



Cheat Sheet

TEEN BIBLE QUIZ



Welcome to Teen Bible Quiz, full of fun, fellowship, and quizzing! This sheet is designed to help you get started without swamping you in all of the details.

Okay, you've got teens who want to quiz. First, find out what portion of Scripture is being quizzed on this year and when upcoming meets will be held. Wait! We have that information! It's Romans & James! All the info and dates of upcoming meets can be found at PFBibleQuiz.com. Contact Tim@PFBibleQuiz.com if you have any questions.

Now it's time to study. Five minutes a day is a great place to start. Doing that every day is a lot better than cramming. It's also time to start practicing together once a week. During practice, have your team answer questions from what they studied that week and previous weeks. A quiz set is important to have because it's what will be used during meets and most teams have at least one. To get started you could ask to borrow one from a local team or just order your own. (QuizEquipment.com is a good source.)

It's your first Bible Quiz Meet! You may compete with just one quizzier or up to six quizzers. Three quizzers may start at one time and one of them can be the captain (captains have special privileges that the other quizzers don't). You will quiz against one team at a time. The Quizmaster reads the questions and together with one or two judges decides if the answers are correct or incorrect.

Time to play twenty questions. Questions are asked to both teams at the same time (see XPSpecialRules for exceptions to this). There are eight, ten-point questions (easy answers); nine, twenty-point questions (usually a phrase or up to a whole verse for the answer); and three, thirty-point questions (these are harder). If you are the first quizzier to buzz in on a question you get to answer the question, but you have to wait until the Quizmaster identifies your color and number before beginning to answer.

Hey! The other team buzzed in before the question was finished. Interrupting a question is allowed, but that quizzier has to finish the question and then give their answer all in 30 seconds. Quizzers may also exit the match by correctly answering five questions which also earns them twenty bonus points. If they incorrectly answer three questions, they also exit the match (for each incorrect answer they will lose half of the point value). Either way, the quizzier leaves the table for the rest of the match.

"Time-out"! Both teams may take three, 30 second Time-outs per match. Each team may also present a Contest to the Quizmaster and judges if they disagree with a ruling. The team with the most points after twenty questions is the winner. Now it's time to head to your next match.

Meets and tournaments are where the fun and fellowship really kick in to a higher level and you should try to go to as many as possible.

Note: The backside of this cheat sheet contains some of the most used rules. However, only the official Bible Quiz Rules may be used and referred to during an actual match.

Most Used Rules in Bible Quiz

WHO IS ELIGIBLE TO COMPETE AS A QUIZZER?

- * All quizzers must be enrolled in grades 6–12 and also be between the ages of 11–18.
- * Quizzers in 6th – 8th grades have the option to quiz in a Middle School division.
- * Any quizzer may choose to quiz in the XP5, Contender, & Championship divisions. Each division is an increasing level of difficulty starting with the XP5 division being easy up to the Championship division, which is the most difficult.

AT THE MATCH

- * Talking during a match is only allowed during Conferring, Contesting, Responding to a Contest, and Time-outs.
- * Active quizzers may have Scripture Portions at the table and may open them only during Conferring, Contesting, Responding to a Contest, and Time-outs.
- * Coaches and inactive quizzers may use Scripture Portions, Bibles, and other Bible Quiz related materials at all times.
- * Electronic quiz equipment is used for all matches and each quizzer at the table will have a quiz pad with an assigned color (red or green) and number (one, two, or three).

DURING QUESTION READING

- * After “Question” is called by the Quizmaster, and during the reading of the question, the hands of all quizzers must be above the table and on a quiz pad.
- * Quizzers are not allowed to buzz in during the reading of the opening remarks of the question (that’s the question number, point value and Introductory Remarks). Introductory Remarks let you know what to expect in the question or answer. The following are some of the most used Introductory Remarks: Two-part Question, Scripture Text question, Quotation Question, Application Question, Two-part Answer, Give a Complete Answer, Chapter Analysis Answer.
- * Quizzers have five seconds to buzz in after the Quizmaster finishes the last word of the question (unless they choose to interrupt).
- * A question is interrupted when a quizzer buzzes in before the first sound of the last word of the question (there are some exceptions).
- * If a question is interrupted, the Quizmaster will immediately stop and call “Interruption.” That can happen even in the middle of a word!

AN ANSWER IS CORRECT WHEN...

- * The first answer completely contains all the information required *before* any incorrect information is given.
- * A quizzer gives the answer in their own words as long as the words they use mean the same thing (except on quotation questions).
- * For Quotation Questions no word, syllable, or letter is omitted, repeated, added, or changed.
- * For Give a Complete Answer all of the key words are given in the answer and must come from the same verse. Key words are at least two words (not including words like “a,” “an,” “the,” etc.).
- * For Chapter Analysis Answers (individuals, geographical locations, questions, exclamations, parenthetical statements, and Old Testament Scriptures), the quizzer gives only the Chapter Analysis required (these are located in the Scripture Portion).
- * If a quizzer interrupts a question, they have to complete the question in basically the same way as it is written *before* giving the correct answer.

CONFERRING

- * If a quizzer is counted incorrect, they may ask to Confer with their teammates and Head Coach at the table. They are then given 30 seconds to talk and look at any information found in the Scripture Portion.

TIME OUTS

- * Three, 30-second Time-outs during the match may be requested by any team member. These are only allowed in between questions.
- * All of the members of both teams are allowed to talk with each other during a Time-out. They may not talk with the audience.

FOULS (Each foul is a loss of five points for either a quizzer or the team)

- * A quizzer buzzes in during the opening remarks of the question.
- * A quizzer begins to answer before being identified by the Quizmaster.
- * An active quizzer, coach, or inactive quizzer improperly communicates.

CORRECTING THINGS

- * A **Point of Order** may be made by any team member. Call out “Point of Order,” wait to be recognized by the Quizmaster, and then state what it is. This is not allowed during the reading or answering of a question.
- * **Contesting** is a chance to explain to the Quizmaster and judges why an incorrect answer should be correct, or vice versa. A Contest may also be given to challenge the validity of the question or to void the question (throw it out and receive a new question). If you are going to challenge the validity, then it must be your first contest. Choose wisely!

Note: The Glossary at the back of the Bible Quiz Rules will help a lot with understanding the various Bible Quiz terms!