





# **Northwest Yearly Meeting Friends Youth Bible Quiz Leader's Guide**

Bible Quizzing has become a vital part of our ministry to youth in NWYM. It began in 1988 with a pilot program involving three churches. Since that time, enthusiasm for the program has grown each year. Last year nearly 20 churches and 200 youth participated in the four meets in various churches around Northwest Yearly Meeting.

Quizzing is not just about competition. It is also an effective tool for learning the Bible. A quizzer must have some knowledge and understanding of the passages being studied in order to quiz well. In fact, most quizzers memorize large portions of the year's book or books. This requires consistent time in Bible study and just as the Bible describes itself as the "living Word," the youth who commit that Word to memory find it becomes a very valuable resource they can take wherever they may go.

Quizzing also provides excellent social interaction with Christian peers. The opportunity to meet with a group of youth three to four times each year in friendly competition as well as informal recreation builds lasting friendships and an understanding of the organization called Northwest Yearly Meeting.

## **Answering:**

1. A quizzer must be recognized and stand until the completion of his/her response
2. A quizzer must not begin his/her answer until officially recognized by the moderator or jump judge.
3. The first complete thought offered that commits a quizzer, from which he/she cannot recover, will be the only answer considered.
4. If opposing quizzers jump simultaneously and the jump judge calls a tie, they may whisper their responses to different judges. Both score if they are correct. There would be no bonus question.
5. If quizzers on the same team jump simultaneously, then the captain will select the quizzer to answer the question.
6. All questions beginning with "Quote" or "Finish this verse" must be quoted EXACTLY. Extra incorrect information makes the answer incorrect.
7. The reading of the question will stop with the first jump. The quizzer must finish the question and give the correct answer.
8. A quizzer who answers four toss-up questions correctly has quizzed out. He/she may not jump for the duration of the round. If possible a substitute should take the quizzer's place. If not, the quizzer is still eligible to answer bonus questions.

## **Challenging:**

1. If the captain thinks there is a reason to believe that the Quiz Master has ruled incorrectly on an answer, he/she may challenge that decision.
2. The challenge must be made prior to the beginning of the bonus question or the next toss-up question.
3. The challenge must be made unprompted by teammates, audience, or coach.
4. If accepted, the score is corrected. If overruled, a new bonus question may be selected.
5. A challenge may be made to benefit the team

challenging, but challenges to take points away from the opposing team are not allowed.

6. After challenging a decision, the team captain may consult with his/her team members for up to 30 seconds before presenting the challenge.

### **Timing:**

1. Quizzers have five seconds to respond to a toss-up question.
2. After recognition, the quizzer has a total of 30 seconds to complete his/her answer.

### **Errors & Bonus Questions:**

1. In the event of an incorrect answer to a toss-up question, the quizzer in the corresponding seat on the other team will be given the opportunity to answer the bonus question.
2. The question should be read again in its entirety.
3. Regular time limits for answering apply.
4. No errors are recorded for incorrect answers to a bonus question.
5. A quizzer with three errors is said to have erred out. He/She may not jump on toss-up questions or answer bonus questions. If possible, a substitute should take the quizzer's place.

### **Memory Verse Recite-Off**

Any quizzer is welcome to participate in the memory verse recite-off. The recite-off is over the new memory verses for the quiz meet. Once the new material is covered, memory verses from one meet prior will be judged. There are two recite-offs, one for each division. It is run like a spelling bee. The remaining contestants when all the verses have been recited will receive certificates. The memory verse recite-off will take place right after lunch.

## **Ideas to Encourage our Goal of Fellowship**

1. Coaches role-model interaction
2. Pre-meet practices with other churches
3. Use Friday nights for mixer Interaction
4. Travel together

## **2011-2012 Bible Quiz Schedule**

**October 15, 2011**  
**Sherwood Friends**  
**Hebrews 1-6**

**December 3, 2011**  
**Twin Rocks Friends Camp**  
**Hebrew 1-11**

**January 21, 2012**  
**Reedwood Friends**  
**Hebrews 1-13/ I Peter 1-3**

**March 10, 2012**  
**Boise Friends**  
**Hebrews 1-13/ I Peter 1-3/  
II Peter 1-3**

# **Eligibility Requirements**

## **For a team:**

To qualify for team awards at the end of the year, teams must attend and compete in at least three of the four tournaments. Placement will be determined using the top three scores for the year.

## **For an Individual:**

To qualify for individual awards at the end of the year and the individual championships, an individual must compete in at least three of the four tournaments.

## **For Middle School Division:**

Members of a middle school team must be in 6th, 7th, 8<sup>th</sup> grade.

## **For High School Division:**

Members of a high school team should be in 9th, 10th, 11th, or 12th grade. A high school division team may have middle school age members if a full team cannot be created for each level.

## **Team Transition:**

If full roster is not present for a round, Quiz Central will deduct 10 bonus points.

## **Quiz Master:**

1. Should know the quizzing rules and the content of the Bible book for the year.
2. Pronounce each question slowly and carefully.
3. Should determine “correct” or “incorrect” on answers to questions. He/she may seek input from other judges in the room before giving his/her ruling. [Quoted verses must be EXACT; questions beginning with “According to chapter and verse” should be very close to exact].
4. Should determine the appropriateness of all challenges with consultation with the other judges in

the room. He/she should always attempt to look up the verse in question in the provided Bible portion.

5. Should call, at his or her discretion, a foul on a coach or team for conduct that is not in line with sound Christian standards and fair competition.
6. Should stop reading a question when a quizzer jumps [this is called pre-jumping]. He/she should ask the recognized quizzer to complete the question and give the answer.

### **Scorekeeper:**

1. Correctly keeps track of individual and team scores
2. Announces the quiz-out or err-out of a quizzer.
3. Announces when Question 16 has been reached and that points will be deducted for errors
4. Totals the scores at the end of the match.
5. Sends the score sheet to Quiz Central after each round.

### **Jump Judge (for rooms without jump seats):**

1. Identifies the first quizzer whose weight leaves the seat.

### **Platform Rules:**

1. Teams may compete with three to five members, with a maximum of four members quizzing at one time.
2. Each team must appoint a captain. Only the captain can challenge.
3. Each team is permitted to call two 60-second time-outs per quiz round.
4. A quizzer may be substituted only during a time-out. Only one substitution may be made during a quiz round.
5. A quizzer who quizzes out is not eligible to answer toss-up questions. If a substitute is not available, he/she may answer bonus questions.

6. A quizzer who errs out may not answer bonus or toss-up questions.
7. A tie is broken with single toss-up questions with no penalty for errors.

## **Meet Organization**

Each host church will be responsible for organizing the tournament at its location. A guide for preparing for a quiz meet is available at <http://nwymbq.org/HostingGuide.aspx>.

Teams register for each quiz meet on the NWYM Bible Quiz online: <http://nwfriends.org/ministries/youth/bible-quizzing/> before each meet. Each team is also required to bring a team registration fee of \$15 per team to each meet. **Teams should register at least two weeks in advance of each meet.**

Fees for meals and activities should also be paid to the host church upon arrival at the meet location.

*A typical tournament schedule is shown below*

**Friday:**

Yack-n-Snack -- food& games for arriving teams  
Home stays

**Saturday:**

8:00 Training for quiz room staff  
9:00 Worship led by host church's youth  
10:00 Opening rounds of competition  
12:00 Lunch  
12:45 Memory verse recite-off  
1:30 Continuing rounds of competition  
4:00 Afternoon recreational activity  
5:20 Dinner & awards  
6:20 Evening activity may involve a small fee  
9:00 Home stays

**Sunday**

Sunday School & worship at host church

Teams may leave on Saturday or Sunday as their travel schedule requires, although staying for the Saturday recreational activity is fun and good for creating relationships outside of competition.

## **Scoring**

The following is a short description of how individual rounds will be scored. A further explanation of scoring is available from Nazarene Youth International Bible Quizzing Official Rules. Also, to further understand scoring, attend the officials training at a meet.

### **Positive Points**

10 points	Team on time.....	Team score
20 points	Correct toss-up.....	Individual score
10 points	4 correct toss-ups without error..	Individual score
10 points	Correct bonus.....	Team Score
10 points	Correct toss-up by three, four, and five different team members.....	Team score

### **Penalty Points**

10 points	For every incorrect answer to a toss-up question beginning with the 16th question....	Team score
10 points	For third individual error.....	..Individual score
10 points	For third individual foul.....	..Individual score
10 points	For fifth and following error on a team.....	Team score
10 points	For fifth and following foul for a team.....	Team score
10 points	For every overruled challenge beginning with the second overruled challenge.....	Team score

No more than 10 points will be deducted for a single error or foul. No individual scores or penalty points are tallied for overtime questions.

# **Awards**

## **Tournament**

At each tournament, certificates will be given to the 1st, 2nd and 3rd place teams in each division (high school and middle school). The team's average score will be used to determine these awards. Averages are used to compensate for different numbers of rounds.

Also at each tournament, ribbons will be given to the individual scorers who place 1st, 2nd, and 3rd, and in the "top 8" at the meet in each division. These will be determined according to an average score of the whole day. To qualify for an award, an individual must compete in at least two thirds of the rounds in which his/her team competed.

Also at each tournament, a certificate will be given to contestants who "survive" the memory verse recite-off.

## **Yearly**

The top three teams for each division will receive plaques. Revolving trophies will be given to the top placing team in each division. Placing is based on the average of the top three meet scores for each team.

Individual All-Stars will be selected according to their top three meet scores. There will be eight all-stars in each division. These individuals will receive medals at the final competition. They will also be eligible to compete in a special quiz competition at the final meet of the year. Each one will receive a scholarship for Youth Yearly Meeting or a Friends summer camp for  $\frac{1}{2}$  the amount of the selected event.

# **Contact Persons**

## **On-Site Coordinators**

**David Brown**  
**Sherwood, OR**  
**(503) 550-3392**  
**[dave.brown@elkay.com](mailto:dave.brown@elkay.com)**

**OR**

**Rachelle Staley**  
**NWYM Office**  
**200 N. Meridian St.**  
**Newberg, OR 97132**  
**(503) 476-9127**  
**[rstaley@nwfriends.org](mailto:rstaley@nwfriends.org)**

**Source for Quizzing Material**  
**Beacon Hill Press Kansas City**  
**Box 419527**

**Kansas City, MO 64141**

**Toll Free Order Number: 1-800-877-0700**

**Online go to [youthquiz.com](http://youthquiz.com) and click on  
the "Resources" button on the left.**