

NEW TESTAMENT CHURCH OF GOD  
NATIONAL YOUTH AND DISCIPLESHIP DEPARTMENT  
(JAMAICA)

**VIRTUAL**

# TEENS' BIBLE QUIZ COMPETITION 2022



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**GUIDE**

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NEW TESTAMENT CHURCH OF GOD  
NATIONAL YOUTH AND DISCIPLESHIP DEPARTMENT  
(JAMAICA)

## **Bible Quiz Competition**

### **PREAMBLE**

The Teens' Bible Quiz Competition is a bible trivia competition hosted by the National Teens' Ministry Board with a view to providing an avenue for our teens to learn more about the bible. This competition focuses on specified books of the bible and doctrinal teachings of the church. It is hoped that through rigorous preparation, teens will become conversant with the biblical text and doctrines of the church as we seek to increase general bible awareness among our Teens.

An additional benefit of the competition is that teens are brought together in an environment that fosters fellowship and comradery. It is hoped that as they prepare for the competition, the meetings and trainings will facilitate greater involvement and identification with their peers within their local church. It is important that leaders and facilitators use this opportunity to form deeper bonds and relationships with the teens as we move towards holistic, intentional and continuous discipleship.

### **OBJECTIVES**

1. To engage teens in increasing their bible knowledge through deliberate and targeted reading, memorization and study of the Bible.
2. To facilitate greater interaction among teens with the bible.
3. To give an opportunity for the Bible to have a revelatory and transforming impact on the life of each participant.
4. To promote the wholesome interaction and friendly competition among teens from various churches across the region.

### **COMPETITION SCHEDULE 2022**

The entry form is to be completed and sent to the National office with the **entry fee of \$2000** per district. The following dates are the deadlines for each segment of the competition. Late entries attract an extra cost of \$500. Please note that no entry fee for the national finals is required.

- **Deadline** for Regional Entries – January 17, 2022
- **Bible Quiz Regional Playoff** – March 12, 2021  
(Virtual - Zoom)
- **National Semi-Finals and Finals** – National Youth Congress, April 22, 2021 (Virtual - Zoom)

## PRELIMINARIES

### Team Composition

1. All participants must be **at least 13 years old at the time of the Regional competition and must be born on or after May 1, 2002** to be eligible to enter.
2. Each team should **consist of between four (4) and eight (8) members**. Only four (4) members will be permitted to participate at any time.
3. Teams are allowed to substitute participants during a match. A team may only substitute a player(s) during a time out or between rounds. A team may make any number of substitutions during a time out. A participant may return to active participation after having been substituted.

### Officials

4. For each match, the match officials are as follows –
  1. Quiz Masters
  2. Judges
  3. Scorekeeper (may be one of the judges)
  4. Timekeeper (may be one of the judges)
  5. Administrators

### Competition Material

5. The Regional's quiz teams will study the book of **2 Samuel**.
6. For the national finals, in addition to the books of **2 Samuel**, teens will be expected to study the book of **1 Timothy** as well as the **Declaration of Faith**.
7. The **New King James Version (NKJV)** is the standard version from which questions will be asked.

### Registration & Participation in the Competition

8. Each district **MUST** complete and submit the prescribed entry form along with the required entry fees on or before the date scheduled for entry forms.
9. Each District is to conduct their Play-offs (if necessary); otherwise a selection can be done.
10. Each district is allowed only one entry at the Regional Final.
11. Each region is allowed only one entry at the National Final.

12. Quiz teams **may** be disqualified if they fail to check-in with the Competition Coordinator at least **15 minutes** before the **scheduled start** of the competitions. If teams are experiencing technical difficulties which affect their ability to connect and/or remain connected, contact must be made via WhatsApp message, SMS message or WhatsApp or Telephonic Call to (876) 887-1904.
13. The competition will take a knockout format. However, in the event of on even numbers, the best loser may be allowed to progress to maintain the symmetry of the competition. There are three (3) levels of official competition (in descending order):
  - a. District Finals
  - b. Regional Finals
  - c. National Finals
14. If any of the teams qualifying for competition at District or Regional Finals are unable to progress to compete at the other level, the next highest-placed team may be asked to compete in their place.

#### Queries/Challenges, Time Outs, Points of Order and Judges' Decisions

15. All queries/challenges should be made by the **designated team coach, captain and/or player**. If a coach wishes to make a challenge, the coach must indicate same to his or her team by raising their hand. The captain or other team member must then initiate the challenge.
16. Where a team member believes that a judge has ruled incorrectly on an answer given, the **team member or captain may use the raise hand feature immediately or at the end of the round to initiate a challenge**.
17. **All challenges will be addressed at the end of the round.**
18. The team member, captain and coach are allowed **60 seconds to confer before initiating the challenge at the end of the round**. Once a challenge is initiated, teams are then allowed another **30 seconds to confer before articulating the challenge**.
19. **All challenges/queries should be made before a new round is commenced.**
20. After conferring, the team may either **withdraw the challenge or the challenge is made to the judges**. The Judges will rule on any query/challenge and provide their decision before the start of the next round or the official announcement of the scores.
21. All points will be rectified in accordance with the outcome of the challenge. **In the event that there was an error in the question asked, a new question will be substituted for the affected team to attempt an answer.**

22. Where a team captain or coach considers that the **officials have misapplied or failed to apply any rule**, they may call for a timeout by opening their mic and saying “**rule challenge**” and address the judges **immediately (i.e. before the question is passed or any further action is taken in the match)**.
23. Where there has in fact been a misapplication or failure on the part of the officials, the timeout will be treated as an **official time out** and will not be treated the team’s allotted timeout.
24. All non-rule challenges will be made in the presence of both teams. Therefore, if a challenge arises in round 2, it will be addressed when both teams return to the match room.
25. No team member may use, look at or consult a Bible or any material during a challenge.
26. No coach, team member or other members of the audience is allowed to shout an answer or give any signal to any member of a team during the course of a match except as expressly provided for to initiate a challenge. Any violation will result in the guilty person being excluded from the room and the affected question being disqualified. Where the violation is by a member of the team including its coaching staff, the team may lose points or be disqualified.
27. Team members, coaches and supporters are expected to conduct themselves in accordance with the highest standard of Christian principles and are required to refrain from acting in a manner that will bring the church or competition into disrepute.
28. The judges’ decisions are final.

#### Timeouts

29. Any competition official may ask for an “**Official Timeout**”. No conferring is allowed during an official time out.
30. A timeout can only be called between questions; never during a question or before an answer is given.
31. Only a team captain or coach can call a team timeout.
32. Each team is allowed **one (1) sixty 60 second timeout during each match**. Teams may confer among each other and with their coach during a timeout. Teams are not allowed to look at, consult, or use a Bible or any similar material whether directly or indirectly during a timeout.
33. Where a team is having internet connectivity or device related issues, the team will be allowed a **technical timeout**. This timeout is exclusively for the purposed of resolving the issue before restart the match.
34. Once a team recognizes that they are having technical issues, they team should call for a technical timeout **immediately**.

35. At the beginning of a technical timeout, the team must state the nature of the technical issue they are having. Reasonable steps will be taken to mitigate against any prejudice to a team caused by a technical issue.
36. **Technical timeouts will be treated as an official timeout** and will not be treated as the team's allotted timeout. Teams may not use this time to confer or conduct any other team related business.
37. Substitutions may be made during any timeout period except for a technical timeout.

## **MATCH RULES AND STRUCTURE**

**Due to the pandemic, the Teens' Bible Quiz competition will be held virtually this year.** As a result, we have made significant modifications to the format and rules of this year's competition to begin to adhere to the protocol. **Please pay keen attention and make careful note of the changes for final team preparation and training purposes.**

The changes in the match structure and set up is meant to facilitate an engaging, competitive, fair and smooth competition given the current limitations and likely resources available to both the organizers and the prospective participants. While we seek to ensure that the competition is accessible to as many churches as possible despite their respective resources, *the organizers cannot be held responsible for any technical limitations that will hinder a team's effectiveness, ability to participate or make them non-compliant with the rules. While we seek to accommodate teams, uniformity and compliance with the rules must be maintained to preserve fairness and the integrity of the competition. Therefore, please endeavour to make all the necessary arrangements for stable internet connection, an appropriate device and a suitable space before the day of competition.*

### **Physical Set Up for Matches:**

1. The competition will be held using Zoom videoconferencing platform.
2. It is **strongly** recommended that teams use a laptop and the Zoom App.
3. Teams should be set up in an enclosed, quiet and controlled environment.
4. Team must be seated at a table and will use **a single** laptop or electronic device to participate in the competition. All members of the team must be in a single physical space and use a single device.
5. Teams must have their **cameras on** for the entire duration of the match. Teams **are not** permitted to turn off cameras at any point during a match including while conferring for challenges or during a time out.
6. Once a match has begun and while a round is being played, **both teams are required to have their mics opened (i.e unmuted) for the duration of the match.** Teams may mute

their mics only when conferring for a challenge at the end of a round or during a timeout. Please be reminded, no team member may use, look at or consult a Bible or any material, whether directly or indirectly, during a time out.

7. Teams should be **seated with their backs turned to the door** and the door should be visible. **All persons in the room should be visible on camera.** No more than 10 persons are permitted to be present in the room (in keeping with the government protocol).
8. **All coaches, substitutes or other personnel must be seated behind the team** with sufficient space (at least 8 – 10 feet of space is recommended) between the team and any other personnel.
9. Before a match is commenced, the team captain will be **required to use the device camera to display the room entirely** before putting it in position for the match.
10. Teams will be required to display all material on the table to the camera before the match is commenced.
11. **All team members will be required to play the match with their masks on** covering their mouths and nose. It is **strongly recommended** that disposable face masks be used to facilitate audibility.
12. **All other persons in the room must be wearing face masks** correctly positioned over their mouth and nose.

#### **Technical Set Up for Matches:**

1. Each **match will be played using three (3) breakout rooms on the Zoom Platform:**
  - a. **Match Room;** and
  - b. *Individual Team Rooms*
2. Both the instructions for the Alternate Round as well as the Speed Round will be given in the **match room** before the start of each round.
3. The **Speed Round will be played with each Team in their respective Team Room.** Team Rooms will bear the name of the specific teams.
4. The **announcement of all scores and the articulation and adjudication on all challenges** (except for rule challenges that occur in the Speed Round) will also take place in the **Match Room.**

#### **MATCH STRUCTURE**

1. **Each match will comprise of two (2) rounds:**
  - a. Alternate Round, and
  - b. Speed Round.

### **Alternate Round:**

1. In the alternate round, both teams and the match officials will be placed in **match room**.
2. Each team will be asked questions alternately. Team members are allowed to confer among each other before attempting to answer the question.
3. One point will be awarded for each correct answer and zero points will be awarded for incorrect answers.
4. If a team does not attempt an answer to their question within ten (10) seconds of the question being read, the question will be passed and reread to the other team without the other team losing their opportunity to answer their question.
5. Once a team begins an answer to a question, the quiz master will stop reading the question and the team will be required to complete the answer to the question without hearing the question any further. If the team has only prefaced their answer (**eg.** by saying “the answer is” or “that is”) the question may be passed if no further answer is given.
6. Teams have twenty (20) seconds within which to complete their answers once the question has been read or after they have begun to answer the question (whichever comes first).
7. If an incorrect answer is offered, the question will **not** be passed.
8. Where a question is passed to the other team, the rules governing the other team’s answer to the question are the same as for the rules for the previous team.
9. If the other team fails to offer an answer within the allotted time, the quiz master will disclose the answer to the question.
10. If teams are unable to hear a question clearly, the team should indicate same while the question is being read and before the quiz master has completed the reading of the question so that the question may be reread. A question **will not** be reread to a team if it has been read in its entirety and no indication is made that the team was unable to hear the question (except in cases where internet issues prevented an indication being made).
11. A total of twenty (20) questions will be asked in the round.

### **Speed Round:**

1. In the speed round, each teams will be placed in their respective **team room** along with a quiz master, judge and any other official required.
2. Teams will be given a total of two (2) minutes to answer as many questions as they can. The same questions will be asked in the same order to each team in their respective team rooms.



3. Two (2) point will be awarded for each correct answer and two (2) points will be deducted for incorrect answers. Teams may pass a question without losing or gaining any points but will **not** be allowed to return to that question.
4. Once the first question is read in its entirety, the two (2) minute time period commences and the clock will not be stopped except for:
  - a. A timeout/challenge being called.
  - b. A team having internet connectivity or other technical issues including but not limited to disconnection, freezing, lengthy lags.
5. Remember, once a team recognizes that they are having technical issues, the team should call for a technical timeout **immediately**. Once a technical timeout is called, the clock will be stopped and attempts will be made to resolve the issue before continuing the match.
6. Where it is evident that a technical issue affected the team's ability to hear or answer a question, the team will be credited with five (5) additional seconds and the question that was being read will be discarded.
7. A team may ask for the quiz master to repeat a question at any time during the speed round but will not be credited with extra time to facilitate this.
8. A maximum of twenty-five (25) questions will be asked during the round.

### **ANSWERS TO QUESTIONS & DETERMINING A WINNER**

This section is only meant to help participants understand the rules that will guide officials in coming to a determination. It is not meant to be an exhaustive list of all the factors that will be considered by the officials. While officials are to be guided by these rules, there are other matters which are not considered below (specifically in the "Answers to Questions" section) which may affect an official's ruling. Officials are called upon to exercise their discretion carefully, justly, rationally, consistently and in keeping with the rules outlined.

#### **Answers to Questions:**

1. An answer to a question will be deemed **correct** if:
  - a. It provides accurate information in response to the question;
  - b. The answer is specific enough to avoid ambiguity and does not exclude any significant details concerning the subject (whether event, place etc).
  - c. The answer provides a word-for-word response if the question asks participants to "quote", "complete the following..." or "Fill in the Blank"
  - d. No incorrect information is included in the quizzers' response;

- e. The correct answer is completed during the time stipulated; and
  - f. Although there is a mispronunciation, the word can be readily recognized by the judges.
2. An answer to a question will be deemed **incorrect** if:
- a. It provides inaccurate information in response to the question;
  - b. The answer is ambiguous or nonspecific.
  - c. The answer is not word-for-word in response to a question that asks the participant to “quote”, “complete the following...” or “Fill in the Blank”
  - d. Incorrect information is included in the quizzer’s response;
  - e. The correct answer is not completed during the time stipulated; and
  - f. There is a mispronunciation which results in the word not being readily recognized by the judges or being substantially different.
3. See below an example of the **difference between an ambiguous and unambiguous answers**:

**Question:** What did the lame man at the gate beautiful do after he was healed in **Acts 3:8**

**Verse:** So he, leaping up, stood and walked and entered the temple with them—walking, leaping, and praising God.

**Ambiguous Response:** He went into the temple praising God.

**Ambiguous Response:** He walked into the temple praising God.

**Ambiguous Response:** He went into the temple walking and leaping.

**Unambiguous Response:** He entered the temple walking, leaping and praising God.

**Unambiguous Response:** He entered the temple leaping and praising God.

### Comments

The key characteristics of his response was that he was **leaping** (obviously because he was glad he was healed) and **praising God** (He was thanking God for His healing). It was also significant that he **entered the temple** as this sets this event apart from many of the other celebrations in the bible where people may have run, shouted or jumped for joy at being healed or touched by God.

Though the verse says that he “stood and walked and entered the temple”, the fact that he **stood and walked are not key characteristics of his response**. Sure, he was unable to stand or walk since birth. However, **to say that he stood and walked into the temple would not be able to**

**identify the event without ambiguity.** Also, the fact that he was able to leap already assumes that he could stand and walk. Therefore, leaving out this detail does not detract from the story.

**NB:** There will be the need for some discretion to be exercised by officials as this is not an exact science.

**Determining a Winner:**

1. If a competition official makes a mistake which could adversely affect the competition, the question should be tossed out and another question substituted.
2. Total team points at the completion of a match will determine the winner.
3. If the score is tied at the end of a match, a sudden death tiebreaker will be used to determine the winner as follows:
  - a. Both teams will be placed in the match room.
  - b. Questions will be thrown open to both teams one (1) at a time and teams will be allowed fifteen (15) seconds to confer and answer each question.
  - c. Answers to each question must be placed in the chat as a private message to the quiz master. Audible answers will not be accepted;
  - d. At the end of the fifteen (15) seconds, the timekeeper will call time and the quiz master will announce both teams' answers and indicate which of the two is, or whether both answers are correct. For names, places and/or significant items in the answer, the spelling of the word is critical.
  - e. If a team fails to put an answer in the chat within the fifteen (15) seconds allotted it will be treated as a wrong answer;
  - f. The first team to get an answer correct, while their opposing team gets the said answer incorrect will be declared the winner.

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**Regional Bible Quiz  
Competition 2021  
(DATES TO REMEMBER)**

<b>Dates</b>	<b>Activities</b>	<b>Venues</b>
January 17, 2022	<u>TEENS' BIBLE QUIZ COMPETITION</u> Deadline for Regional Entries	National Head Office
March 12, 2022	<u>TEENS' BIBLE QUIZ COMPETITION</u> Regional Playoff	Zoom Platform
April 22, 2022	<u>TEENS' BIBLE QUIZ COMPETITION</u> National Playoff	Zoom Platform

FOR FURTHER INFORMATION, PLEASE CONTACT  
Monroe O. Wisdom, National Teens' Ministries Director at: (876) 887-1904  
OR via Email: [odanemw@hotmail.com](mailto:odanemw@hotmail.com)

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**Teens' Regional Bible Quiz  
Competition 2022  
Application Form**

Region \_\_\_\_\_ District \_\_\_\_\_

Contact Person \_\_\_\_\_ Telephone \_\_\_\_\_

Local Church \_\_\_\_\_ Email \_\_\_\_\_

THE DEADLINE FOR SUBMISSION OF APPLICATION IS JANUARY 17, 2022.

No Application will be processed without the required Entry Fees: \$2,000

Name	Age	Date of Birth
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		

**All participants must be a member or adherent of the church he/she is representing.**

District Director Name: \_\_\_\_\_ Signature \_\_\_\_\_

District Overseer/Pastor: \_\_\_\_\_ Signature \_\_\_\_\_

<i>For Official Use Only</i>		
<i>Fees Due \$ _____</i>	<i>Fees Received \$ _____</i>	<i>Date Received _____</i>
<small><u>NB: All payments must be submitted to the National Youth and Discipleship Department and a receipt be given. For further information, please contact the National Office</u></small>		