



Rule Book

2026

Many thanks to:

Life Impact Ministries

The Christian and Missionary Alliance

and

CBQ officials that have discussed improvements, reviewed, and edited

If you spot a typo, notice an inconsistency, or have any suggestions for edits, please direct your comments to Emma Van Haaren for review.

As in previous years, the most recent revisions are highlighted in yellow.

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1. MISSION STATEMENT

CBQ (Canadian Bible Quizzing) is a non-denominational quiz league that exists to bring glory to God by providing incentives for youth to memorize the word of God. CBQ primarily uses competition and fellowship as incentives by hosting several quiz meets throughout the year and assisting teams with their practices as required. CBQ desires to bring the blessings of memorizing God's Word to as many youth as possible.

2. QUIZZING MATERIAL

2026-2027	John
2027-2028	Hebrews, First and Second Peter
2028-2029	Matthew
2029-2030	Romans and James
2030-2031	Acts
2031-2032	Galatians, Ephesians, Philippians, Colossians
2032-2033	Luke
2033-2034	First and Second Corinthians

Chapter distribution for each meet will be as follows:

Junior Quizzing

	November	January	March	May
John	1, 3	9-10	12-13	18-19
Hebrews, First and Second Peter	H 1-6	H 10-11	1 Pet 1-3	2 Pet
Matthew	1:18-4	12, 14	21-22	27-28
Romans and James	1-4	8-10	12, 14-15	James 1-3
Acts	1-3	8-9	15-16	17-18
Galatians, Ephesians, Philippians, Colossians	G 1-4	E 1-3	P 1-3	C 1-3
Luke	1, 2:1 - 2:21	11, 13	17-18	23
First and Second Corinthians	1 Cor 1-4	1 Cor 11-13	2 Cor 1-4	2 Cor 11-13

Senior Quizzing

	November	January	March	May
John	1-6	7-11	12-16	17-21
Hebrews, First and Second Peter	H 1-9	H 10-13	1 Peter	2 Peter
Matthew	1:18-11	12, 14-18	19-22	26-28
Romans and James	1-7	8-11	12-16	James
Acts	1-7	8-11	12-16	17-20
Galatians, Ephesians, Philippians, Colossians	Galatians	Ephesians	Philippians	Colossians
Luke	1-3:23, 9-10	11, 13-16	17-19, 21	22-24
First and Second Corinthians	1 Cor 1-10	1 Cor 11-16	2 Cor 1-6	2 Cor 7-13

Questions will be based on the 2016 edition of the English Standard Version (ESV) Bible.

3. ELIGIBILITY

A. QUIZZERS/TEAMS

- 1) Junior quizzers must be 8 to 11 years old on December 31. Senior quizzers must be 12 to 17 years old on December 31. Younger quizzers are encouraged to participate at the practices.
- 2) Teams are typically composed of up to five members: four starting quizzers and one substitute.
- 3) In the event that a group has only six or seven quizzers and it is known at the start of the quizzing year that one or more quizzer(s) will be missing one or more quiz meets, the group may request special league permission to compete as one team for the quiz year. No more than five may compete in any quiz; the coach or captain must inform the quiz officials prior to the start of the quiz which five members will be quizzing.
- 4) Team members may not be changed during the quizzing season without approval of the head coach and the CBQ Board or its designate. Approval will automatically be granted prior to the second meet.
- 5) Each team must have a coach and may also have an assistant coach.

B. OFFICIALS

- 1) Officials will be approved by the head quizmaster.
- 2) Officials must faithfully attend a Christian church and display enthusiasm for quizzing.
- 3) When deemed necessary, any official may be replaced from his/her position by the CBQ Board and/or the head quizmaster.
- 4) Any quizzer still eligible to quiz is not permitted to be an official. They must wait until after they are not eligible to quiz, assuming other criteria for being an official is met.

4. OFFICIALS

Officials include quizmasters, answer judges, scorekeepers, and statisticians. The quizmaster, answer judge and scorekeeper may be the same person.

A. QUIZMASTERS

- 1) The quizmaster must:
 - a. Be thoroughly acquainted with all rules, procedures, and material of that quiz year.
 - b. Be impartial and render decisions consistently.
 - c. See that all officials are briefed regarding rules and procedures.
 - d. Read at a normal conversation rate. Hesitating or reading too quickly must be avoided since either may cause inaccurate quizzing.
 - e. Read all questions at the same rate of speed with the ability to stop reading the question at the exact moment a jump is made.
 - f. Keep the quiz moving at a consistent pace.
 - g. Be open to challenges and be willing to evaluate whatever the captain(s) feel is in error.
 - h. Facilitate a positive, uplifting environment throughout the quiz by calling quizzers by name, and announcing bonuses and quiz-outs promptly.
 - i. Replace a thrown out question with the same type of question. (i.e. INT replaced with INT, CR replaced with CR or CVR, FTV replaced with FTV or FT, etc.)
 - j. Announce the exact type of question.

- k. Read quote questions as follows: “Quote (book name), chapter (number), verse (number)”, e.g., “Quote John chapter 1, verse 12.”
 - l. Read reference questions as follows: “According to (book name), chapter (number), verse (number)” e.g., “According to John chapter 12, verse 6...”
 - m. Read situation questions as follows: “Question 2 is a situation question. Who said it, and to whom. Question: [Read question]...”
- 2) The quizmaster should:
- a. Not rush a quiz. It is important to maintain the schedule without interfering with accuracy.
 - b. Rule immediately upon an obviously correct or incorrect answer if there is no indication from the answer judge to the contrary.
 - c. During the 30-second answering period use the following prompts:
 - If a quizzer has provided all the information in the answer, except the clarification of a pronoun present which is part of the answer, the quizmaster should ask, "Clarify?" or "More specific?" A pronoun needs to be clarified only if the clarification (antecedent) is in context.
 - If a quizzer gives part of an answer but is still missing important information, the quizmaster may ask the quizzer, "More."
 - If a quizzer answers the question correctly, but is missing information found in the question, the quizmaster may ask the quizzer, "More."
 - If the quizmaster does not hear/understand the quizzer, the quizmaster may say "Repeat that."
 - On reference questions, if the quizzer has given all the information in the question and the answer and the complete question was not read, the quizmaster should ask, "What is your question?"
 - Or, if the quizzer begins by finishing the question, the quizmaster should state "That's the question."
 - On a finish or quote type question, quizmasters need to let the quizzer finish the entire verse before the quizmaster says "Again". Quizmasters are allowed to say "More" in the middle if the quizzer is lost. The quizmaster may continue to say "More" until the quizzer reaches the end of the verse, at which point they may say "Again" for the first time. Quizzers are not required to quote the verse start to finish 100% correct. The last time any part of the verse is said must be correct. This will occur as often as needed until the quizzer corrects the mistake(s) or the 30-second time limit expires. The quizmaster may use the prompt "Start over" at any time to ask the quizzer to start from the beginning again.
 - On a situation type question, when the quizzer has completed the quotation required for the question, the quizmaster should say, "That's your quote."
 - d. Consult with the answer judge(s) at any time he/she feels necessary, provided it does not infringe upon the 30 seconds allotted to the quizzer.
 - e. Double-check the questions for accuracy and throw out any questions that are found to be invalid.
 - f. Be the official to give the ruling on a question, but may defer to the answer judge when necessary.
 - g. Give extra consideration to subjective challenges when all captains are in agreement. (i.e. distractions)

B. ANSWER JUDGES

- 1) Answer judges are to assist the quizmaster in difficult rulings, listen to QT and FTV answers to verify accuracy, and watch for fouls.
- 2) There should be at least one answer judge in each quizzing room.
- 3) All conferring among answer judges shall be done privately.
- 4) Answer judges should watch the quizmaster's questions for accuracy of reading.
- 5) Answer judges should check the reference for each question when asked to verify the accuracy of the answer from the question sheet.

C. SCOREKEEPERS

- 1) The scorekeeper records the results of each question on the official score sheets for every quiz. He/she shall also keep a running score for each quiz.
- 2) The scorekeeper will immediately announce when a quizzers has errored out, quizzed out, or fouled out.
- 3) The scorekeeper will keep record of all time-outs and overruled challenges.
- 4) The scorekeeper should request and record captains at the beginning of a quiz.
- 5) The schedule is to be signed by the coaches at the conclusion of each quiz. Coaches should check individual and team scores.

D. STATISTICIANS

- 1) The statistician's main responsibility is to ensure that individual and team scores are gathered and recorded during the quiz meet.
- 2) The statistician(s) will ensure that the head coaches are supplied with stats following the quiz meets via email.

5. QUIZ MEET REGULATIONS

A. PLATFORM PROTOCOL

- 1) Aside from quizzers currently on the seats, no one may be closer to the quizzers than the officials.
- 2) Quizzers must not turn their backs to the quizmaster during questions or answers.
- 3) Hands of the quizzers must not touch any part of the chair or floor during questions.
- 4) Feet of the quizzers must be on the floor or a footstool while jumping.
- 5) Quizzers will be identified by name.
- 6) No talking or other means of visual or non-visual communication is permitted between team members, coaches, or the audience from the time the quizmaster calls "question" until points have been awarded.
- 7) Only a coach/co-coach from a team currently quizzing may confer with the officials.
- 8) Spectators are not allowed to confer with the officials during a quiz.
- 9) Quiz materials are not allowed on the platform except with coaches during a time-out or prior to a quiz.
- 10) Push-button quizzing is provided for physically challenged quizzers (quizzers may hold the seat pad in their hand).

B. TEAM CAPTAINS

- 1) Captains must be on the platform at all times. In the event the captain leaves, another quizzers from that team will become acting captain.
- 2) Officials must be notified which quizzers is captain before the quiz begins.
- 3) Only captains may challenge a decision.
- 4) The team captain may change during a quiz meet, but not during a quiz.

C. JUMPING AND PRE-JUMPING

- 1) Failure to answer after being recognized by the quizmaster will constitute an error.
- 2) If a quizzer's light comes on after a question has been called and before the question has discernibly begun, a foul will be called. The quizzer is ineligible to answer that numbered question, including the toss-up or bonus question. (See 5.F.1)d.)
- 3) If a quizzer's light comes on after the quizmaster has discernibly begun reading the question, the quizzer will be given an opportunity to answer.
- 4) The first quizzer to rise and trigger his/her light, provided there has been no foul, will be recognized.
- 5) See 9.B.3.6) for forfeiting a question.

D. TIE JUMP

In the event there is a tie jump, a replacement question will be asked.

E. CONSULTING YOUR TEAM FOR A REFERENCE

If the answer given by the quizzer appears to fulfill the requirements of the question, the quizmaster may ask the quizzer for a reference, or the quizzer may ask the quizmaster if they themselves can provide a reference. After asking permission of the quizmaster, a quizzer may consult his team members for a reference. This consultation should not exceed 30 seconds and need not be in the original 30-second answer time limit.

F. FOULS

- 1) The following are considered fouls:
 - a. Team members talking with each other, other teams, with their coaches, or the audience between the time "Question" is called and points are awarded. If a quizzer answers a question correctly due to this illegal talking, the question will be thrown out and the quizzer talking will receive a foul.
 - b. Hands touching a chair to assist in jumping, **or feet leaving the floor during jumping.**
 - c. If a light goes on after the quizmaster calls "Question" and before any part of the question is read.
 - d. During a reference or quote question, if any light goes on after the quizmaster calls "Question" and before he/she begins to read the chapter number. When the name of the book has been given, that should count as an error unless the material is from one book the entire year or the entire quiz.
 - e. Starting to answer before being recognized by the quizmaster.
 - f. Failing to stand up, if able, after being recognized by the quizmaster.
 - g. Having more than the designated team members, a coach, and an assistant coach on the quiz platform during a time-out. (This would be a single team foul.)
 - h. Infraction of the rules, in spirit as well as letter, as discerned by the quiz officials.
- 2) Fouls may be called by any quiz official.
- 3) If the officials fail to call a foul, a coach or team captain may call it to the attention of the officials. If in the official's opinion a foul might have been committed, the quizmaster will give due warning to the violating team. A foul may not be charged and points deducted when the officials receive such input from a coach or captain.
- 4) Fouls are assigned to the current question and must be called before the quizmaster calls for the next question. Fouls may only prevent a quizzer from jumping on the current numbered question, including the toss-up or bonus question.

- 5) Three fouls by a quizzer eliminates the quizzer from the quiz. The quizzer must leave the platform. Junior quizzers do not. The quizzer's seat will be ineligible to jump for the entire numbered question; the substitute may not quiz until the next numbered question.

G. TIME LIMITS

- 1) If an entire team is more than ten minutes late after the scheduled time for the quiz they will forfeit the quiz, provided they were not detained by another quiz that was late.
- 2) Quizzers have five seconds in which to jump after the question is completed.
- 3) A quizzer has a total of 30 seconds to complete his/her answer after being recognized.

H. TIME-OUTS

- 1) Each team is allowed two one-minute time-outs. Only one of those time-outs may be taken after question 18 is called.
- 2) Only captains and coaches may call for a time-out.
- 3) Only the coach, assistant coach, and quizzers from the team may converse with the team during a time-out.
- 4) Time-outs must be requested before the next question is called.

I. SUBSTITUTIONS

- 1) Substitutions may be made only during time-outs.
- 2) A quizzer who has quizzed out may remain in the quiz to answer bonus questions. However, if the quizzer remains, a later substitution will require a time-out.
- 3) A quizzer who has quizzed out, fouled out, or errored out may be substituted without a time-out. A quizzed-out quizzer may not return later in the quiz.
- 4) If a quizzer errors out or fouls out, the quizzer must leave the platform immediately and may not return. Junior quizzers may stay on the seats.

6. TYPES OF QUIZZES

A. THREE-TEAM QUIZ (20 QUESTIONS)

- 1) Each question will be read only once.
- 2) Questions have a value of 20 points when two or three teams are eligible.
- 3) A toss-up question is the result of an error by one team. The two remaining teams will have the opportunity to jump, but the team making the error is ineligible for that question.
- 4) If question 1 to 15 is errored, the toss-up question is the next numbered question.
- 5) If toss-up question 2 to 15 is errored, then the next numbered question is awarded as a 20-point bonus question for the team that has not errored. All quizzers on that team will be eligible to jump, including any quizzers on the team who have quizzed out.
- 6) If question 16 is errored, the toss-up question will be question 16A. If 16A is errored, then 16B is awarded as a 20-point bonus question for the team that has not errored. All quizzers on that team will be eligible to jump, including any quizzers on the team who have quizzed out.
- 7) If question 16 is a toss-up question and is errored, 16A is awarded as a 20-point bonus question for the team that has not errored.
- 8) Error points begin at question 17.
- 9) Beginning at question 17, the first error committed results in a toss-up question, which is numbered 17A, for the two remaining teams. If there is an error on 17A, the next question will be 17B and will be a 10-point bonus for the team that has not errored. All quizzers on that team

will be eligible to jump, including any quizzers on the team who have quizzed out. This process applies for the remainder of the quiz. All teams must be jumping on questions 17, 18, 19, and 20.

- 10) In the event that a **championship** quiz ends in a tie (for either first or second), three overtime questions at a time will be used until the tie is broken. Two-team rules apply if two teams are involved in the tie.
 - a. These “overtime” questions will be a continuation of the quiz: error points are in effect; errors carry through; an error will result in a 20-point lettered toss-up or a 10-point lettered bonus question.

B. TWO-TEAM QUIZ (15 QUESTIONS)

- 1) Questions have a value of 20 points when both teams are eligible.
- 2) If there is an error, a bonus question will be read for the team that has not erred. All quizzers on that team will be eligible to jump, including any who have quizzed out.
- 3) The bonus question will be the next numbered question, except for questions 12 and following. Those will be 12A, 13A, 14A, and 15A. Both teams will jump on questions 13 through 15.
- 4) All bonus questions up to and including 12A are worth 20 points (no points are deducted if answered incorrectly; it's marked as a missed bonus and not as an error).
- 5) Any bonus question from 13 to the end of the quiz (13A, 14A, and 15A) is worth 10 points. Error points begin at question 13.
- 6) In the event that a **championship** quiz ends in a tie, three overtime questions at a time will be used until the tie is broken.
 - a. These “overtime” questions will be a continuation of the quiz: error points are in effect; errors carry through; an error will result in a 10-point lettered bonus question.

C. TIE-BREAKER QUIZ

- 1) If there is a tie at the end of the season, a special quiz may be needed to determine rankings. A two-team, 15-question quiz or a three-team, 20-question quiz should be used. If more than three teams are tied, two-team and/or three-team quizzes should be used, with the teams in each quiz randomly chosen. Tie-breaker quizzes will not be used if breaking the tie will not change which quiz-off the teams will end up in (ex. Teams placed 2nd and 3rd).
- 2) In the event of a tie score for 1st, 2nd, or 3rd place at the end of regular meet, the teams with the tie score will compete in a two-team, 15-question quiz to determine the medal position.

7. QUESTIONS: TYPES, ANSWERING AND DISTRIBUTION

A. TYPES OF QUESTIONS

Descriptions of how questions are composed can be found in section 14, the “Question Writing Guide”.

- 1) Interrogative

Interrogative questions (INT) are “who, what, why, where, when, or how” questions that can be answered directly from Scripture. Questions are worded exactly as they appear in the text and must contain a key word or key phrase in the first five words. The question and answer must be within two consecutive verses.

- 2) Multiple Answer

Multiple answer questions (MA) are interrogative questions with more than one answer in a single verse or two consecutive verses.

- 3) Finish

Finish type questions require the quizzer to complete direct quotes from Scripture word-for-word, with only five words provided to start the quote. There are four kinds of finish type questions: finish the verse (FTV) and finish these two verses (FT2V), which are asked from the beginning of the verse and span the entire verse(s); finish this (FT) and finish this and the next (FTN), which are asked beginning in the middle of a verse and span to the end of the verse(s). FT2V and FTN are not used for Junior quizzing.

4) Quote

Quote questions are questions in which the quizmaster gives only the book, chapter, and verse reference for the verse. The entire verse(s) must be quoted directly from Scripture and must be quoted word-for-word. There are two kinds of quote type questions: quote (QT) and quote these two verses (QT2). QT2 are not used for Junior quizzing.

5) Reference

Reference questions are used to distinguish identical interrogative or multiple answer questions from different passages by providing the quizzer with the chapter or chapter and verse that the question is from. By definition, they cannot be unique questions. There are four kinds of reference questions: chapter and verse (CVR), chapter and verse multiple answer (CVRMA), chapter only (CR), and chapter only multiple answer (CRMA).

6) Situation

Situation questions (SIT) are used only when narrative material is available (Matthew, Luke, John and Acts) and must be a direct quote from Scripture by a person or an entity. The question will consist of the direct quote and the answer will consist of up to three interrogatives. A situation question asks for who said it, to whom, through whom, about whom, how, why, when, or where (or some combination up to a maximum of three interrogatives).

B. RULES FOR ANSWERING QUESTIONS

- 1) Mispronounced names, if still recognizable, should be accepted as the answer.
- 2) All material given by a quizzer must be from the **context** of the question.
- 3) Only the **first answer** of the quizzer will be considered correct; however, if the information given by the quizzer is within the context of the material and is not incorrect, or if the quizzer is quoting material within context, the quizzer will be allowed their full 30 seconds to give the additional information necessary to satisfy the question and the answer.
- 4) Deity rule:
 - a. Only the correct person of the deity can be given.
 - b. If a quizzer refers to the deity as either “God” or “Lord”, these must be clarified by the quizzer within 30 seconds when the text requires a more specific answer. “Jesus” and “Christ” may be interchanged.
 - c. If a pronoun is used in the text to name the deity, any of the names for that person of the deity within context may be considered an acceptable answer when clarifying.
 - d. When there is a special name of the deity given in the text which imparts specific character qualities or attributes to that person of the deity, the specific name must be given in the quizzer’s answer (i.e. “The Lord God Almighty”, “The Bread of Life”, “Spirit of the Living God”). The quizzer may not state other such names which are not in context, even if they refer to the same person of the deity.
 - e. If a quizzer gives other names for the same person, within context, these should be allowed to be clarified within 30 seconds when a more specific answer is needed.
- 5) Interrogative (INT)
 - a. **Context** shall be limited to five verses before and after the verse where the question is from (11 verses).

- b. Answers will be considered correct when the pertinent information in the question and answer are given by the quizzer. This may, at the official's discretion, include synonyms, extra information, or information given out of order.
- 6) Multiple Answer (MA)
 - a. Specifics are the same as for Interrogative questions.
- 7) Quote (QT)
 - a. **Context** shall be limited to the verse or verses where the question is from.
 - b. Answers will be considered correct when the quotation is given **word-for-word**.
 - c. Quizzers are not required to quote the verse(s) start to finish completely correctly. The last time any part of the verse(s) is said it must be correct.
 - d. If the quizmaster did not complete reading the reference for the verse(s), the quizzer must give the correct reference in addition to the quote within the 30 second time limit.
- 8) Finish-the-Verse (FTV)
 - a. Specifics are the same as for Quote questions except that the reference is not required.
- 9) Reference (CR, CRMA, CVR, CVRMA)
 - a. For CVR and CVRMA, **context** shall be limited to the verse where the question is from.
 - b. For CR and CRMA **context** shall be limited to five verses before and after the verse where the question is from (11 verses).
 - c. Answers will be considered correct when the pertinent information in the question and answer are given by the quizzer. This may, at the official's discretion, include synonyms, extra information, or information given out of order.
 - d. The quizzer must complete the question if a jump is made prior to the complete reading of the question. The quizzer's question must include the same information as the one asked, **including any words started or given by the quizmaster**, and be a valid reference question.
 - i. For example, for a CVR question "The churches where?" with a reference to Galatians 1:2 or 1:22, if the quizzer would instead guess that the question was "The churches of what?" they could be ruled correct, as 1:2 says "the churches of Galatia" and 1:22 says "the churches of Judea that are in Christ". This doesn't change the meaning of the question and is a valid CVR. However, most of the time when a quizzer adds words, they change the meaning of the question (often resulting in a question that is an interrogative rather than reference question) and would be ruled incorrect. The question must be completed within the 30 seconds.
 - e. **Only one attempt to finish the question will be given.**
- 10) Situation (SIT)
 - a. **Context** shall be limited to five verses before and after the verse (11 verses).
 - b. Answers will be considered correct when:
 - i. The pertinent information in the question and answer are given by the quizzer. This may, at the official's discretion, include synonyms, extra information, or information given out of order.
 - ii. The quotation from the question does not need to be word perfect, but must include pertinent information.
- 11) Answers will be considered incorrect if:
 - a. The information given is incomplete.
 - b. The time limit has elapsed before the complete answer is given.
 - c. The quizzer does not stay within context for the question type they are answering.
 - d. The wrong person of the deity is given.
 - e. The incorrect question is given for a reference question on which the quizzer has jumped before the complete question has been read.

C. RULES FOR INVALID QUESTIONS

- 1) Questions should be declared invalid and thrown out by the quizmaster or answer judge(s) if:
 - a. The question type is not announced by the quizmaster.
 - b. The question type announced does not match the question given.
 - c. The question is ambiguous or misleading.
 - d. The question is not preceded by the quizmaster calling, "Question."
 - e. The interrogative, multiple answer, or situation question does not contain a key word or key phrase within the first five words of the question.
 - f. A finish type question begins with the same first five words as another verse.
 - g. A reference type question is unique: not having at least one other verse from which the same question can be asked. In cases where the question is the same but with a different interrogative (who, what, where, etc.) it is a valid question.

D. QUESTION DISTRIBUTION

For each quiz, there shall be a minimum and maximum of the following question types:

	20-question quiz		15-question quiz	
	Minimum	Maximum	Minimum	Maximum
Interrogative	8	12	4	10
Finish	2	3	1	2
Quote	1	2	1	1
Reference	3	5	2	4
Multiple Answer	2	7	2	6
Situation	2	4	2	3

Notes:

- a. Situation questions are used for Matthew, Luke, John, and Acts only.
- b. CRMA and CVRMA questions count as reference questions, not as multiple answer questions.
- c. Lettered questions (i.e. toss-ups and bonuses on 17A, 18B, etc.) as well as overtime questions should follow the distribution shown above when able.
- d. New material is used in the morning's quizzes and a mix of new (50%) and review material is used in the afternoon. Material for the final meet's second day is on all the material without weighting.

8. CHALLENGES AND PROTESTS

A. CHALLENGES

Some examples of acceptable challenges would be:

- If an official has ruled incorrectly on an answer
- If there's an invalid question
- If incorrect information is given in the question
- If poor delivery is made by the quizmaster
- Distraction from the audience
- Any infractions of other rules

Challenges are subject to the following rules:

- a. A challenge must be made immediately at the time of the quizmaster's decision and before the next question is called.
- b. The captain should state what he/she believes the incorrect ruling is, why, and what the quizmaster should do as a result.
- c. If an explanation or clarification on a ruling is requested by a quizzers, the right to challenge has been forfeited for that question by any team. The quizmaster must ask the captains if they want to challenge before giving the explanation requested. Challenges may be made if an explanation is voluntarily made by an official (without being requested by a captain).
- d. Only a captain may challenge.
- e. The captain may not confer in any way with his/her coach or teammates before challenging. Such a conference will constitute the loss of the right to challenge.
- f. If any quizzers is talking prior to the captain of a different team challenging, the captain of the team with the talking quizzers will not be given the opportunity to interact with the officials regarding the challenge.
- g. Captains must stand while interacting with the quizmaster.
- h. If the challenge is sustained, points will reflect the new ruling of the quizmaster. A new question of the same number will be given if the question is thrown out.
- i. Any question, including a toss-up or bonus, is open to a challenge.
- j. Ten points will be deducted from the challenging team's score on the second and each subsequent overruled challenge.
- k. When a challenge is made, the quizmaster will give the captain(s) of the opposing team(s) an opportunity to speak to the challenge before making a ruling on the challenge. If a captain has been penalized under point f, that captain may not respond to a challenge.
- l. The officials' ruling on a challenge may not be challenged.
- m. After all captains have given their thoughts on the challenge, the challenging captain may ask for an opportunity to give a rebuttal. The rebuttal does not include abandoning the challenge.

B. PROTESTS

Captains may challenge individual questions; coaches are given an opportunity to protest the entire quiz when the coach feels a serious violation of the rules has occurred, such as cheating by quizzers or coaches, favoritism (unintended or otherwise) by the officials, etc. Multiple minor infractions of similar rules (for example, the quizmaster not announcing question types) that impact the quiz may also result in a protest being made.

- 1) Any coach of a team currently quizzing may place a quiz under protest. Coaches may not confer with anyone except his or her assistant coach.
- 2) Protests must be made at the end of the quiz, before the quizzers leave the platform.
- 3) The quizmaster, officials, and coaches involved will attempt to come to an agreement. If no agreement is reached within five minutes, representative(s) of the board not involved in the quiz in any capacity will arbitrate and determine the just solution.
- 4) If a protest is upheld the entire quiz must be redone unless the arbitrator(s) decides otherwise.

Situations that do not require a protest include:

- 5) Wrong number of question types (e.g. 14 interrogative questions). Instead: the quiz should be re-done from the first invalid question that was asked.
- 6) A quizzer's seat is turned off for one or more questions when it should be turned on. Instead: the quiz will be redone from the point the quizzer's light is known to be turned on.
- 7) A question was missed (e.g. questions 1, 2, 4, and 5 were asked). Instead: the numbers will just reflect the order in which they were asked. Thus, question 4 would become #3, question 5 becomes #4, and the next question would be number 5.
- 8) The quizmaster improperly rules a quizzer correct (e.g. a quizzer has missed words in their quote). If the coach later realizes the quizzer actually errored, the coach should not place the quiz under protest. This situation could/should have easily been dealt with by a captain's challenge. The fact that it was missed doesn't on its own mean that the quiz should now be under protest. Protests are needed to deal with situations where challenges cannot fix the problem.
- 9) A challenge is made and either accepted or denied. After the coaches look through the rule book themselves, they don't like the ruling. They should not protest the quiz, because the quizmaster isn't expected to be perfect all the time. If there is a single challenge that unfortunately was probably ruled incorrectly – it is what it is. This does not sound like a "serious" infraction of the rules that has made the entire quiz meaningless.

9. SCORING

A. INDIVIDUAL POINTS

1. POINTS EARNED

- 1) Each correct answer is worth 20 points.
- 2) All toss-up questions are worth 20 points.
- 3) Four correct answers by a quizzer, without error, earns a 10-point individual bonus.
- 4) No individual points are added for bonus questions answered.
- 5) No individual points are added for questions answered during overtime.

2. TEN POINTS DEDUCTED

- 1) Two (or more) errors by a quizzer.
- 2) Three individual fouls. If the third foul on a quizzer happens to be the third team foul, 20 points would not be deducted.
- 3) Individual points are not deducted when a quizzer makes an error during error point deductions (questions 17-20) unless it is his second or third individual error.
- 4) No individual points are deducted for errors on bonus questions.
- 5) No individual points are deducted for questions errored during overtime.

B. TEAM POINTS

1. TWENTY POINTS EARNED

- 1) A team with all of its registered members for that quiz meet present at the scheduled time for quizzing will receive 20 bonus points. A list of the registered quizzers will be supplied to each quiz room.
- 2) Each correct answer is worth 20 points.
- 3) All toss-up questions are worth 20 points.
- 4) Three-team quiz:

- a. If, in the first 15 questions, two teams error on consecutive questions, a 20-point bonus question will be awarded to the third team on the next numbered question.
 - b. If question 15 is errored, question 16 becomes a toss-up for the other two teams. If both questions 15 and 16 are errored, 16A becomes a 20-point bonus.
 - c. If question 15 is answered correctly and 16 is errored, 16A becomes a toss-up, and, if errored, 16B would be a 20-point bonus.
- 5) Two-team quiz:
- a. If, in the first 11 questions, a team errors, a 20-point bonus question will be awarded to the other team on the next numbered question.
 - b. If question 12 is errored, question 12A becomes a 20-point bonus.

2. TEN POINTS EARNED

- 1) When the third, fourth, or fifth quizzer on the same team jumps and correctly answers a question (excluding bonus questions) in the same quiz, a 10-point team bonus is awarded.
- 2) When three teams are competing, all bonus questions numbered 17 through the end of the quiz are worth 10 points. These will always be on the "b" questions.
- 3) When two teams are competing, all bonus questions numbered 13 through the end of the quiz are worth 10 points. These will always be on the "a" questions.

3. TEN POINTS DEDUCTED

- 1) For each team error beginning on question 17 and including overtime questions (starting at question 13 for two-team quizzing).
- 2) The third and each subsequent error for the team.
- 3) For every three team fouls.
- 4) For a team's second and each subsequent overruled challenge.
- 5) No team points are deducted for errors on bonus questions.
- 6) If, in the judgment of the officials, a deliberate attempt is made to forfeit a question, an error will be given. Officials should be diligent during two-team quizzing and overtime questions. The next question will not be treated as a bonus question. For example, if during two-team quizzing a team forfeits question 20, they will be deducted ten points and question 20A would be asked of the other team as if regular quizzing was taking place ("quizzed out" quizzer would not be allowed to jump but team and individual bonuses are possible).
- 7) Never will more than 10 points be deducted for a single infraction (error, foul, etc.).

4. TIE SCORE - OVERTIME

- 1) In the case of a tie score at the end of the morning quizzing or afternoon quizzing, tie scores will be broken as follows:
 - a. Highest single-quiz score
 - b. If still tied, higher lowest single-quiz score
 - c. If still tied, alphabetically
 - i. Example:

Team 1: 8, 12, 10 - total 30

Team 2: 7, 12, 11 - total 30

Both teams have a high score of 12, so the team with the higher lowest score would receive the higher placement.
- 2) Overtime as defined in the rulebook will be used during championship quizzing only.
- 3) In the event of a tie score for 1st, 2nd, or 3rd place at the end of a regular meet, the teams with the tie score will compete in a two-team, 15-question quiz to determine the medal position.

5. TEAM PLACEMENT POINTS

Team placement points for determining positions shall be awarded as follows:

1st Place: Team score divided by 10.

2nd Place: Team score divided by 10.

3rd Place: Team score divided by 10.

If a tie had to be broken, points are awarded according to the scores at the end of question 20.

10. RULES FOR CHAMPIONSHIP QUIZZING

The tournament brackets are based on a preliminary round (refer to section 9.5, "Team Placement Points"), an elimination round, and championship quizzes.

A. ELIMINATION ROUND

- 1) Brackets should be created for 6-9 teams each depending on total number of teams. Bracket sizes will be determined by head quizmaster's discretion.

B. CHAMPIONSHIP QUIZZES

- 1) A team must win twice to become the champion team. Two or three teams will continue to quiz until one team wins twice.
- 2) If a fourth quiz is necessary (tournament types 3 and 4), the winner of that quiz is the champion team. Second place will be given to the remaining team that has the most seconds in the four quizzes. If this is a tie, then second place will be determined as follows:
 - a. The team that scored the most points in the Championship Quizzes; or if there is a tie,
 - b. The winner if the two teams quizzed earlier; or if there is a tie,
 - c. The team with the highest average points in the final nine; or if there is a tie,
 - d. The highest standing in the preliminary round.

C. TOURNAMENT BRACKETS

1. PRELIMINARY ROUND BRACKETS

The following are pairings for preliminary round quizzing with three quizzes per team. (In quizzes with four to six teams, some teams compete with each other twice.)

# Teams	Quizzes									
4	ABC			DAB			CDA			BCD
5	ABC			DEA			BCD			EAB
6	ACF			BDA			CEB			DFC
7	ACG			BDA			CEB			DFC
8	ABC			DEF			GHA			GCE
9	ABC			DEF			GHI			ADG
10	ABC			DEF			GHI			JBF
11	ABJ			BCK			CDA			DEB
12	ABK			CFE			GIJ			EDB
13	CFG			IHE			GJK			LIM
14	ADE			CFG			EHI			ILM
15	BEF			GJK			EDA			DCO
16	CFG			ADE			DGH			LOP
17	CDL			EGO			HFM			KIP
18	AJR			BPK			FIM			DGN
19	IOS			HFN			LCP			EGM
20	HSO			TGP			CJM			NFQ
21	DAG			JMP			BHE			KNQ
	HUR			TLQ			MDI			SCJ
	PQR			TSU			DEF			ABC

2. ELIMINATION ROUND BRACKETS WITH CHAMPIONSHIP FINALS

Blank brackets are included in section 13.

Tournament Type 1: 9 Teams – Win to move on

This tournament type is based on the "winner-move-up" philosophy and is designed to select the best team out of a possible nine teams through winning rather than losing. The teams are first arranged in order (from first to ninth place) by points.

In this type of tournament, the top three teams are involved in a triple elimination; the middle three teams in a double elimination; and the last three teams in a single elimination. This way only those teams that have earned the right through winning will advance to the final quiz. Note that this type of tournament does not require a team to lose to be eliminated.

Quiz	Teams		
A	1	2	3
B	4	5	6
C	7	8	9
D	2 nd from A	3 rd from A	1 st from B
E	2 nd from B	3 rd from B	1 st from C
F	2 nd from D	3 rd from D	1 st from E
Championship quizzes			
G	1 st from A	1 st from D	1 st from F
H	Same	Same	Same
I	If the winner of quiz G does not win quiz H, the winners of each will quiz in a 15-question, two-team quiz		

Tournament Type 2: 6 Teams – Win to move on

This is based on the "winner-move-up" philosophy and is designed to select the best team through winning rather than losing. The teams are first arranged in order (from first to sixth) by points. In this tournament, the top three teams are involved in a double elimination; the second three teams in a single elimination. This way only those teams that have earned the right through winning will advance to the final quiz. As with Type 1, you could be eliminated without having placed third in a quiz.

Quiz	Teams		
A	1	2	3
B	4	5	6
C	2 nd from A	3 rd from A	1 st from B
D	2 nd from B	2 nd from C	3 rd from B
Championship quizzes			
E	1 st from A	1 st from C	1 st from D
F	Same	Same	Same
G	If the winner of quiz E does not win quiz F, the winners of each will quiz in a 15-question, two-team quiz		

Tournament Type 3: 9 Teams - “Don’t lose!”

Each team in the final nine must lose twice to be eliminated. A team may make the finals by actually winning only one quiz in this format.

Quiz	Teams		
A	1	6	7
B	2	5	8
C	3	4	9
D	1 st from A	1 st from C	2 nd from B
E	1 st from B	2 nd from A	2 nd from C
F	3 rd from A	3 rd from B	3 rd from C
G	3 rd from D	3 rd from E	1 st from F
H	2 nd from D	2 nd from E	1 st from G
Championship quizzes			
I	1 st from D	1 st from E	1 st from H
J	Same	Same	Same
K	Same	Same	Same *
L	Same	Same	Same *

* If the same team took third place in Quiz I, J, or K, then Quiz K or L will be a two-team quiz to determine first and second place.

Tournament Type 4: Combination Win/Lose

This format is a combination of Types 1 and 3 above. Teams must win at least two quizzes in order to obtain a position in the finals.

Quiz	Teams		
A	1	4	9
B	2	5	7
C	3	6	8
D	1 st from A	1 st from B	1 st from C
E	2 nd from A	2 nd from B	2 nd from C
F	3 rd from A	3 rd from B	3 rd from C
G	2 nd from D	3 rd from D	1 st from E
H	2 nd from E	3 rd from E	1 st from F
I	2 nd from G	3 rd from G	1 st from H
Championship quizzes			
J	1 st from D	1 st from G	1 st from I
K	Same	Same	Same
L	Same	Same	Same *
M	Same	Same	Same *

* If the same team took third place in Quiz J, K, or L, then Quiz L or M will be a two-team quiz to determine first and second place.

Additional Quiz Off Brackets

These brackets are suitable for use both as “Finals” and “Consolation Finals”.

3 Teams

Quiz	Teams		
A	2	1	3
B	2 nd from A	1 st from A	3 rd from A
C	If the winner of quiz A does not win quiz B, the winners of each will quiz in a 15-question, two-team quiz		

4 Teams

Quiz	Teams		
A	2	3	4
B	1 st from A	1	2 nd from A
C	2 nd from B	1 st from B	3 rd from B
D	If the winner of quiz B does not win quiz C, the winners of each will quiz in a 15-question, two-team quiz		

5 Teams

Quiz	Teams		
A	1	2	3
B	4	5	-
C	2 nd from A	3 rd from A	1 st from B
D	2 nd from B	2 nd from C	BYE
Championship Quizzes			
E	1 st from A	1 st from C	1 st from D
F	2 nd from E	1 st from E	3 rd from E
G	If the winner of quiz E does not win quiz F, the winners of each will quiz in a 15-question, two-team quiz		

6 Teams

Quiz	Teams		
A	1	2	3
B	4	5	6
C	2 nd from A	3 rd from A	1 st from B
D	2 nd from B	2 nd from C	3 rd from B
Championship Quizzes			
E	1 st from A	1 st from C	1 st from D
F	2 nd from E	1 st from E	3 rd from E
G	If the winner of quiz E does not win quiz F, the winners of each will quiz in a 15-question, two-team quiz		

7 Teams

Quiz	Teams		
A	2	3	4
B	5	6	7
C	2 nd from A	3 rd from A	1 st from B
Championship Quizzes			
D	1	1 st from A	1 st from C
E	Same	Same	Same
F	If the winner of quiz D does not win quiz E, the winners of each will quiz in a 15-question, two-team quiz		

8 Teams

Quiz	Teams		
A	1	2	3
B	4	5	6
C	7	8	
D	2 nd from A	3 rd from A	1 st from B
E	2 nd from B	3 rd from B	1 st from C
F	2 nd from D	3 rd from D	1 st from E
Championship Quizzes			
G	1 st from A	1 st from D	1 st from F
H	Same	Same	Same
I	If the winner of quiz G does not win quiz H, the winners of each will quiz in a 15-question, two-team quiz		

9 Teams

Quiz	Teams		
A	1	2	3
B	4	5	6
C	7	8	9
D	2 nd from A	3 rd from A	1 st from B
E	2 nd from B	3 rd from B	1 st from C
F	2 nd from D	3 rd from D	1 st from E
Championship Quizzes			
G	1 st from A	1 st from D	1 st from F
H	Same	Same	Same
I	If the winner of quiz G does not win quiz H, the winners of each will quiz in a 15-question, two-team quiz		

11. SPECIAL QUIZ MEET QUIZZES

A. TOP 12 QUIZZERS OF THE DAY COMPETITION

At the end of a regular quiz meet, the top quizzers will quiz (simultaneously in multiple rooms, as required) to determine the top quizzer of the day.

- 1) This quiz will not affect the quizzers' scores or placement for the year – it will only be used to determine the top quizzer for the meet.
- 2) This quiz is a 20 question quiz; no toss-ups or bonus questions.
- 3) Any quizzer is able to challenge.
- 4) Quizzers are eligible to jump on every question.
- 5) Correct answers are 20 points; the second and third errors are 10 point deductions. If the quizzer errors out, they must leave the quiz.
- 6) The winner will be the first quizzer to quiz out with a bonus. At this point, the quiz will end.
 - a. If no one quizzes out with a bonus by the end of the quiz, the winner will be the quizzer who received highest score first.

B. QUOTER'S COMPETITION

- 1) The quote and finish type questions used in the competition will be the same as those used in normal quizzing.
- 2) There are three parts to the competition:
 - a. Part 1 will be a spelling-bee style competition.
 - This round will continue until twelve or less quizzers remain in the competition. Each quizzer will have 30 seconds to answer their question and can correct as often as they need to within that time limit. If they get the answer wrong, they are removed from the competition, and the next person in line will get a new question.
 - Rounds will alternate between finish-questions and quotes. Round 1 will be FTV, then round 2 will be QT and so on.
 - All the material for the year is covered (unweighted).
 - If the competition proceeds to a fifth round and more than twelve quizzers remain, there will be no opportunity to correct. Each participant will have to quote the verse correctly with only one try.
 - Once there are only twelve (or fewer) quizzers remaining, the round will continue until everyone has had a chance to answer a question for that round.
 - b. Part 2 will be conducted on the seats.
 - The quizzers remaining from Part 1 will now sit on the seats. There will be at most twelve quizzers at this point. Any quizzer is able to challenge.
 - Questions will alternate between finishes and quotes. Question 1 will be a finish, question 2 a quote, and so on.
 - The first two quizzers to get four questions right will move on to Part 3.
 - Everyone can jump on every question. There are no error points.
 - Any quizzer who gets three questions wrong will be removed from the competition.
 - Quizzers will again have 30 seconds to answer questions, just like a normal quiz, and will be able to use that entire time to correct the verse.

- c. Part 3 will be a one-on-one seven question quiz between the winners from Part 2.
- The quizzers will quiz on the seats against each other. Both quizzers are able to challenge.
 - Questions will alternate between finishes and quotes. Question 1 will be a finish, question 2 a quote, and so on.
 - If there is a tie after seven questions, each additional question will be sudden death.
 - A correct answer is worth 20 points, an incorrect answer is worth -10.
 - If one quizzer errors, the other quizzer will get a bonus question of the same question type.
 - Any quizzer who gets three questions wrong will be removed from the quiz. They could still win.
 - Bonus questions will be on the same numbered question as the errored question.
 - A correct bonus question is worth 10 points; an incorrect bonus question does not count against the quizzer.
 - The quiz is over when the winner is mathematically determined.

C. ONE-ON-ONE DOUBLE ELIMINATION TOURNAMENT

In this tournament, the top quizzers will face off one-on-one to be the top quizzer in the league. If a quizzer loses twice, they are out of the competition. This tournament is commonly 8, 12, or 16 quizzers. Refer to the bracket included in section 13.

- 1) Quizzes are seven questions long and will have exactly one quote OR finish the verse question as well as exactly one reference question.
- 2) All the material for the year is covered (unweighted).
- 3) If there is a tie after seven questions, each additional question will be sudden death.
- 4) A correct answer is worth 20 points; an incorrect answer is worth -10.
- 5) If one quizzer errors, the other quizzer will get a bonus question of the same type.
- 6) Bonus questions will be on the same numbered question as the errored question.
- 7) A correct bonus question is worth 10 points; an incorrect bonus question does not count against the quizzer.
- 8) Any quizzer who gets three questions wrong will be removed from the quiz. They could still win.
- 9) The quiz is over when the winner is mathematically determined.

This quiz is also used to break a tie for the “top quizzer of the day” medal.

(insert fixed up 16-quizzer 1-on-1 double elimination bracket here)

12. SCORING EXAMPLES

These examples are provided for your benefit but do not form part of the rules. If there is any discrepancy between the examples and the rules, the rules will govern.

A blank score sheet is provided at the back of the rulebook. This can be used for your practices or quiz meets if required. When used at a quiz meet by the scorekeeper, the top portion should be completely filled out.

The team names go beside “Team 1”, etc. The team members’ names must be filled out. Team captains are indicated by circling the quizzer number immediately above the captain’s name.

Scorekeepers (and often coaches) will use the type column to keep track of the types of questions that were asked. The question types are given at the bottom of the scoring sheet along with the number of each question type per quiz. A summary of the scoring rules is also given at the bottom of the page. The number of points awarded to the team is also summarized in Excel style equations. The boxes just below the main score sheet are used to keep track of overruled challenges and time-outs.

The main part of the sheet is used for scoring. There should be a score in each line, unless the question was forfeited (not answered), in which case a line is put through that row. A running total is kept in the right column for each team – when the quiz is complete, each team member’s total score goes on the bottom row. The totals from the bottom row then are placed in the boxes below the main score sheet. These totals with the starting bonus and bonus/error information are used to cross-check the running totals. Then the total points and team placements are used to determine the team points. Finally, when the cross-checking has worked out and the team points determined, the coaches are asked to initial the sheet to agree that the points are correct.

A. SIMPLE SCORING EXAMPLE

All teams arrived on time and received a 20-point bonus. Questions 1, 2, and 3 were answered by Rachel, and the running total score is maintained in the right column for Team 1.

Question 4 was answered by Andrea.

Question 5, Rachel quizzed out with a bonus. This bonus is applied to her individually, and thus also to the team.

Question 11 was answered incorrectly by Kyle, so an E for error is entered.

Question 12 is a toss-up, so only teams 2 and 3 are allowed to jump. It is answered by the third quizzer from Team 3. Thus it is a team bonus, but not an individual bonus, so it goes into the Team bonus/error column.

Question 13 was not answered, so a line is put through this row in the score sheet.

Question 16B is a bonus following two errors. As error points are not yet in effect, it is worth 20 points, but only for the team, not the individual.

Question 17 is an error with error points in effect.

B. DIFFICULT SCORING EXAMPLE

Team captains are indicated on the score sheet by circling the quizzer number immediately above the captain's name.

Question 1 was answered correctly by Fred; that's worth 20 points. In the column "score" is entered as "40" because each team that shows up with all their quizzers starts with 20 points.

Question 2 is answered correctly by Phil (20 points), and for some reason Dana on his team received a foul – marked as "F". As the foul was given on question 2, Dana will still be able to jump for question 3.

Question 3 is answered incorrectly by Corrina. No points are deducted, so just enter an "E" for error. (This is not her second error or the team's 3rd error, so no points are lost.)

Question 4 is a "toss-up" – only teams 1 and 2 are allowed to jump (since team 3 got the last error). Michael gets the question wrong.

Question 5 is now a "team bonus" and Ashly gets it correct. Because it's a team bonus, the 20 points go to the team, not the quizzer. But it's nice to show a "B" under the quizzer that got it right, even though that question doesn't qualify Ashly's correct answer towards a 3-person bonus later.

Question 6: Nobody jumped. So that the scorekeeper remembers that question 7 is next, you can just put a line through the whole row.

Question 7 was answered incorrectly by Michael. Because this was his second error, he (and thus the team) lose 10 points. A "-10" is added next to the "E" under Michael's name indicating that the quizzer lost 10 points causing the team to also lose 10 points.

Question 8 is a toss-up and Virginia gets it right for 20 points. It's the team's third correct question, but because one of the questions was a team bonus, a 10-point 3rd person team bonus is not yet earned.

Question 9 is answered by Virginia as well!

Question 10 Michael gets wrong. It's his third error, so he "errors out" and has to leave the quiz. The team's alternate, Clara, is substituted in (you can show this substitution with brackets and arrows). This error loses Michael and the team 10 points. Even though it's the team's third error (so the team would lose 10 points regardless of who had the error), you can lose at a maximum 10 points as a team from one question for the single error. Note that any error the team makes from this point on will lose the team 10 points.

Question 11 is a toss-up and is errored by Donovan in Team 3. It's his first error, and the team's second, so there are no lost points. You can enter "40" in the score column to show that the team score didn't change. Alternatively, the score column can be left blank indicating that there was no change in score.

Question 12 is a bonus question for team 1 and is answered correctly by Virginia; Donovan received a foul. Donovan's team should be warned that they have two fouls already; the next one will earn a 10 point loss. As before, because the foul was given as part of question 12, Donovan is able to jump on the next question.

Question 13 is answered by Dana. For some reason Tom, is substituted in for Donovan between question 13 and 14.

Question 14: Tom receives a foul. It's the team's third foul, so the team loses 10 points. The team now would have to together receive another three fouls before losing another 10 points as a result of fouls (unless one of the team members that already has a foul manages to earn 2 more for his personal total of 3 fouls). Ashly from Team 1 gets the answer right. Now the team gets their third-person bonus of 10 points.

Question 15 is answered incorrectly by Dana. It's the team's third error, so the team loses 10 points. (And will lose 10 points for every incorrect answer from now on).

Question 16 is a toss-up and Clara gets it wrong. Again, it's the team's third or subsequent (actually fourth) error, so the team loses 10 points.

Question 16A is then a team bonus question. Virginia gets it right for 20 team points. Since two of her answers were on bonus questions, she can still get two more questions correct before quizzing out.

Question 17, error points are in effect. Starting now, all errors (even if it's the team's first error) are a 10 point deduction to the team. As before, if it's the quizzer's second or third error, the 10-point deduction is towards the quizzer. Thus, Team 1 loses 10 points for an incorrect answer, but as it's Ashly's first error the 10-point deduction is to the team, not to the quizzer. The challenge by team captain Virginia was overruled. This is indicated by placing an "X" in the first "O-R Challenges" box at the bottom of the score sheet. The team loses 10 points on this question for the error.

Question 17A is a toss-up for teams 2 & 3 and is errored by Cory-Lyn.

Question 17B Tom tries for the team bonus question, but gets it wrong. No matter: you can never lose points (individually or as a team) by getting a bonus question wrong. You can just cross out the "B" to show that the answer was incorrect.

Question 18 is errored. The captain Virginia challenges the question, but the challenge is overruled for the second time. This (and any future overruled challenges) cost the team 10 points.

Question 18A is also errored. Although Team 3 has been given another foul, it's Tom's second, so there are no lost points. You'll see it's Corrina's second error, so she (and the team) both lose the 10 points.

Question 18B is another team bonus question and Team 2 gets it correct for 10 points. Note that bonus questions are only worth 10 points once error points are in effect.

Question 19 is errored (-10) and Team 3 is doing who-knows-what for another foul. Since it's Tom's third foul, he (and the team) lose 10 points. Since this is Tom's third foul, he is "fouled out" and removed from the quiz. He is not able to rejoin the quiz. Donovan is returned to the quiz. A time-out is not required for the substitution since Tom was required to leave the quiz. The team has now had 5 fouls, so if anyone from the team gets another foul, it's another 10 lost points.

Question 19A begins by Emily pre-jumping (light coming on after "question" but before anything is read) and receives a foul. She has to sit for the question. The question, once re-read, is answered correctly by Donovan. That's a three-person 10-point bonus. However, while Donovan is answering, Emily was

disrupting the quiz by talking. So she receives a second foul. Ashley on team 1 also receives a foul for some reason.

Question 20 is errored by Virginia on team 1 (-10 for the team only). However, Virginia challenges this question and is once again overruled. The team loses an additional 10 points for the third (and every subsequent overruled challenge). Ashley pre-jumps and thus receives a foul. Since this is her second foul, she (and thus the team) loses 10 points. Fred was talking while Virginia was answering and thus he receives a foul as well. But this is his first foul, so he does not lose 10 points. However, it is the third team foul, so the team loses another 10 points. While it is only possible to lose 10 points for a single infraction, it is possible to lose more than 10 points on a single question for multiple infractions. In this case, Team 1 loses 40 points in total: 30 team points and 10 individual points.

Question 20A is answered correctly by Team 3 for a 10-point 4-person bonus. And that's a crazy quiz to try to score! We feel that 99% of the quizzes you'll actually see at a tournament will be easier than this one.

(insert example quizzes here)

(insert example quizzes here)

13. BLANK SCORE SHEETS (15-QUESTION and 20-QUESTION)

(insert 15-Q sheet here)

(insert 20-Q sheet here)

14. QUESTION WRITING GUIDE

This section contains instructions to the volunteers who create questions for use in practices and meets. Nothing in this section is a rule that would be considered when making a decision on a challenge.

A. Interrogative (INT)

- a. The permissible interrogatives are who, whom, what, why, where, when, and how. One of these interrogatives must be in each interrogative question, either at the beginning or end.
- b. If the quoted text for a question begins or ends with an interrogative, the same interrogative cannot be used as a question.
- c. There cannot be an interrogative at both the start and end of the question, even when one of them is in the text (e.g. "Who call on the name of whom?" from 1 Cor 1:2 is a bad question).
- d. Questions should not be overly long and should be clear and precise.
- e. Must be worded exactly as it appears in the text and must contain a key word or a two/three word key phrase in the first five words.
- f. Questions should read smoothly and begin at the start of a phrase when possible.
- g. Answers can come before the question in the material, or from another consecutive verse.
- h. There should be a balance of long and short questions and answers.
- i. Answers should be quoted directly from the text if possible; unnecessary information may be omitted from the question.
- j. Unnecessary clarifications of the answer may be bracketed.
- k. The question and answer together must not span more than two consecutive verses.

B. Finish (FTV, FT, FT2V, FTN)

- a. Must be strong enough to stand on its own without requiring additional verses to explain it.
- b. Must be of spiritual value or be significant to the chapter.
- c. The first 5 words of the question must be unique.
- d. 20%-35% of the number of verses in the chapter should produce questions.
- e. If a question is a quote, it should also be a finish unless the verse is significant for the chapter, but not spiritually significant, or is not a valid finish question.
- f. Finish the verse (FTV) begins at the beginning of a single verse and finishes at the end of that verse.
- g. Finish this (FT) begins in the middle of a verse and finishes at the end of that verse. A FT must start at the beginning of a sentence or the beginning of a quotation.
- h. Finish these two verses (FT2V) begins at the beginning of a verse and continues to the end of the next verse.
- i. Finish this and the next (FTN) begins in the middle of a verse and finishes at the end of the next verse. A FTN must start at the beginning of a sentence or the beginning of a quotation.

C. Quote (QT, QT2)

- a. Must be strong enough to stand on its own without requiring additional verses.
- b. Must be spiritually significant.
- c. Two verse quote questions will be from two consecutive verses; they should be verses that make more sense when quoted together.

D. Reference (CR, CVR, CRMA, CVRMA)

- a. Reference questions are used to distinguish identical questions from different passages. By definition they cannot be unique questions.
- b. The permissible interrogatives are who, whom, what, why, where, when, and how. One of these interrogatives must be in each reference question, either at the beginning or end.

- c. Reference questions must have at least two questions with identical text, but a different interrogative may be used.
- d. If the quoted text for a question begins or ends with an interrogative, the text cannot be used as a question. There cannot be an interrogative at both the start and end of the question, even when one of them is in the text.
- e. Answers can come before the question in the text, or from another consecutive verse in CR and CRMA questions.
- f. There should be a balance of long and short answers.
- g. Answers must be directly from the text.
- h. Multiple answer questions must have more than one answer to the interrogative. The clarification of a single answer is not a multiple answer question.
- i. For multiple answer questions with answers separated by unnecessary text, the answers should be quoted from the text but separated by a semicolon.
- j. Unnecessary clarifications of the answer may be bracketed.
- k. Answers should be adjacent to the question, continuous, and only on one side of the interrogative.
- l. Chapter reference: similar material appearing once in a chapter, multiple times in the material.
- m. Chapter and verse reference: similar material appearing more than once in a chapter.
- n. Chapter reference, multiple answer: similar material appearing only once in a chapter but multiple times in the material with multiple answers. Both questions do not have to have multiple answers for the questions to be valid
- o. Chapter and verse reference, multiple answer: similar material appearing more than once in a chapter where the question has multiple answers. Both questions do not have to have multiple answers for the question to be valid.

E. Multiple Answer (MA)

- a. All rules for interrogative questions apply to multiple answer questions.
- b. Must have more than one answer to the interrogative.
- c. The clarification of a single answer is not a multiple answer question.
- d. For multiple answer questions with answers separated by unnecessary text, the answers should be quoted from the text but separated by a semicolon.
- e. Answers must not come from more than two adjacent verses.

F. Situation (SIT)

A situation questions asks for *who said it, to whom, through whom, about whom, how, why, when, or where* (or some combination).

- a. Must be a direct quote from Scripture by a person or an entity.
- b. There must be a key word or a two or three word key phrase in the first five words of the question.
- c. The quotation required by the question must be reasonable in length, not exceeding two consecutive verses. The question and answer together must not span more than two consecutive verses.
- d. Must start at the beginning of a quotation or the beginning of a sentence within the quotation. When a situation question comes from a quotation that runs for more than two verses, the beginning of the question must be within the first two verses.
- e. For situation questions with answers separated by unnecessary text, the answers should be quoted from the text but separated by a semicolon.
- f. Unnecessary clarifications of the answer may be bracketed.
- g. Up to a maximum of three interrogatives may be asked about a quote.

- h. Often with situation questions there are more than three interrogatives that could be asked of the same quote; in that case, the question should use the clearest from the passage.