team A. Errors at the #1, 2, or 4 positions of team B are handled normally.

Example #2: Take example #1 and Team A's quizzer #1 quizzes out. Team B's #1 quizzer then makes an error. No throw-over question is given because the vacancy in the #1 position of team A was not due to there being fewer than 4 quizzers in the line-up. If Team B's #1 quizzer makes another error the throw-over would then rotate to Team A's #2 quizzer.

13. Quizzing Out

When a single quizzer has answered five questions correctly, they have "quizzed out." An official time-out is called and they are removed for the remainder of the quiz and a substitute may replace them.

F. SCORING

1. Questions

A correctly answered question shall have a value of 20 points.

2. Errors

An error in completing or answering a question shall result in the loss of 10 points.

3. Throw-over Questions

A correctly answered throw-over question shall have a value of 10 points. There is no deduction of the score for an incorrectly answered throw-over question.

4. Bonuses

(a) If a single quizzer answers five questions correctly with an error, a 10- point bonus shall be awarded. If a single quizzer answers five questions correctly without an error, a 20- point bonus shall be awarded.

(b) When three members of a team have each answered at least one question correctly a 10-point bonus shall be awarded. An additional bonus of 10 points shall be awarded for each additional team member who correctly answers a question (not a throw over). For example, four members = 20 point total bonus. The maximum total bonus is 40 points when six different members have each answered at least one question correctly.

5. Fouls

No points are deducted for the first foul. Each foul thereafter shall result in the loss of 10 points.

G. APPEALS

1. What Can Be Appealed

- (a) Decisions of the quizmaster as to the correctness or incorrectness of an answer, or of the validity of the quizzer's completed question may be "appealed."
- (b) If a question is thought to have no correct answer, a ruling by the quizmaster that a quizzer has "correctly" answered that question may be appealed on the basis that the answer given is not supported by the text. The request of this sort of appeal is that the question shall be thrown out and a new question given to all. The quizzer will not be charged with an error.
- (c) If a question that has **not** been accepted by the quizmaster is thought to be a valid question, the decision by the quizmaster not to accept the question may be appealed. For the appeal to be accepted, the question completed by the quizzer must be from the same verse and must include the "keyword" from the quizmaster's original question. If the appeal is accepted, the question will be thrown out and a new question will be given to all. The quizzer will not be charged with an error.

2. When to Appeal

An appeal of an answer given must be initiated immediately after the quizmaster has ruled on the correctness or incorrectness of an answer. An appeal can also be made after a throw-over question has been given to the other team and the quizmaster has ruled on their response. Only the captain can initiate an appeal. An appeal is initiated by gaining recognition from the quizmaster through hand-raising or buzzing.

(a) Procedure of Appeal

1. The team captain who initiates the appeal shall explain all reasons why the quiz-master's decision should be reversed. The opposing team captain shall then be given an opportunity to make a counter appeal (explaining all reasons why the quizmaster's decision should *not* be reversed). The captains must cite the relevant verses and pronoun definitions in their appeal.
2. The quiz master may ask for clarification from the captains on any point. The quiz master may affirm or overturn their decision or throw out the question.
3. If a team captain appeals a ruling on a question missed by his/her team and the appeal is denied, a different question shall be used for the throw-over.
4. The Quiz master should make their decision as quickly as possible to keep the quiz moving.

H. FOULS

1. Assessed fouls

Fouls are assessed against a team, not against a particular individual, although the acts of an individual (including the coach or audience) may be the basis of a foul.

2. Automatic Fouls

- Failing to submit a line up to the quizmaster 5 minutes before the quiz
- Premature Buzz
- Communication at the table by quizzers during a question
- Communication through words or gestures from anyone not at the table to the quizzers
- Being disruptive during a question

3. Time to Announce

The quizmaster will announce a foul when the infraction happens unless they decide to wait until the end of a question or answer to not disrupt flow..

I. TIME-OUTS

1. Number

Each team shall be permitted two “one-minute” time-outs per quiz. An additional time-out shall be given to each team for each overtime. Unused time-outs are not lost and maybe used in a subsequent overtime.

2. Who Can Call a Timeout

The quizmaster shall recognize time-outs only from the captain or a coach.

3. Time To Call a Timeout

A time-out may be called from the final resolution of a question until the quizmaster completes the introduction of the next question.

4. Official Time-outs

Official time-outs shall be called automatically after question 10, after any quiz out, and before the beginning of an overtime. Other official time-outs may be called at the quizmaster's discretion.

J. COMMUNICATION

1. During Questions

No communication (including gestures) shall take place among the quizzers, or between the quizzers and their coaches or the audience, from the time the quizmaster completes the introduction of the question until the final ruling. If team communication takes place the quizmaster shall assess a foul. If a member of the audience is the one that makes the gesture or speaks the answer, the question is to be thrown out and a new question given, no foul is assessed.

2. During Appeals

In the event there is an appeal, the rule of no communication shall continue from the initiation of the appeal until a decision by the quizmaster is announced. If there is communication with a captain before the captain initiates an appeal, the team shall forfeit its right to appeal, and be assessed a foul.

3. Between Coach and Quizmaster

Respectful communication between a coach and the quizmaster is permitted between questions. However, a coach may not question the decision made by the quizmaster, nor may they initiate

an appeal or ask for an explanation of the decision that has been rendered. The quizmaster may solicit the opinion of the coaches at his/her discretion. If inappropriate communication takes place, the quizmaster shall assess a foul.

K. QUIZZER SUBSTITUTION

1. When

Substitutions may only be made during time-outs.

2. Quiz Outs

A quizzer who quizzed out may not return to the quiz.

3. Frozen Quizzers

A quizzer who is frozen may not be substituted, but they may answer throw-over questions and remain the appointed captain.

L. MISCELLANEOUS RULES

1. No Buzz

If no quizzer buzzes within five seconds after a question has been completed by the quizmaster, the question shall be declared as void. No substitute question shall be offered, and the quizmaster shall proceed to the next question.

2. Team Captains

Each team shall designate one of their quizzers to be the team captain. The captain is the only quizzer who may call time-outs, and make appeals during the quiz. The designation may be switched by the coach at any time between questions. A quizzer who is frozen may serve as captain, a quizzer that has quizzed out may not.

3. Repetition of the Question

No question or part thereof shall be repeated by the quizmaster

-A quizzer may ask the quizmaster if they asked for the answer or to finish the question.

4. Interruption by Quizmaster

The quizmaster may indicate that a question or answer is correct or incorrect before the time limit has expired.

5. Equipment

Judging to determine the first quizzer to buzz shall be done by individual electronic devices.

6. Holding Time

(a) If at any time while the quizzer is **completing the question**, the quizmaster believes the question given may be correct, but feels the need to consult the text, they may ask the time keeper to "hold time" until they decide that the question was correct, incorrect, or that the quizzer should be allowed to continue forming their question. Time may only be held after the quizzer has given a **complete** question. Once the quizmaster orders time to be held, the timekeeper shall stop the clock until the quizmaster gives an instruction and then orders, "time in." Time may never be held while the quizzer is giving their answer.

(b) During the holding of time, the recognized quizzier may not say anything. If the quizzier does speak while time is being held, his/her team shall receive a foul, and anything they say shall be disregarded.

7. Translation/Version

The New King James Version of the Bible shall be the basis for all questions and answers so that the key words and questions can all be in unity.

M. STANDARDS FOR EVALUATING ANSWERS

An answer may be incorrect for any one or more of the following reasons:

1. (a) Failure to use enough exacting words from the passage to explain the answer
2. (b) Failure to provide all of the answers
3. (c) Failure to define a pronoun not previously defined in either the question or the answer
4. (d) Failure to quote the answer word-perfectly when required
5. (e) Including so much material that the answer must be picked out
6. (f) Including an answer not supported by the text
7. (g) Including false material
8. (h) Misstating, but not mispronouncing, an answer
9. (i) Providing an answer outside of a reference
10. (j) Failure to provide the book in a "locate" question

All of the above are more fully explained in the following paragraphs

1. General Sufficiency of an Answer

(a) Although it is encouraged, answers, except to quotation questions, are not required to be word perfect. However, it may be that an exact word or words is necessary. Whether modifying words, phrases, or clauses are essential to an answer can only be determined on a case by case basis.

2. Multiple Answers

(a) If a question has more than one answer in the text, whether from the same or different passages, all the answers must be provided for the answer to be sufficient, unless the question specifically limits the number of answers desired and/or the passage from which the answer(s) is (are) to come.

(b) A question worded as a singular question may require more than one answer. For example, "Who is one of the Colossian believers?" The answers are Onesimus (4:9) and Epaphras (4:12). In each passage, it is stated that the named individual "is one of" the Colossians and thus both answers are required.

(c) When a reference is given with a question and there is more than one such reference from which the question may come (e.g. "In a verse 2, who is beloved?" [1 T 1:2 and 1 T 6:2])) only the answer from the reference given is the correct answer.

3. Pronouns

(a) Personal pronouns need to be defined in the answers given in order for the quizzier to be counted correct.

Example Q: "To whom is Paul ready to preach the gospel?"

Answer: "To you who are in Rome, 'you' referring to the Roman believers." (Romans 1:15)

(b) Impersonal pronouns are not sufficient answers until they are defined from the text.

Example Q: "In what do we groan?"

Answer: "In this, 'this' referring to our (believers') earthly house and tent." (II Corinthians 5:1-2)

1. A pronoun doesn't need to be defined when the pronoun in the answer obviously refers back to a noun in the answer or the question.

(a) The obviousness must flow from the grammatical structure or syntax of the question and/or answer, and not from an understanding of the text or Christian theology.

(b) It is to be assumed that a pronoun refers back to the last preceding noun (in the question or answer) with which it agrees in number, gender, and person, or if in reference to a clause or phrase, the last preceding or next succeeding clause or phrase.

Example Question 1: "What was Paul called to be?"

Example Answer 1: "He was called to be an apostle."

Example Question 2: (Romans 1:1) "Whom did God also justify?"

Example Answer 2: "God justified those He called." (Romans 8:30)

(c) A pronoun doesn't need to be defined when the pronoun is not an essential part of the answer.

(a) A pronoun doesn't need to be defined when the pronoun is located within a question or an answer which must be quoted word perfect.

(b) A pronoun doesn't need to be defined when the explanation or identification of the pronoun is outside of the verse(s) referenced by the question. Definitions that appear in the verse are required.

4. Quotes

A quoted answer is required to be quoted word perfect when:

1. (a) The question is of the format "Finish" or "Quote" this verse as provided in Paragraph N1.
2. (b) The question asks for a portion of the question or the answer to be quoted. The following instruction will be given before the question is introduced: "The completion of this question requires a quote, Question #1, question." Or "The answer to this question requires a quote, Question #1, question."

5. Additional Material

(a) Adding material not essential for answering the question will not make the answer incorrect, unless it contradicts the correct answer.

(b) If a quizzer quotes a verse or verses, when the correct answer is one word or a short phrase or clause, or otherwise adds so much material that the quizzer has obviously taken no initiative to set forth the specific answer, but rather has left it up to the quizmaster to find the answer, then the answer shall be incorrect.

(c) If the subject of the question is a “who, what or where” all related information that does not deal with the subject of the question is considered extra information and is not sufficient to answer the question.

Example Q: "Of whom is God the Father?"

Answer: "God is the Father of believers' Lord Jesus Christ and the Father of mercies." (II Cor. 1:3)

The correct answer is "believers' Lord Jesus Christ." "Mercies" is a “what” and is not a response to the “of whom” question. Thus, adding it does not make the answer incorrect. However, if the quizzer had responded with just “mercies” (and nothing else), this would serve to “answer” the question and would therefore be incorrect.

6. False Material

If an answer contains anywhere within it false material, whether or not it "answers" the question, it is incorrect. Material is false if it is objectively not true.

Example Q: "From what shall we be saved?"

Answer: "From wrath through Paul." (Romans 5:9)

The answer contains the correct response "wrath." However, it adds the unnecessary material "through Paul." Since it is not true that we shall be saved from wrath through Paul, the answer is incorrect.

7. Mispronunciation and Misstatements

If it can be determined what was meant, mispronounced words do not make an answer incorrect. When quoting verses or stating a question or answer, if a quizzer says part of a word, but does not complete it, they may reverse themselves. Otherwise, a quizzer is bound to everything they have said before time expires. This also applies if the quizzer continues to add to their answer after being ruled correct.

8. Answering Questions Containing a Reference

If a question indicates that the answer comes from a particular reference, an answer will be incorrect if it comes from outside that reference. If the reference contains a pronoun or term which is further identified outside of the reference, that further identification doesn't need to be given. Definitions that are included in the specific verse (and come from another verse) are usually required.

9. Locating the Verse

When answering a "locate the verse" question [Paragraph N.1(a)(3)], the answer given by the quizzier must indicate the Chapter, Verse, and Book of the Bible from which the verse came, even when there is only one book in the material.

N. QUESTIONS

Frontline Bible Quizzing is based upon key word buzzing. Therefore, the questions are designed so that a quizzier who has buzzed on "key" will be able to logically figure out the completion of the question from that point on, if they know the material well.

1. Verse Quotes

A If the quizzier is to quote a verse word perfect, the question shall follow one of these formats:

1. "Finish this verse..." (the quizmaster then quotes the verse, from its beginning until either interrupted by a buzz or until they reaches a predetermined point prior to the end of the verse. After recognizing the quizzier who has buzzed, the quizmaster shall ask for the answer or tell the quizzier to "finish the verse." The predetermined point is generally three words into the verse or if the key comes later in the verse it will be immediately following the key.)
2. "Quote this verse..." (followed by a reference). The reference shall be stated by the name of the book and the chapter and verse by numerals only, i.e. "Quote Romans 5:9," not "Quote Romans chapter 5, verse 9."
3. "Locate this verse..." (the quizmaster quotes the verse until interrupted by a buzz; the quizzier must complete the verse word perfect to complete the question and then give the reference for the answer.)
4. The phrases "Finish this verse," "Quote this verse," and "Locate this verse" are not considered part of the question. A premature buzz at this point shall be considered a foul and the question shall be re-introduced.

B Verse quotation questions (4-a) shall seek the quotation or location of only one verse.

2. References to Believers

References to the specific believers who are addressed in a book shall be by proper noun and the term "believers." For example: "Roman believers" rather than "believers" or "Romans" when only the Roman believers are being referenced.

When the correct answer to a question is "believers", a quizzier is **not wrong** if they answer with a specific group of believers. The quizzier is not correct yet, but is not wrong as long as the answer is supported by the text and does not violate the reference.

3. Make-up of a Quiz

Each 20 question quiz (including substitute and overtime questions) shall contain:

(a) Randomly chosen questions evenly distributed throughout the text being covered in the quiz.

(b) Including one question of each of these formats:

(1) Quote this verse ...

(2) Finish this verse ...

(3) Locate this verse ...

none of which shall be the first or last question of the quiz or in overtime.

(c) Other than questions in b, no more than five questions which contain a reference.

(d) Varying positions for the key words so as to eliminate a pattern or rhythm.

(e) Markings that appear on quizzes may be understood as follows:

[...] and underlined words required to be correct

(...) optional, not necessary to be correct, but not wrong if given

{...} comments for explanation or clarification.

Also used to indicate extra information that is permissible to be said, but does not yet make them correct, for example: Onesimus {OR Paul's Son} being the answer for the question "For whom does Paul **appeal** to Philemon?"

4. Valid Alternate Questions

If a question given is different than the given question on the quiz, the question must be accepted by the quizmaster if it comes from the same verse as the original question, includes the same key and has an answer supported by the text.

III. QUIZ OFFICIALS

A. QUIZMASTER

The quizmaster has responsibility for the general oversight of the quiz match to which they are assigned. they should ensure that the quiz is impartially conducted in accordance with the rules and successfully concluded. They should strive to make the quiz fair. They should prepare and conduct the quiz so as to help the quizzers do their best.

1. Preparations before the Quiz

Depending upon how the quiz meet is organized, some of the following may not be relevant.

(a) Be familiar with the Frontline National Quiz Rules and have a copy present at the quiz.

(b) Be familiar with the quiz material so that you can knowledgeably evaluate questions and answers. Have a copy of the text which is easily accessible, preferably in detached pages, present with you at the quiz.

- (c) A quizmaster should not preside over a quiz with a team from his local church unless they are the only one reasonably available and the opposing team agrees. One solution if there is not an available quiz master is to have the coaches from each team quizmaster 10 questions each, switching at the official time out after question 10.
- (d) Read the questions in advance, noting any words or names that are difficult to pronounce.
- (e) Check to see that there are extra questions for overtimes and substitutes.
- (f) Confer with the time keeper and coaches to make sure everyone is ready to begin the quiz
- (g) If possible, see that the quiz is recorded and check to see that the recorder has been activated or will be activated when the first question begins.

2. Beginning the Quiz

- (a) Check with the scorekeeper to see that the line-ups have been turned in and notify the coaches if they have not.
- (b) Introduce the teams, coaches, time keeper and score keeper (and yourself).
- (c) Have each quizzers test their buzzer and check to make sure the lights are being properly activated. This can be done in conjunction with introducing the individual quizzers.
- (d) Give a brief opportunity for the teams to ask any questions they may have.
- (e) Give any additional instructions necessary to the teams or audience. If the audience is largely unfamiliar with quizzing, briefly outline the procedure and scoring.
- (f) Offer up a practice question to each team individually.
- (g) Explain the relevance of the quiz as far as the tournament brackets and team elimination are concerned.
- (h) Lead in prayer for the quiz, or assign someone to do so.

3. Procedures During the Quiz

- (a) Read over each question before you introduce it, clarifying it in your own mind.
- (b) Introduce each question with "Question # (the number), Question," and then begin immediately to read the question.
- (c) The question should be read distinctly and in a moderately loud voice (depending on the size of the room and whether you have a microphone). The pace should be steady, and the inflection should be natural rather than monotone. **Do not anticipate a buzz.**

(d) If you misread a question, stop and “throw out” that question. Explain why the question is being thrown out then use a substitute question. If a quizzer has buzzed, or has begun to answer, you should still substitute questions. If you misread a throw-over question, merely read it again, unless the quizzer has already been recognized in which case a substitute should be used.

(e) If a quizzer interrupts the question by buzzing, stop immediately, even if in the middle of a word.

(f) Before recognition, indicate whether the quizzer is to "complete the question" or "(give) your answer please." If you are unsure whether you completed the last word of the question, have the quizzer complete the question.

(g) Recognize the quizzer which the electronic equipment indicates has buzzed first, by: his/her church/team name (if there are more than one team from a particular church), position number, and given name. For example: Dorr Bible #4 Mike”. Be consistent with whatever method you choose to use.

(h) If the quizzer has interrupted the question, they have 30 seconds in which to complete the question and the answer. As soon as the quizzer has correctly completed the question, immediately ask for his/her answer or if necessary "hold time." (See III-A-3-i)

(i) If you think the question is right but are not sure and you need to consider it, check the text and ask the timekeeper to “hold time.” Do not hold time until the quizzer has given a complete question. (See section III-A-4, Standards for Accepting Questions) When you are ready to proceed, instruct the quizzer whether to continue completing the question or to give his/her answer (see II-L-6, Holding Time) and then ask the timekeeper to "resume time." If you think the question is wrong but are not sure, let the time run until you are sure or it has expired. Do not indicate the question is wrong until you are sure that the quizzer cannot get the correct question from what they have said.

(j) After recognition by the quizmaster, the quizzer has 5 seconds in which to begin his/her response (see Section II-E-10-B-1 of the rules) and a total of 30 seconds in which to give the question and answer. Time starts immediately after the quiz master has given his/her instructions.

(k) If no quizzer buzzes within 5 seconds after the giving of the entire question, the question is withdrawn and no substitute shall be given. Pay close attention to the 5 second span here and in (j). As even experienced timekeepers sometimes forget them, you should keep track of it yourself. Counting it out under your breath (one thousand one, one thousand two...) is more practical than trying to observe a watch.

(l) Count a quizzer right as soon as they give the correct answer. Do not count a quizzer wrong until they have said something that makes them wrong, until then allow them the full 30 seconds.

(m) In ruling on a quizzer's answer:

(1) Markings that appear on quizzes may be understood as follows:

[...] and underlined words required to be correct
(...) optional, not necessary to be correct, but not wrong if given
{...} comments for explanation or clarification.

Also used to indicate extra information that is permissible to be said, but does not yet make them correct, for example: Onesimus {OR Paul's Son} being the answer for the question "For whom does Paul **appeal** to Philemon?"

(2) Do not show undue enthusiasm or partiality to either team in responding to a correct answer.

(3) If an answer is correct, say "(that is) correct," or if incorrect, "no, I'm sorry (that is incorrect)". Do not use, "I'll accept that" or a tone of voice which sounds indefinite. It will confuse the audience and the quizzers and make the other team think they should appeal.

(n) If it can be determined what was meant, mispronounced words do not make an answer incorrect. When quoting verses or stating a question or answer, if a quizzer says part of a word, but does not complete it, they may reverse themselves.

(o) You should be very familiar with the procedures for appeals. If there is any reason to believe an appeal will be forthcoming and a time-out is called, pause briefly before granting the time-out. After the appeal and counter-appeal have been stated, you may explain the basis of your decision or explain procedures and rules. You should not enter into the actual deliberations about the correctness of the answer. After the appeal is resolved, clarify the decision for both the teams and the audience.

Before proceeding to the next question, consider calling an official time-out to ease the tension if the situation warrants it.

(p) A 1 minute "official time-out" will be called by the quizmaster after question 10.

(q) Whenever a substitute question is used, if possible, the substitute should be of a similar type (quote, locate, etc.) as the original question.

(r) No foul should be called when a coach or a quizzer points out an error in identifying a quizzer, a failure to reset the quizzing equipment, or other procedural error, to the quizmaster.

4. Standards for Evaluating Questions

A question cannot be accepted unless it contains: 1) the "key" (II-B-11) found in the quizmaster's question; and 2) the thought of the passage from which the question originates. With that constraint, the following standards apply:

(a) Questions don't need to be completed "word perfect" but need only contain the essence of the quizmaster's question, except for questions of the format, "locate this verse" where the verse must be said perfectly or the question is preceded by "This question requires a quote."

(b) If the quizzer finishes the question in a more general sense than the quizmaster's question (i.e. the actual question) and the quizzer's question requires in its answer everything that was in the answer to the actual question, the quizzer's question may be accepted.

5. Post-Quiz Responsibilities

(a) Announce the winning team and the final score. You may wish to announce what team they shall quiz next.

(b) Be ready to console, encourage, and/or praise the quizzers and coaches when needed.

6. Miscellaneous Hints

(a) Be neutral in attitude toward both teams. Show no partiality.

(b) Deal with "problems" coaches raise after a quiz, unless they can be handled quickly or must be dealt with during a quiz. (See also III B-1 (k).)

(c) Remember to deal with "problems," not personalities.

(d) If necessary, speak to the audience during a quiz to gain their cooperation.

(e) Keep the quiz moving, remembering that the quizzers are under a lot of tension. Relax them, but take the quiz seriously – they do.

(f) Encourage spectators to cheer for both teams. Stop excessive or organized cheers if they hinder progress of the quiz or are excessively threatening to one team.

(g) If some condition of the quiz is distracting to the quizzers (i.e.: outside noise, glaring sunlight), stop the quiz and take whatever measures are practical to fix the problem.

B. SCOREKEEPER

1. The duties of the Scorekeeper.

(a) Obtain official score sheets to record the quiz.

(b) Receive from the coaches the names of the starting quizzers, by position, substitutes, the appointed team captain and coaches prior to the match.

(c) Keep an accurate running score, including bonus points, according to Section II-F (Scoring) of the rules.

(d) Keep an accurate record of time-outs called.

(e) Keep an accurate record of the assessment of fouls.

(f) Notify the quizmaster if any quizzer has answered five questions correctly or has made three errors or if a team has earned a team bonus.

(g) Notify the quizmaster if a team requests a time-out when they have already called two (or three, in the event of an overtime).

2. Other Miscellaneous Suggestions

(a) When two scorekeepers are used, they should closely check each other's scoring during the quiz.

(b) If the score is being kept on a blackboard or electronic equipment for the audience, the scorekeeper should monitor it to be sure it is correct.

(c) If a question arises regarding the score, the official score sheet should be checked, question by question, against any other score sheets being kept by the teams or others. In the event the discrepancy remains unresolved, if the quiz is being recorded, the recording may be checked. If not, the official score sheet shall be followed. During this resolution process, no substitutions may be made nor shall coaches approach the quizzing tables(s).

C. TIMEKEEPER

1. The Duties of a Timekeeper.

(a) The timekeeper shall be familiar with the rules regarding "time."

(b) The timekeeper should use something that can be paused if needed.

(c) A quizzer's time starts to run immediately after recognition by the quizmaster. (When mobile mics are used, do not begin until the mike is in front of the quizzer.) The quizzer must begin a response (see Section II-E-10 of the rules) within 5 seconds and has 30 seconds in which to give the question and the answer.

(d) If the quizmaster completes the question, a quizzer must buzz within 5 seconds or the question is rendered "dead" and there is no score for that question.

(e) The quizmaster shall recognize when time-outs are called. The Time keeper will announce when the (1 minute) time out has ended.

(f) At the end of all time periods, "time" should be distinctly and loudly called out.

(g) The judgment of time periods is the responsibility of the timekeeper. If for some reason a significant question arises regarding the length of a time period, the quiz master may check the recording.

Adapted from IFCA Bible Quizzing Rules in 2024 by Micheal, Travis, and Levi Huseby