

*Turning Point Youth Ministries presents*



(2011 Champion South Carolina Nerd Herd from left to right:  
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# Bible Quizzing Guidelines

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## **The Purpose**

What is quizzing? Quizzing is a lot of things but most importantly it is the arena that provides youth with the motivation to memorize God's Word. It is a tool that encourages young people to "hide God's Word in their hearts." It is where young people around the country study selected Scriptures for the opportunity to represent their church or conference in competition at FUEL each summer. It isn't about trophies. It isn't about the prizes. It's about building a bank of positive memories centered around the Word of God.

## **The Basics**

Teams composed of three quizzers compete to answer twenty factual Bible questions asked by a quizmaster. The first quizzer to jump to his feet after the quizmaster begins to read a question gets to answer that question. The team with the most points after twenty questions is the winner.

## **The Material**

The material will be selected from the 1984 edition of the New International Version by the quizmaster and announced by January 31<sup>st</sup>. If possible, we recommend that a series of lessons be presented on the quizzing material. This helps provide students with a background for the material, increases their understanding and improves recall and memorization.

## **The Team**

Teams must consist of three quizzers. Each team may also select a substitute quizzer. All quizzers, including the substitute, must be attending FUEL as a student in order to participate.

## **Answers**

The quizmaster begins each question as follows, "Question Number \_\_\_\_\_, Question."

The quizzers will jump from a seated position to their feet when they know the answer. (An electronic device will be used to determine which quizzer was first.) If no one jumps in ten seconds, the next question is asked.

From the time of recognition as first by the quizmaster, a quizzer has thirty seconds to answer the question.

*No question or part of a question will be repeated after a quizzer is recognized.*

If a quizzer jumps before the question is finished, she must complete the question to the satisfaction of the quizmaster and answer within the thirty-second time limit.

If a quizzer desires to change an answer within the time limit and before sitting down, she should clearly communicate her intent to do so, and the change must be finished within the thirty-second time limit.

The quizzer will return to her seat after answering the question or at the end of thirty seconds. Only after she has been seated will a ruling be made.

The quizmaster will decide whether an answer is correct or incorrect after the quizzer returns to her position on the bench. He may determine an answer is incorrect if the answer contains too much or too little information, if a quizzer quotes a verse or verses containing the answer yet fails to answer the specific question or when asked to repeat an answer, the quizzer changes the answer enough to alter the meaning. The quizmaster may discuss the answer with the judges but their deliberation should be limited to sixty seconds.

# Bonuses

Bonuses are worth ten points and are awarded when:

- A quizzer correctly answers a bonus question
- A quizzer quizzes out without an error
- A team has three members that correctly answer one regular question
- A team has four members that correctly answer one regular question

# Contests

A quizzer may contest a decision on the preceding question by standing and politely saying, "I wish to contest." Upon being recognized, the quizzer should briefly explain the reasons for the contest.

A quizzer may wish to contest an answer that has been ruled incorrectly or a question that is inaccurate and/or misleading. In both cases, the quizzer should provide Scriptural reference as support for the contest.

The quizmaster and judges will decide the validity of the contest and limit their discussion to sixty seconds.

If a contest concerning an incorrect ruling is upheld, appropriate corrections to the score will be made. If a contest concerning the validity of a question is upheld, that question will be thrown out and replaced with another.

If a team contests and is overruled twice, each subsequent overruled contest in the same match will result in a ten-point deduction.

Coaches and quizzers off-stage are not permitted to contest or suggest that a quizzer should contest. Therefore, contests will not be permitted after a time-out.

# Errors

If a quizzer does not answer a regular question or toss-up question correctly, it will be counted as an error. (An incorrect answer on a bonus question does not result in an error.)

When a quizzer commits three errors she will be eliminated from the match and ten points will be subtracted from her team's total. She may be replaced without calling a time-out.

When a team commits its fourth error and each subsequent error, ten points will be deducted from its score.

An error on all questions after seventeen will result in an automatic ten-point deduction.

An error can only result in one deduction. (One error = One deduction)

An error on a regular question may not conclude a match. An error on a tie-break question or bonus question may end the match.



# Fouls

If a person jumps after the quizmaster says, "Question," but before he starts the reading of the question, the quizzer is charged with a foul.

Talking, whispering or signaling after the quizmaster says, "Question," is also a foul. This continues until the quizmaster gives a ruling and while the judges discuss a contest.

Any quizzer placing his hands or feet on his chair or bench while jumping will be charged with a foul.

A quizzer who is sitting on their bench when recognized by the quizmaster will be charged with a foul.

If a quizzer starts to answer the question before she is recognized by the quizmaster, a foul will be called.

If a quizzer looks at his coach or bench while answering, or after answering but before sitting down, he will be charged with a foul. (This is to prevent him from innocently getting indication from his bench concerning the correctness of his answer.)

If a coach or team member is suspected of helping a quizzer, a team foul will be charged.

If a quizzer commits three fouls, she will be eliminated from the quiz and may be replaced by a substitute.

When a team commits four fouls and any subsequent fouls, ten points will be deducted from its score.

# Questions

Questions should be grammatically correct.

Questions should not call for any interpretation or implications to be drawn from the Scriptures, but should call for some fact found in the text. Interpretation is to describe the meaning of the Scripture from the facts given.

Questions, as much as is practical, should be worded in the phrasing of the verse or verses from which they are taken.

Questions requesting more than one fact should be so stated. If the answer is divided into three parts, the question should begin, "What three . . ." or "Give three . . ."

Questions should have enough identifying words or phrases to designate exactly what answer is desired but no more than necessary. If this isn't possible, the question should begin, "According to . . ." In these "According to . . ." questions, the answer should accurately reflect the words used in that particular reference but does not have to be verbatim.

Questions may vary on their level of difficulty as long as the required answer can be given in thirty seconds.

Questions that ask the quizzer to "Quote," "Finish this verse and give the reference," or ask what someone said must be answered exactly according to the text.

In addition to factual questions, quizzers will also be asked to answer the following types of questions:

**“Quote”**- Quizzers will be given a reference and asked to recite these verses. A list of memory verses will be provided.

**“Finish this verse and give the reference,”**- Quizzers will be given the beginning of a memory verse and they will be asked to complete it and give the reference. A list of memory verses will be provided.

**“Formulate a question and give a supporting reference for the following answer: The answer is \_\_\_\_\_.”**- This new question format was started in 2005. Quizzers will be given an answer and they will be asked to formulate their own question and give a supporting reference.

**“Put the following three things in the order they are mentioned within (the quizzing material). The three things are \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_.”**- This new question format was introduced in 2009. These questions require quizzers to place three things (people, places, events, etc.) from the selected material into the order they first appear in the selected text.

## Quizzing Out

A quizzer will have quizzed out when they have correctly answered an assigned number of regular or toss-up questions in a match.

In the two-team format, a quizzer must correctly answer five regular questions. In the three-team format, a quizzer must correctly answer four regular or toss-up questions. (Bonus questions will not be counted toward this number.)

A quizzer who quizzes out without an error will receive an additional ten-point bonus and may be replaced without calling a time-out.

## Scoring

### Additions

*Twenty points* will be added for correctly answering a regular or toss-up question.

*Ten points* will be added for correctly answering a bonus question.

*Ten points* will be added for quizzing out without an error.

*Ten points* will be added for having three quizzers correctly answer one regular or toss-up question.

*Ten points* will be added for having four quizzers correctly answer one regular or toss-up question.

### Subtractions

*Ten points* will be subtracted when a team commits an error on questions after seventeen.

*Ten points* will be subtracted when a quizzer commits a third error.

*Ten points* will be subtracted when a team commits a fourth error and for each subsequent error.

*Ten points* will be subtracted when a team commits a fourth foul and for each subsequent foul.

*Ten points* will be subtracted for each overruled contest greater than two.

*NOTE: No more than ten points will be deducted for an incorrect answer.*

# Staff

Currently the quizzing staff consists of a quizzing director and a quizmaster, two judges, a computer operator, and a recordkeeper per venue.

The quizzing director is responsible for selecting the material, writing questions, preparing matches, selecting additional staff members, and corresponding with coaches and quizzers throughout the year.

The quizmaster is responsible for studying the material, asking questions, making rulings, and corresponding with coaches and quizzers throughout the year.

The judges will be responsible for calling fouls during the match. They will also assist the quizmaster on questionable answers and contests.

The computer operator will run the Bible Quiz Toolbox.

The recordkeeper will keep a current record of each team's score.

# Substitutions

Substitutions should be made during time-outs. If a team would like to make a substitution, the coach should inform the quizmaster at the beginning of the time-out.

Substitutions may be made, without calling a time-out, at any time for quizzers who have quizzed out, committed three errors, or committed three fouls.

Substitutions may be made during the official time-out after question ten. Teams may also substitute at a second official time-out that is called if a match is tied after question twenty.

# Ties

If two teams are tied after question twenty, one question will be asked to break the tie. This question will not count toward a team's final score, but is used solely for the purpose of breaking the tie. A correct response results in victory while an error ends in defeat.

If three teams are tied after twenty questions, two questions will be asked to break the tie. These questions will not count toward a team's final score, but are used solely for the purpose of breaking the tie. A correct response on the first question will determine the match's overall winner while an error will eliminate that team from the tie. A second question will be given to the two remaining teams. If the first question was answered correctly, the second question will break the tie for second and third places; if the first question was answered incorrectly, the second question will determine first and second places. A correct response on the second question results in victory while an error ends in defeat.

# Time-Outs

Time-outs may be called by a coach or any quizzer on the bench for consultation or substitution.

Time-outs will be limited to two per team per match.



Time-outs will be thirty seconds long.

An official time-out will be called after question ten. In case of a tie, there will be another official time-out following question twenty.

## Two-Team Format



Two teams compete at one time.

There are twenty questions in a match.

Quizzers will quiz out after correctly answering five regular questions. If they do so without an error, a ten-point bonus will be awarded. They may be replaced by a substitute.



If three quizzers from one team correctly answer one regular question, the team will receive a ten-point bonus. If four quizzers from one team correctly answer one regular question, the team will receive another ten-point bonus.

If a quizzer commits an error, the question will be re-read, as a bonus question, for the quizzer in the corresponding seat on the opposing team.

A quizzer committing three errors will be asked to leave the stage and should be replaced by an alternate. His team will be charged a ten-point deduction. Errors on all questions after seventeen and every team error after three will also result in a ten-point deduction. No more than ten points will be deducted for any one incorrect answer.

Quizzers are not permitted to talk or do anything to indicate that another quizzer is right or wrong. If they do so, a foul will be given to that quizzer. A ten-point deduction will be charged after four team fouls and every foul thereafter.

An error on a regular question may not conclude a match. An error on a tie-break question or bonus question may end the match.

A match cannot end in a tie. One question will be asked to break the tie. . This question will not count toward a team's final score, but is used solely for the purpose of breaking the tie. A correct response results in victory while an error ends in defeat.

Each team will have two thirty-second time-outs. There will be an official time-out after question ten. In case of a tie, there will be another official time-out following question twenty.

This is a double-elimination format.

# Three-Team Format



Three teams compete at one time.

There are twenty questions in a match.

Quizzers will quiz out after correctly answering four regular or toss-up questions. If they do so without an error, a ten-point bonus will be awarded. They should be replaced by a substitute.

If three quizzers from one team correctly answer one 20-point question, the team will receive a ten-point bonus. If four quizzers from one team correctly answer one 20-point question, the team will receive another ten-point bonus.

All three teams will jump on "regular" questions. If a team commits an error, the remaining two teams will jump on a "toss-up" question. If one of those two teams commits an error, the remaining team will be given a "free" question which is unnumbered.

A quizzer committing three errors will be asked to leave the stage and should be replaced by an alternate. His/her team will be charged a ten-point deduction. Errors on all questions after seventeen and every team error after three will also result in a ten-point deduction. No more than ten points will be deducted for any one incorrect answer.

Quizzers are not permitted to talk or do anything to indicate that another quizzer is right or wrong. If they do so, a foul will be given to that quizzer. A ten-point deduction will be charged after four team fouls and every foul thereafter.

An error on a regular question may not conclude a match. An error on a tie-break question or bonus question may end the match.

If two teams are tied after question twenty, one question will be asked to break the tie. This question will not count toward a team's final score, but is used solely for the purpose of breaking the tie. A correct response results in victory while an error ends in defeat.

If three teams are tied after twenty questions, two questions will be asked to break the tie. These questions will not count toward a team's final score, but are used solely for the purpose of breaking the tie. A correct response on the first question will determine the match's overall winner while an error will eliminate that team from the tie. A second question will be given to the two remaining teams. If the first question was answered correctly, the second question will break the tie for second and third places; if the first question was answered incorrectly, the second question will determine first and second places. A correct response on the second question results in victory while an error ends in defeat.



Each team will have two thirty-second time-outs. There will be an official time-out after question ten. In case of a tie, there will be another official time-out following question twenty.

This is a three round tournament format.

The first round is the preliminary round where all teams will quiz at least two times. First place receives five Olympic points, second place receives three Olympic points and third place receives one Olympic point. The six teams with the highest Olympic point totals will advance to the semi-final round. If there is a tie, match points will be used to determine which team advances. If there is a tie in match points, a five-question quiz-off will determine who advances (see “Sudden Death”). As these six teams advance they will begin the next round with a clean slate.

The second round is the semi-final round and will begin with the remaining teams selecting numbers to randomly determine their position in the first two semi-final matches. The winners of the first two matches automatically advance to the final round. The third match will include the two second place teams from the first two semi-final matches and the third place team with the highest match points. The winner of this match will advance to meet the other two teams in the final round. These three teams will advance to the final round with a clean slate.

The final round will consist of two twenty-question quizzes between the three remaining teams, with Olympic points being awarded as in the first round. If there is a tie in both Olympic points and match points at the end of two quizzes, the teams involved in the tie will participate in a five-question quiz off to determine our champion (see “Sudden Death”).



# Sudden Death

In cases where both Olympic points and match points are tied between two or more teams, these teams will compete in a five-question quiz off to determine the winner. If more than three teams are involved in this tie, they should be broken up and randomly assigned into tie-breaking groups of two or three teams, the winners of which will compete against each other.

There are five questions in a match.

Quizzers may neither quiz out nor err out.

A correct response will add twenty points to the team's score.

An error will subtract ten points from the team's score.

A team committing three errors will be automatically given last place in the match and may not answer any further questions (if applicable).

There are no bonus questions.

An error in one question will not prevent a team from jumping on the following question.

A question in which no team jumps will be discarded and a new question will be asked in its place.

If there is a tie at the end of five questions, one additional question will be asked to break the tie and determine the winner.

# All-Star Quizzers

## 1967

Ron Macy  
Richard Gainey  
Shelly (Gaspar) Millard  
Nancy (Foster) Rankin

## 1968

Ruth Kennedy  
Shelly (Gaspar) Millard  
Keith Moreland  
Donna Weidensall

## 1969

Ruth Kennedy  
Dennis Driskill  
Carol (Coulter) Scholtes  
Scott Strickland

## 1970

Ruth Kennedy  
Terry Kirkpatrick  
Ellen (Canfield) Laurent  
Keith Huffer

## 1971

Neil Richardson  
Ruth Kennedy  
Rick Williams  
David McClain  
Cathy (Smith) McAlister

## 1972

Michael Hoffman  
Donna Kennedy  
Greg Demmitt  
David McClain  
Rocky Logan  
Mike Montgomery  
Karen Holt  
Vickie (Ring) Bunkman

## 1973

Neil Richardson  
Vickie (Ring) Bunkman  
Kenny Cook  
Lynn Schmidt  
Karen Holt  
Greg Demmitt

## 1974

Renae (Sogge) Nordman  
Neil Richardson  
Greg Demmitt  
Vickie (Ring) Bunkman

## 1975

Neil Richardson  
Karen (Mitchell) Shaw  
Greg Demmitt  
Bob Morrison

## 1976

Renae (Sogge) Nordman  
John Raymond  
Karen (Mitchell) Shaw  
Lanny McAlister  
Vickie (Ring) Bunkman

## 1977

Karen (Mitchell) Shaw  
Vickie (Ring) Bunkman  
Lorene Armes  
Renae (Sogge) Nordman  
Mary Raymond

## 1978

Karen (Mitchell) Shaw  
Aaron Wells  
Lori Demmitt  
Gary Burnham  
Lanny McAlister

## 1979

Lanny McAlister  
Timothy Jones  
Gary Burnham  
Mary Raymond  
John Raymond

## 1980

Sherry Drang  
Dennis Cheatwood  
Lisa Eldred  
Becky (Roseberry) Bull  
Lori Demmitt

## 1981

Lisa Eldred  
Sherry Drang  
John Raymond  
Larry Cain  
Keith Davis

## 1982

Larry Cain  
Tammy (Partain) Franco  
Kenny McCaffery  
Lisa Eldred  
Cindy Perry

## 1983

Kenny McCaffery  
Brad Field  
Craig Fyfe  
Dan Reitberg  
Mark McClain

## 1984

Brad Field  
Craig Fyfe  
Chris James  
Jim Kennedy  
Tedd Epps

## 1985

Chris James  
Laura (Brown) Duncan  
Tracy Skelton  
Carol Shaw  
Brad Field

## 1986

Dan Kennedy  
Chris Grim  
Chris James  
Matt Snyder  
Daniel Smead

## 1987

Lisa (Gainey) Stine  
Chris James  
Jason Brown  
Chris Grim  
Dan Kennedy

## 1988

Chris James  
Dale Harshman  
Lisa (Gainey) Stine  
Cindy Kay  
Lynette (Gainey) Lobell

## 1989

Chris James  
Lisa (Gainey) Stine  
Dale Harshman  
Zeke Durham  
Jason Brown

## 1990

Dale Harshman  
Chris James  
Heather Harshman  
Zeke Durham  
Lynette (Gainey) Lobell

**1991**

Dale Harshman  
Chris James  
Julie (Reye) Gallagher  
Chris Seiders  
Rhonda (Schoenherr) Ford

**1992**

Kirk Ross  
Adam Bolhous  
Dale Harshman  
Heather Harshman  
Justin Gaspar

**1993**

Denise (Enyart) Cramer  
Travis Ramsey  
Dale Harshman  
Michael Cisler  
Jacob Edwards

**1994**

Zeke Durham  
Hillary Harshman  
Denise (Enyart) Cramer  
Heather Harshman  
Travis Hamilton

**1995**

Stephanie (Cox) Bormes  
Denise (Enyart) Cramer  
Hillary Harshman  
Heather Harshman  
Mike Nelson

**1996**

Troy Huffer  
Hillary Harshman  
Melissa (Turney) New  
Amanda Hammer  
Stephanie (Cox) Bormes

**1997**

Melissa (Turney) New  
Hillary Harshman  
Michelle Bliss  
Craig New  
Michael Blackshire

**1998**

Amanda Hammer  
Jon Hoon  
Melissa (Turney) New  
Krystal Turney  
Hillary Harshman

**1999**

Amanda Hammer  
Jenny Kinchen  
Lynn Smith  
Jave Colburn  
Jay Laurent

**2000**

Jay Laurent  
Lynn Smith  
Hannah (Hoffman) Froelich  
Melissa (Turney) New  
Shawn (Cooper) Fletcher

**2001**

Jon Fletcher  
Nathan Benkert  
Reggie Whibbey  
Jon Hoon  
Stephanie Wilbanks

**2002**

John DeBold  
Reggie Whibbey  
Jon Hoon  
Nathan Benkert  
Veronica (Vance) Beisner

**2003**

Nathan Benkert  
Jon Fletcher  
Sarah Franco  
Joel Peterson  
Jeremy McCoy

**2004**

Sarah Franco  
Jon Fletcher  
Brittany Alwerdt  
Jenna Gillette  
Tyler Simpson

**2005**

Sarah Franco  
Jenna Gillette  
Morgan Glawe  
Ashley Spickler  
Graysen Pack

**2006**

Regina Bernheisel  
Rachel White  
Sarah Franco  
Michelle LeBlanc  
Shylow Floyd

**2007**

Michelle LeBlanc  
Sarah Franco  
Karee Fletcher  
Brittany Alwerdt  
Shylow Floyd

**2008**

Michelle LeBlanc  
Nathan Egnew  
Shylow Floyd  
Apache Floyd  
Jordan Durham

**2009**

Rachel Franco  
Jill Goodrich  
Jordan Durham  
Shylow Floyd  
Calvin LeBlanc

**2010**

Chelsea Cummings  
Shylow Floyd  
Joel Fletcher  
Karee Fletcher  
Ryan Baldwin

**2011**

Nathan Egnew  
Andrew Cheatwood  
Annie Moore  
Shylow Floyd  
Karee Fletcher

**2012**

Mackenzie McClain  
Charles Killgo  
Shylow Floyd  
Andrew Cheatwood  
Megan Buckman