

TEEN TALENT 26



# BIBLE QUIZZING DIVISION

PSALM 119:11



SPONSORED BY THE CHURCH OF GOD  
INTERNATIONAL YOUTH AND DISCIPLESHIP DEPARTMENT

# CATEGORIES

Individual Bible Quizzing

Team Bible Quizzing



## NOTICE

### *Teen Talent Performance Protocols*

*Given the change in the culture and world around us, we felt it necessary for protection and clarity to make the following statement regarding prop weapons and the use of sexually graphic material in Teen Talent competitions on all levels.*

#### **Weapon Portrayals**

These are the restrictions for any group, team, skit, or individual that could in the process of competition need to act out or demonstrate weapons of any type.

1. A "prop weapon" is defined as any item that can be used to harm an individual or group of people. These include, but are not limited to, a gun (of any type), bow, arrow, crossbow, knives, swords, clubs, and bats.
2. At no time will a "prop weapon" be used in ANY way.
3. There will be no use of blanks, caps, or any other device that would audibly or visibly imply an explosion or gunshot.
4. All gunshot-type sounds must be accomplished using a stage device such as a slap-stick.

#### **Sexuality Portrayals**

At no time will an actor/performer act out a sexually graphic event of any type.

#### **Emergency During Performances**

All performances are restricted to the designated area of the stage. Should there be a costume malfunction, injury, or sudden illness, the affected participant should exit immediately to the staging area located at the rear of the stage.

**Because of the weight of these procedures, if there are any questions, please contact your State/Regional Youth Director. Failure to adhere to these policies will result in the immediate removal and disqualification of the teams, groups, or individuals performing.**



## PART FIVE

### *Description of Individual Bible Quizzing*

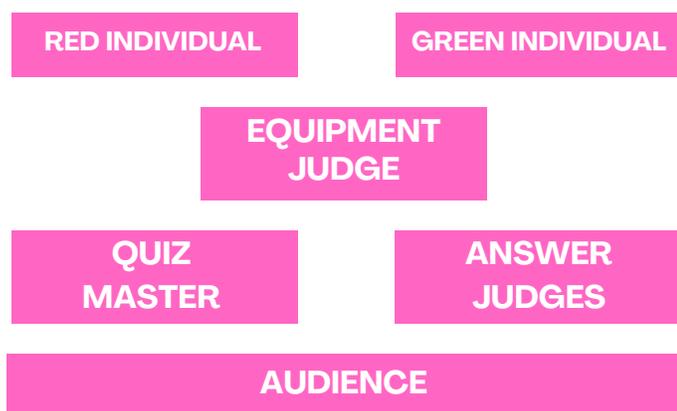
#### **Description**

The Individual Bible Quizzing Category is designed for individual participation. The goals of this category are multiple. It is designed to develop Scriptural memorization skills, quick recall, and accurate response. The Study Guide will be the same as used for Team Bible Quizzing. This category will be held as a double-elimination competition on state/regional and international levels.

#### **Individual Bible Quizzing Rules**

##### **Platform Arrangement**

1. Two quizzers sit at a table and activate an electronic signal unit (the same as used in Team Bible Quizzing). One quizzer will be designated the "Red Quizzer" and the other quizzer will be the "Green Quizzer." Quizzers must keep both hands flat on the table while questions are being read.
2. A suggested platform arrangement for the official competition is given below. The facilities and the number of officials will dictate the final arrangement. Study guides, Bibles, or portions thereof are not allowed on the platform during competition.



#### **Stating Questions and Answers**

1. A Quizmaster will read a question. Quizzers will have ten (10) seconds to respond by pressing the electronic signal block. If neither quizzer responds within the ten (10) seconds, the question will be closed by the Timekeeper calling "time" and the next question will be read.
2. When a quizzer buzzes in and is recognized by color ("Red" or "Green") by the Equipment Judge, the quizzer has ten (10) seconds to begin answering and an additional twenty (20) seconds to complete the answer (for a total of 30 seconds). If a quizzer begins to answer at the same time that the Timekeeper calls "time," the quizzer should continue until the Timekeeper gives further instructions to "stop" indicating that time had expired according to the stopwatch.
3. If the answer is correct, the quizzer scores the full point value of the question.
4. If the question is completed and the answer is incorrect, no point deduction is made but the question will be reread for the opposing quizzer. If the second quizzer answers correctly, that quizzer will score the full point value of the question.
5. If the quizzer buzzes before the question is completely read by the Quizmaster, this constitutes an "interruption" and the answer must be given without hearing the question read to its completion. If the interrupted question is answered correctly, that quizzer receives the full point value of the question. However, if the interrupted question is answered incorrectly, the FULL POINT VALUE of the question is DEDUCTED AS A PENALTY from the score. The question is then restated in its entirety for the opposing quizzer.
6. Help from the audience which might affect in any way the quizzer's answer will void the question. Should a competition official hear or see an answer from the audience, an official time-out will be called, and the question tossed out. Any interference which would disadvantage either quizzer or in any way impede the work of officials will be just cause to toss out the open question.

7. Only the first answer given by a quizzer will be accepted. An answer may be started and repeated exactly as started without penalty if the answer appears in quotes. Quizzers are permitted to re-begin answers which do not appear in quotation marks and may add additional information to their answer so long as they have not previously stated anything blatantly erroneous or incorrect within their answer.

8. An answer is correct when the following conditions are met:

- It contains the information stated in the Study Guide;
- Material printed in quotation marks is verbatim (word-for-word);
- No incorrect information is included in the answer;
- The correct answer is completed within the thirty (30) second time limit; AND
- Although mispronounced, words can still be recognized as the answer.

9. An answer is incorrect when the following occurs:

- A quizzer fails to state accurately the answer printed in the Study Guide;
- Incorrect information is included in the answer;
- The answer is not completed before the thirty (30) second time limit expires;
- Mispronunciation makes the answer unrecognizable to the judges; OR
- The quizzer does not speak clearly or loudly enough for the judges to hear the answer.

10. Scripture references are not required unless specifically called for in the question. They appear in the Study Guide for cross reference and study purposes.

11. All answers printed in quotations in the Study Guide must be answered verbatim (word-for-word).

12. When one quizzer is recognized by the Equipment Judge and the other quizzers begin to answer, a foul will be called and the offending quizzer loses the privilege to answer. The entire question will be reread for the opposing quizzer and he/she will be allowed to answer. No quizzer has the right to answer until recognized by the Equipment Judge.

## Scoring

1. Each correct answer scores a random point value. Point values will not be published prior to competition but will be stated at the beginning of each question.
2. Each quizzer charged with a foul will be assessed a ten (10) point deduction from his/her score. For further information, see "Fouls."
3. A quizzer charged with a penalty because of more than two (2) challenges will be assessed a negative twenty-five (25) points. For further information, see "Penalties," sub-point 2.
4. A round of questions (a Match) consists of 12 questions. Total points at the completion of the competition round will determine quizzer standings and the winner.
5. If the score is tied at the end of a competition round, a "tiebreaker" will be given to determine the winner. A "tiebreaker" question will come from the Official Tiebreaker Question List.
6. Should a competition official make a human error which affects the score, the question will be tossed out and a substitute inserted. If the Quizmaster makes an error in the reading of a question, that question will be tossed out and a question of equal value will be inserted. This will apply even if a quizzer has buzzed in, been recognized and has answered the question correctly so that both quizzers will have an equal opportunity to hear an accurate question.
7. Score sheets from this manual will be printed and used for competition.

## Penalties

1. If a quizzer "interrupts" the Quizmaster before a question is read in its entirety and gives an incorrect answer, the full point value of the question is deducted from the quizzer's score as a penalty, and the other quizzer is given the opportunity to answer.
2. A quizzer is assessed a twenty-five (25) point penalty for more than two (2) challenges during a competition round.

## Fouls

1. A foul results in a deduction of ten (10) points from the quizzer's total score. In addition, he/she loses the privilege to answer the question. This infraction gives the opponent the right to hear the question and respond. A foul is called "immediately" upon the infraction.
2. If a quizzer begins to answer when the other participant has been recognized, a foul will be called.
3. When a quizzer begins answering a question without being recognized by the Equipment Judge, a foul will be called.
4. If a quizzer lifts either or both hands from the table between the time the Quizmaster called "Question" and the sounding of the buzzer by either quizzer, a foul will be called.
5. Any movement by a quizzer which, in the opinion of officials, has the effect of leading another quizzer to a premature response will be called a foul.
6. During an "Official Time-out" there can be no conferring by a quizzer with anyone. A foul will be imposed if there is an infraction.

## Time-outs

1. Each quizzer is allowed two (2) sixty (60) second time-outs during a competition round and has the right to confer with his/her coach during a time-out called by either quizzer. A coach may also call the time-out. Conferring with anyone during competition, except during a time-out, constitutes a foul.
2. A participant may not call a time-out after the Quizmaster begins reading the question nor while a quizzer is giving an answer. Any infraction constitutes a foul.

3. Any quiz official may call an "Official Time-out" at any appropriate time. There can be no talking, conferring, gesturing or movement during an "Official Time-out," and there can be no conferring by a quizzer with anyone. Any infraction constitutes a foul.

## Challenges

1. The only basis upon which a challenge can be made is on the "accuracy" of the answer.
2. To be recognized by competition officials, the challenge must be stated before the Quizmaster begins reading the next question and before a time-out is called.
3. If a quizzer believes the judges have ruled incorrectly, the quizzer may buzz in with the signal block, and say "Challenge." The quizzer may confer privately with his/her coach. Twenty (20) seconds to confer is allowed, and then the quizzer must either state "Withdraw challenge" or go to the judges table and present the challenge privately to the judges, then return to his/her quizzing position. The judges will confer and the Head Answer Judge will announce their decision.
4. An answer ruled "correct" by the judges may be challenged by the opposing quizzer immediately after the Head Answer Judge announces their decision. If the judges overrule the challenge and sustain their first decision, the competition proceeds. In this case the Head Answer Judge will say, "challenge denied."
5. A ruling of "incorrect" by the Answer Judge may be challenged by the quizzer against whom the ruling was made. All challenges must be made immediately after the announcement of the Answer Judges' decision. If the original decision is upheld, the Head Answer Judge will announce, "challenge denied."
6. In the event the judges reverse their previous decision, the Head Answer Judge will announce "challenge accepted." In this case, either quizzer has the right to "counter-challenge" the decision. A "counter-challenge" must also be made immediately after the announcement of the Answer

Judges' decision. **The quizzer may confer privately with his/her coach. Twenty (20) seconds to confer is allowed, and then the quizzer must either state "withdraw challenge" or go to the judges' table and present the challenge privately to the judges,** then return to his/her quizzing position. The judges will confer and the Head Answer Judge will announce their decision. After reconsideration, the decision of the judges for a counter-challenge is final and the question is closed.

7. A quizzer is allowed two (2) challenges during a competition round. A twenty-five (25) point penalty will be assessed against a quizzer who calls more than two (2) challenges in a competition round. A "counter-challenge" will not be considered as one of the two (2) allowable challenges.

8. A challenge (or counter-challenge) is considered an "Official Time-out" and imposes all "Official Time-out" regulations. During this time, there cannot be any conferring, gesturing or moving about. Any infraction constitutes a foul.

## **Guidelines for Competition Officials**

Competition officials include the following: one Quizmaster, one Equipment Judge, three Answer Judges, two Scorekeepers, and one Timekeeper.

### **Quizmaster**

1. Review the current Bible Division Instruction Manual and Official Bible Quizzing Study Guide before the competition.
2. Be responsible for directing the competition - reading questions, maintaining order, and making decisions for guiding the competition.
3. Be familiar with competition rules and procedures; confer with Answer Judges; and, when necessary, assist with decisions.
4. Meet with competition officials and quizzers for orientation prior to the beginning of the competition.
5. Call the competition to order and introduce the Scorekeepers and officially announce officials and quizzers.

6. The correct procedure for reading questions is as follows:

- Read clearly, and distinctly, and maintain a constant reading pace.
- Begin by stating the question number and the point value, followed by the questions; be prepared to stop instantly (preferably on the syllable) when the buzzer sounds.
- If neither quizzer responds, or if both quizzers answer incorrectly, the correct answer should be read by the Quizmaster.

7. If the Quizmaster makes an error in reading a question, the question must be tossed out and another substituted, even if one quizzer has responded and answered.

8. Handling interruptions:

- Stop speaking the instant a quizzer interrupts.
- If a quizzer interrupts and answers the question incorrectly, the Quizmaster should reread the entire question for the other quizzer. After the answer judge renders a decision, the Quizmaster should make sure the scorekeepers assess the proper penalty against the interrupting quizzer and adjust scores accordingly. In state/regional and international competitions, there may also be a Divisional Coordinator, Assistant Quizmaster, Master of Ceremonies, Stage Manager, and/or Secretary.
- When the quizzer who responds first without interrupting answers incorrectly, the question should be reread and directed to the other quizzer.

9. Call fouls and impose penalties along with the Equipment Judge.

10. At the end of the competition round, the Quizmaster should remind quizzers not to confer. In the event of a tie, the round is not over until the "tiebreaker" question is given and answered.

11. The Quizmaster should receive the official scores of the winner and runner-up.

## **Answer Judges**

1. The primary function of the Answer Judges is to determine the accuracy of answers.
2. Judges should be thoroughly knowledgeable of the competition rules. There should be an official set of competition rules and a Bible on hand for reference.
3. One of the three (3) Answer Judges will be appointed as Head Answer Judge to serve as chairperson and spokesperson.
4. When the answer is correct, the Head Answer Judge will say "correct." When the answer is incorrect, the Head Answer Judge will say, "incorrect." (One judge, or sound technician, should operate a recording device to assist in decisions. Playing of the recording should be done with headphones, or in the privacy of another room.)
5. Judges should be positioned so as to hear the Quizmaster and both quizzers clearly.
6. When a decision by the judges is challenged and then counter-challenged, the final decision cannot be further challenged.
7. Judges should avoid discussion regarding decisions with quizzers and/or members of the audience. Discussions between judges must be kept confidential. All judges must follow competition rules, handle challenges respectfully, render decisions fairly, and concentrate on the task at hand.
8. All official Bible Quizzing Competition Questions and Answer Manuals must be returned to the Quizmaster at the conclusion of the competition session. Books must be kept covered between rounds and when a quizzer approaches the judges' table for challenges.

## **Equipment Judge**

1. Monitors the electronic signal unit, officially recognizes quizzers by calling a color, and states when a quizzer interrupts a question. "Red," or "Interruption, Green".
2. Is responsible, along with the Quizmaster, for calling fouls. (Read "Fouls" in quiz rules.)

## **Scorekeepers**

1. Records each quizzer's score during a competition round.
2. Totals each quizzer's score at the end of a competition round and submits the official score sheet to the Quizmaster who announces the results.

## **Timekeeper**

1. Keeps official times for the competition. (Use of a stopwatch is recommended.)
2. Any violation of the time limit should be announced by simply calling "time."
3. Any quizzer who is ten (10) minutes late from the announced time to begin competition forfeits the round. If the other quizzer is present and on time, they will be declared the winner.
4. Time to begin an answer starts immediately after the Equipment Judge calls the quizzer's color. The quizzer has ten (10) seconds to begin answering, and twenty (20) seconds to complete the answer (for a total of thirty (30) seconds). If "time" is called as an answer begins, the quizzer should continue unless instructed to "stop" by the Timekeeper.
5. If neither quizzer responds within the ten (10) seconds after the Quizmaster reads the question, the Timekeeper calls "time" and the question is closed.
6. Each time-out is sixty (60) seconds long.

# Individual Bible Quizzing Scoresheet

		Challenges { } { } { } { }		Time-outs { } { }		Fouls { } { } { } { }											
Red	+																
	-																
Question Number		1	2	3	4	5	6	7	8	9	10	11	12	Bonus	Sub-T	Overtime	Score
Point Value																	
Green	+																
	-																
Challenges { } { } { } { }				Time-outs { } { }		Fouls { } { } { } { }											

		Challenges { } { } { } { }		Time-outs { } { }		Fouls { } { } { } { }											
Red	+																
	-																
Question Number		1	2	3	4	5	6	7	8	9	10	11	12	Bonus	Sub-T	Overtime	Score
Point Value																	
Green	+																
	-																
Challenges { } { } { } { }				Time-outs { } { }		Fouls { } { } { } { }											

		Challenges { } { } { } { }		Time-outs { } { }		Fouls { } { } { } { }											
Red	+																
	-																
Question Number		1	2	3	4	5	6	7	8	9	10	11	12	Bonus	Sub-T	Overtime	Score
Point Value																	
Green	+																
	-																
Challenges { } { } { } { }				Time-outs { } { }		Fouls { } { } { } { }											

## PART SIX

### *Description of Team Bible Quizzing Category*

The Team Bible Quizzing Category is designed for team participation. Team Bible Quizzing offers teenagers opportunities for personal involvement, spiritual development, and active participation in challenging and fulfilling competitions.

#### **Bible Quiz Team**

1. A quiz team consists of three (3) to five (5) teens from a local youth group (three starting quizzers and two substitutes) and an adult coach. An adult coach is any Christian age 20 and above, who is not a participant, and regularly attends the local Church of God. Any combination of male and/or female participants may comprise a team.
2. Each team selects one quizzer to serve as Team Captain. Team Captain serves as a spokesperson for the team. Should a Team Captain be removed from the competition, the coach will appoint another quizzer to serve as Team Captain.
3. The function of the coach is to meet regularly with the team for Bible study, practice quizzes, and preparation for official competitions. Only the coach is allowed to confer with the team during time-outs.
4. A local church may enter more than one team in a state/regional competition. If more than one team is entered per church the teams may not consist of any of the same team members. The procedure for team selection is left to the discretion of the local church.
5. A teenager who regularly attends one local church cannot participate on a team from another church.
6. No team additions can be made at any level of competition after the Official Entry form has been submitted.

#### **Quiz Competition Rules**

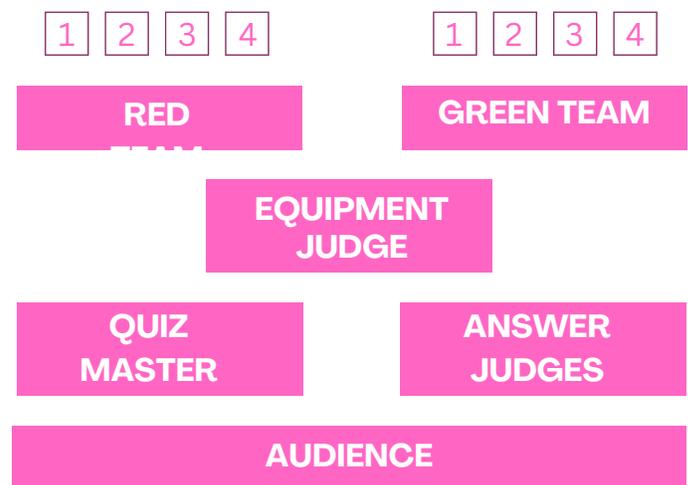
##### **Team Arrangement**

Each team will be seated at a table facing the audience with an electronic signal block positioned in front of each quizzer. Quizzers must keep both hands flat on the table while questions are being read. The coach and substitutes should be seated behind their team.

A suggested platform arrangement for the official competition is given below. The facilities and the number of officials could dictate minor changes. Study questions, Bibles, or portions thereof, are not allowed on the platform during competition.

#### **Team Identification**

Each team will be identified by a different color light on the electronic signal console. Each quizzer will be identified by a team color and a number. When the electronic signal block is pressed, a light appears on the electronic quiz console and the Equipment Judge calls the color and number of the first quizzer responding – for example: “Red, One.” (See the diagram below.)



#### **Answering Questions**

When a question is stated, the first quizzer to respond by pressing the electronic signal block will be called by the Equipment Judge to answer. Time begins immediately after the color and number of the quizzer is called. The quizzer has ten (10) seconds to begin answering and an additional twenty (20) seconds to complete the answer for a total of thirty (30) seconds.

2. If the answer is correct, the team scores the full point value of the question. If the answer is incorrect, the question will be reread and directed to the quizzer with the same number on the opposing team. Should both quizzers answer incorrectly, the question is closed, and the correct answer is stated by the Quizmaster.

3. If a quizzer buzzes before the question is completely stated by the Quizmaster, this constitutes an "interruption" and the answer must be given without hearing the question read to its completion. If the interrupted question is answered correctly, the team scores the full point value of the question. However, if the interrupted question is answered incorrectly, the FULL POINT VALUE of the question is DEDUCTED AS A PENALTY from the total team score. The question is then stated in its entirety for the opposing team. Anyone from the opposing team may answer.

4. After a question is stated in its entirety, if neither team responds within ten (10) seconds, the question will be "closed" by the Timekeeper calling "time." If a quizzer begins to answer at the same time that "time" is called, he/she should continue until the Timekeeper gives further instruction to "stop."

5. Help from the audience which might affect in any way the quizzer's answer will void the question. Should a competition official hear an answer from the audience, an official time-out should be called and the question tossed out.

6. Only the first answer given by a quizzer will be accepted. An answer may be stated and repeated exactly as stated without penalty, but a restatement with changes in any wording is disallowed.

7. An answer is correct when the following conditions are met:

- It contains the information stated in the Study Guide.
- The quotation in "completion questions" is word-for-word.
- No incorrect information is included in the answer.
- The correct answer is completed within the time limit, AND
- Although mispronounced, words can still be recognized as the answer.

8. An answer is incorrect when the following occurs:

- A quizzer fails to state accurately the answer printed in the Study Guide.
- Incorrect information is included in the answer.
- The answer is not completed before the time limit expires.
- Mispronunciation makes the answer unrecognizable to the judges, or
- The quizzer does not speak clearly or loudly enough for the judges to hear the answer.

9. Scripture references are not required unless specifically called for in the question. They appear in the Study Guide for cross-reference and study purposes.

10. All answers printed in quotations in the Study Guide must be answered verbatim.

11. If a quizzer answers a question incorrectly and the quizzer with the same number on the opposing team has "quizzed out" leaving a vacant chair, the question will be directed to whoever has been designated as team captain.

12. When a quizzer is recognized to answer and a member of the same team who has not been recognized answers, a foul is called, and the team loses the privilege to answer. The question is then directed to the opposing team and anyone can respond to answer. No quizzer has the right to answer until recognized by the Equipment Judge.

## Challenges

1. The only grounds upon which a challenge can be made is the decision of the judges on the answer.

2. If a quizzer believes the judges have ruled incorrectly, the quizzer may raise one hand, or buzz in with the signal block, and say "challenge." The quizzer may confer privately with his/her coach. Twenty (20) seconds to confer is allowed, and then the quizzer must either state "withdraw challenge" or go to the judges' table and present the challenge privately to the judges, then return to his/her quizzing position. The judges will confer and the Head Answer Judge will announce their decision.

3. Only the challenging quizzer may approach the judges' table to state the reason for the challenge. Once the challenge is stated, the quizzer should return to his/her chair so the judges can confer privately. The decision of the judges is announced by the Head Answer Judge.

4. An answer ruled "correct" by the judges may be challenged by any quizzer on the opposing team. If the judges overrule the challenge and sustain their decision, the Head Answer Judge will announce "challenge denied," and the quiz proceeds as usual.

5. An answer ruled "incorrect" by the judges may be challenged by either the quizzer against whom the decision was made or the team captain. If the decision is challenged and sustained the Head Answer Judge will announce "challenge denied," and the quiz proceeds as usual. If the judges reverse their decision, the Head Answer Judge will announce "challenge granted," and proper scoring adjustments should be made to the total team score.

6. In the event the judges "grant a challenge" reversing a decision, the team has the privilege to "counter challenge" the reversal. After considering a "counter challenge," the Head Answer Judge will either announce "counter challenge denied" or "counter challenge granted." This decision is final; the quiz proceeds as usual.

7. A challenge is considered an automatic "official time-out" and imposes all "official time-out regulations." No member of either team, except the challenging quizzer, can confer with the coach or each other during a challenge.

8. To be valid, a challenge must be made immediately following the decision on an answer announced by the Head Answer Judge.

9. Each team is allowed four (4) challenges during a round of competition. A 50-point penalty will be assessed against a team for exceeding this limit.

10. A challenge is considered an "official time-out." During this time there cannot be conferring except coach and challenging quizzer. Any infraction constitutes a foul.

## Penalty

1. When a quizzer "interrupts" the Quizmaster before a question is read in its entirety and gives an incorrect answer, the FULL POINT VALUE of that question is deducted from the team score as a penalty. Further, the corresponding quizzer on the opposing team is then given the opportunity to answer the question.

2. A quizzer answering five (5) questions INCORRECTLY is disqualified and eliminated from that round of competition. The quizzer may be reinstated for subsequent rounds of competition.

3. A team will be assessed a 50-point penalty for more than four (4) challenges during a round of competition.

4. A 50-point penalty will be assessed to a disruptive coach. The Quizmaster will issue one warning to a disruptive coach.

5. Score sheets from this manual will be printed and used for competition.

## Fouls

1. A foul results in a deduction of ten (10) points from the total team score. In addition, the team loses the privilege to answer the question. This infraction gives the opposing team the right to hear the question and respond. A foul is called "immediately" upon the infraction.

2. Conferring between team members and/or the coach during competition, except during a team time-out, constitutes a foul.

3. If a quizzer lifts either or both hands from the table and does not hit the signal block between the Quizmaster's call of "question" and the sounding of the buzzer, it is a foul. (If a quizzer lifts either or both hands from the table and does not hit the signal block, it is a foul.)

4. Any help from the coach or a team member, except during time-outs, is a foul.

5. Any quizzer giving an answer, or any part of an answer, without being recognized by the Equipment Judge will be called for a foul.

## Scoring

1. Each question answered correctly scores the full point value of the question.
2. A twenty-five (25) point bonus is earned when a team member quizzes out (answers five questions correctly). A participant quizzing out may be reinstated if the team goes into overtime. Quizzing out in one round does not affect a quizzier in subsequent rounds of competition.
3. A team charged with a foul loses ten (10) points.
4. A team assessed a penalty for an incorrect answer to an interruption, loses the FULL POINT VALUE of the question.
5. If a competition official makes a mistake that could adversely affect the competition, the question should be tossed out and a question of equal value substituted.
6. Total team points at the completion of a round of competition will determine the winner.
7. A competition round consists of twenty (20) questions. The total points at the completion of the competition round will determine the team standing and the winner.
8. If the score is tied at the end of a competition round, a tiebreaker question will be given to determine the winner. The tiebreaker will come from the official tiebreaker question list.
9. A team will be assessed a fifty (50) point penalty for more than four (4) challenges during a round of competition.
10. A fifty (50) point team penalty will be assessed to a disruptive coach. The Quizmaster will issue one warning to a disruptive coach.

## Substitutions

A coach may only make substitutions during a time-out. The Quizmaster must be notified of the substitution before stating the next question.

### Time-Outs

1. Any competition official may ask for an "Official Timeout." No conferring is allowed during an official time-out.

2. A time-out can only be called between questions; never during a question, or before an answer is given.

3. Only a team captain or coach can call a team time-out.

4. Each team is allowed two (2) sixty (60) second time-outs during each round of competition.

## Eliminations

1. Winners at each level of competition will be determined by a double-elimination tournament.
2. A team member is eliminated from the competition by quizzing out.
3. Sample charts with additional information are provided on pages 133-136 to accommodate as many as twelve quiz teams.

## Quizzing Guidelines for Competition Officials

An official competition will include the following positions: one Quizmaster; three Answer Judges, one Equipment Judge; two Scorekeepers; and one Timekeeper.

### Quizmaster

1. The Quizmaster meets with all quiz officials prior to competition for an orientation session. He also meets with team coaches and captains prior to competition and goes over rules, answers questions, and draws for competition brackets.
2. Calls the competition to order and introduces the competition officials, coaches, and quiz team members.
3. Is responsible for directing the competition process – stating questions, giving instructional directions, maintaining crowd order, and guiding the flow of competition.
4. Has good knowledge of quiz rules, reads quiz questions, calls fouls, announces official scores, and declares winners.
5. Remains absolutely impartial and gives no advantage to either team.

6. When a question is stated incorrectly, the Quizmaster should restate it, or if the error disadvantages either team, the question should be tossed out and another substituted.

7. The procedure for stating questions is as follows:

- Review each set of official questions prior to competition. Practice reading aloud at a steady pace. Consult a dictionary for unfamiliar words.
- Begin stating each question by giving the question number and point value. For example, "Question Number 7; 10 points," or "Question Number 15; 30 points." The question should be read exactly as it is printed in the official question set.
- Read distinctly, loudly, and at a moderate pace. It is important that all questions be read at the same pace and that an emphasis on keywords is avoided.

8. Handling Interruptions

- Stop reading the instant a quizzers interrupts.
- When a quizzers answers incorrectly after interrupting, the FULL POINT VALUE of the question is deducted from the team score. The question should be restated in its entirety for the opposing team.
- When an interrupted question is answered correctly, the discretion of the Quizmaster will determine if the entire question and answer need to be read for the benefit of the teams and the audience.

9. When a non-interruption quizzers buzzes first and answers incorrectly, the Quizmaster should direct the question to the quizzers of the same number on the opposing team who is the only one allowed to answer.

10. When no response is made by either team or when both teams give incorrect answers to a question, the Quizmaster should read the correct answer.

11. At the conclusion of the quiz competition, and after the scorekeepers have submitted the official scores, the results should be announced as follows:

- "Individual second high scorer" and total points.
- "Individual high scorer" and total points.
- "Winning team" and total points.

## Answer Judges

1. The primary function of the three (3) Answer Judges is to rule on the accuracy of answers.

2. Judges should be thoroughly familiar with quiz competition rules and have an official set of competition rules and a Bible on hand for reference.

3. One of the judges will be announced as Head Answer Judge. This judge will serve as spokesperson and render decisions made by the judges.

4. When an answer is clearly accurate, the Head Answer Judge will say, "Correct." When an answer is clearly incorrect, the head answer judge will say "Incorrect." Any answer that differs from the official answer supplied by the Teen Talent Bible Quizzing Competition Manual will be considered by the judges, and a decision will be announced by the Head Answer Judge.

5. Judges should be positioned strategically in order to hear both the Quizmaster and the quizzers clearly.

6. The final decision of the judges cannot be challenged.

7. Judges must avoid debate with team members, coaches, or members of the audience. A proper procedure for handling challenges is listed on pages 127-128.

8. All official quiz questions and answers must be returned to the Quizmaster at the conclusion of a quiz competition.

## Equipment Judge

1. The Equipment Judge monitors the electronic quiz unit. When a question is stated and the quizzers respond, the Equipment Judge calls out the team color and the quizzers' number (Example: "Red, Three"). This official recognition is permission for the quizzers to answer a question.

2. When a quizzers buzzes before the question is completely stated, the Equipment Judge calls, "Interruption" and identifies the quizzers by color and number (Example: "Interruption, Green Two").

3. The Equipment Judge is responsible, along with the Quizmaster, for calling fouls.

## Scorekeepers

1. The Scorekeepers record each quiz team's starting lineup, note substitutions, announce quiz-outs, record time-outs, and tabulate scores on the official score sheet.
2. At the end of a round of competition, team points will be totaled and the official score sheets submitted to the Quizmaster. The Quizmaster will announce the final results.
3. Score sheets kept by the official Scorekeeper are official property and are not available to anyone except the Quizmaster.

## Timekeeper

1. The Timekeeper keeps the official time for the competition. (Using a stopwatch is strongly suggested.)
2. A time-out is indicated simply by calling "time-out" and the color of the team (Example: "Time-out, Green Team"). To resume competition, the Timekeeper calls, "time-in."

3. A team arriving ten (10) minutes late for the announced time for competition to begin is disqualified by the Timekeeper and forfeits the quiz round.
4. Time for answering questions begins immediately after the Equipment Judge calls the color and number of a quizzer. A quizzer has ten (10) seconds to begin answering and twenty (20) seconds to complete the answer; a total of thirty (30) seconds.
5. If no quizzer responds to answer a question stated by the Quizmaster within ten (10) seconds, the Timekeeper calls "time." This closes the question and no one is allowed to answer once the time is closed.
6. If a quizzer begins to answer at the same time that "time" is called, he/she should continue until the Timekeeper gives further instruction to "stop."
7. Time-outs are sixty (60) seconds each.

How can a young man  
keep his way pure?  
By **guarding** it according to  
*Your word.*

—Psalm 119:9

# Scoring Sheet

Revised 2007

Place of Competition: \_\_\_\_\_

Level of Competition: ( ) Regional; ( ) State; ( ) International

## RED TEAM

Question Number:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	OT	Quiz Out	Subtotal	TOTAL	
Point Value:																						25			
Captain																									
1																									
2																									
3																									
4																									
5																									
Time-outs:	<input type="checkbox"/>																								
Challenges:	<input type="checkbox"/>																								
Team Penalties:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Fouls: -10)	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
TEAM SCORE:																							<input type="checkbox"/>		

## GREEN TEAM

Question Number:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	OT	Quiz Out	Subtotal	TOTAL	
Point Value:																									
Captain																									
1																									
2																									
3																									
4																									
5																									
Time-outs:	<input type="checkbox"/>																								
Challenges:	<input type="checkbox"/>																								
Team Penalties:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Fouls: -10)	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
TEAM SCORE:																							<input type="checkbox"/>		

Individual high scorer: \_\_\_\_\_ Score: \_\_\_\_\_

Individual second high scorer: \_\_\_\_\_ Score: \_\_\_\_\_

Losing Team: \_\_\_\_\_ Score: \_\_\_\_\_

Winning Team: \_\_\_\_\_ Score: \_\_\_\_\_

# PART SEVEN

## Team Bible Quizzing Charts

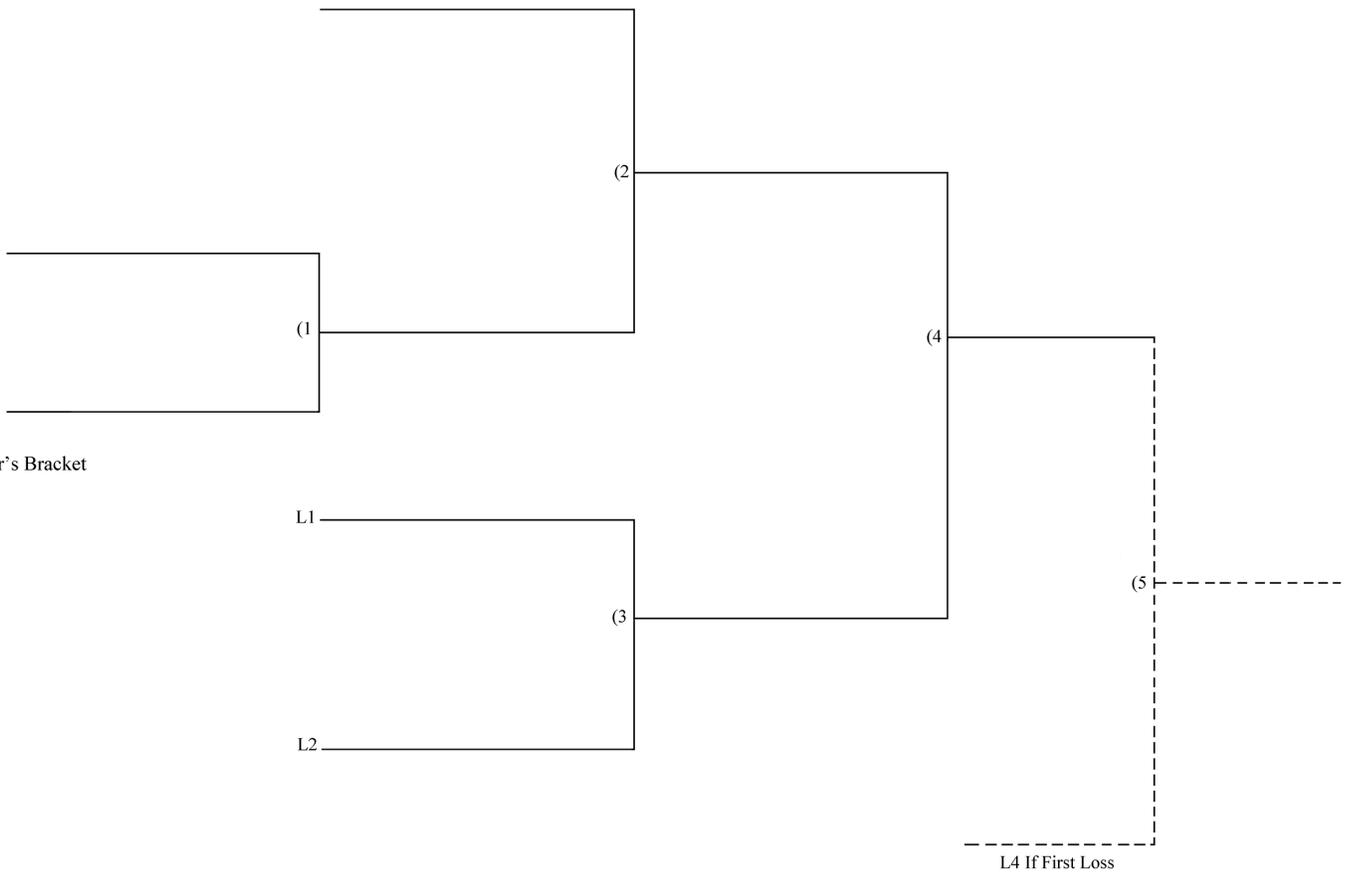
Name of all team participants should be written on slips of paper and shuffled. As the slips of paper are drawn, the first team drawn is written in position A on the chart; the second team drawn is written in position B, and so on.

A playoff is needed if, near the end of the tournament, one or both of the two remaining teams have lost only one quiz match.

Winner's Bracket

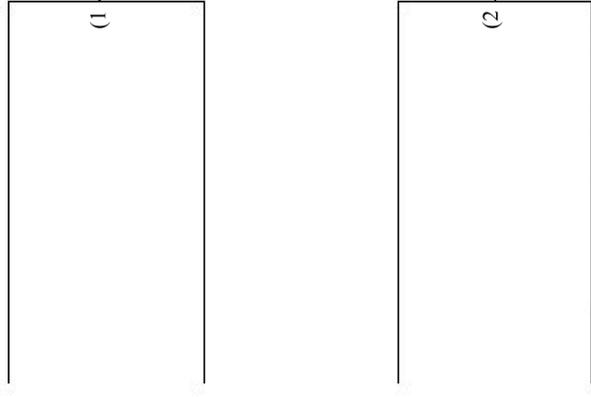
### 3 Team Double Elimination

Loser's Bracket

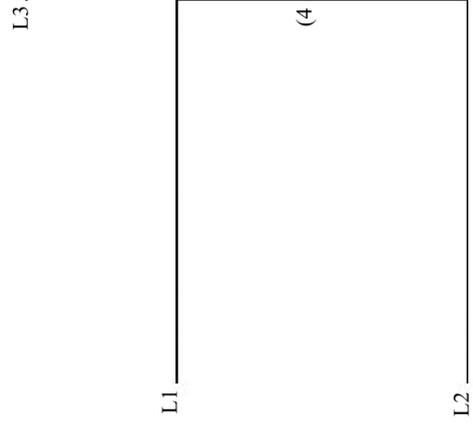


# 4 Team Double Elimination

Winner's Bracket



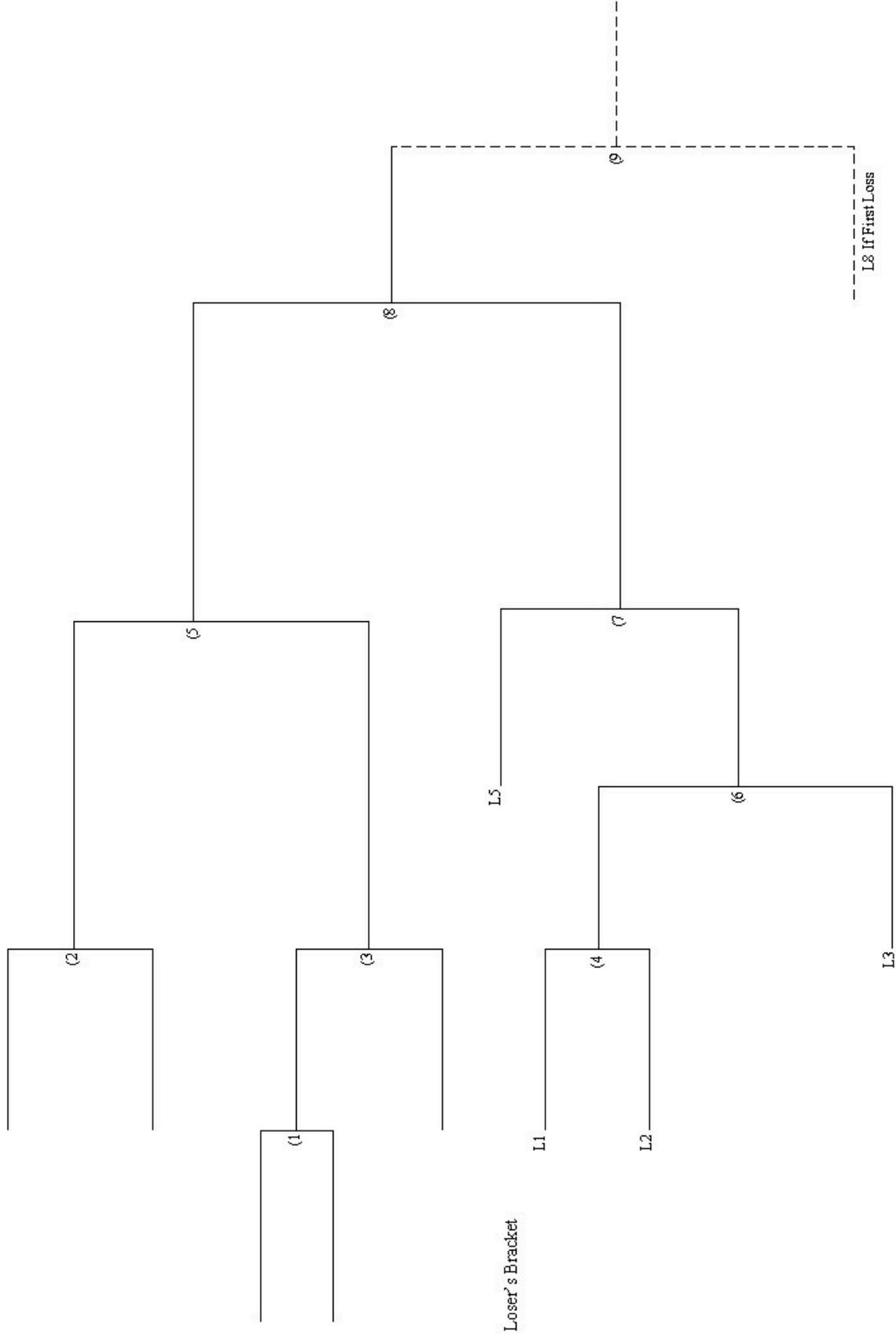
Loser's Bracket



--- L4 If First Loss

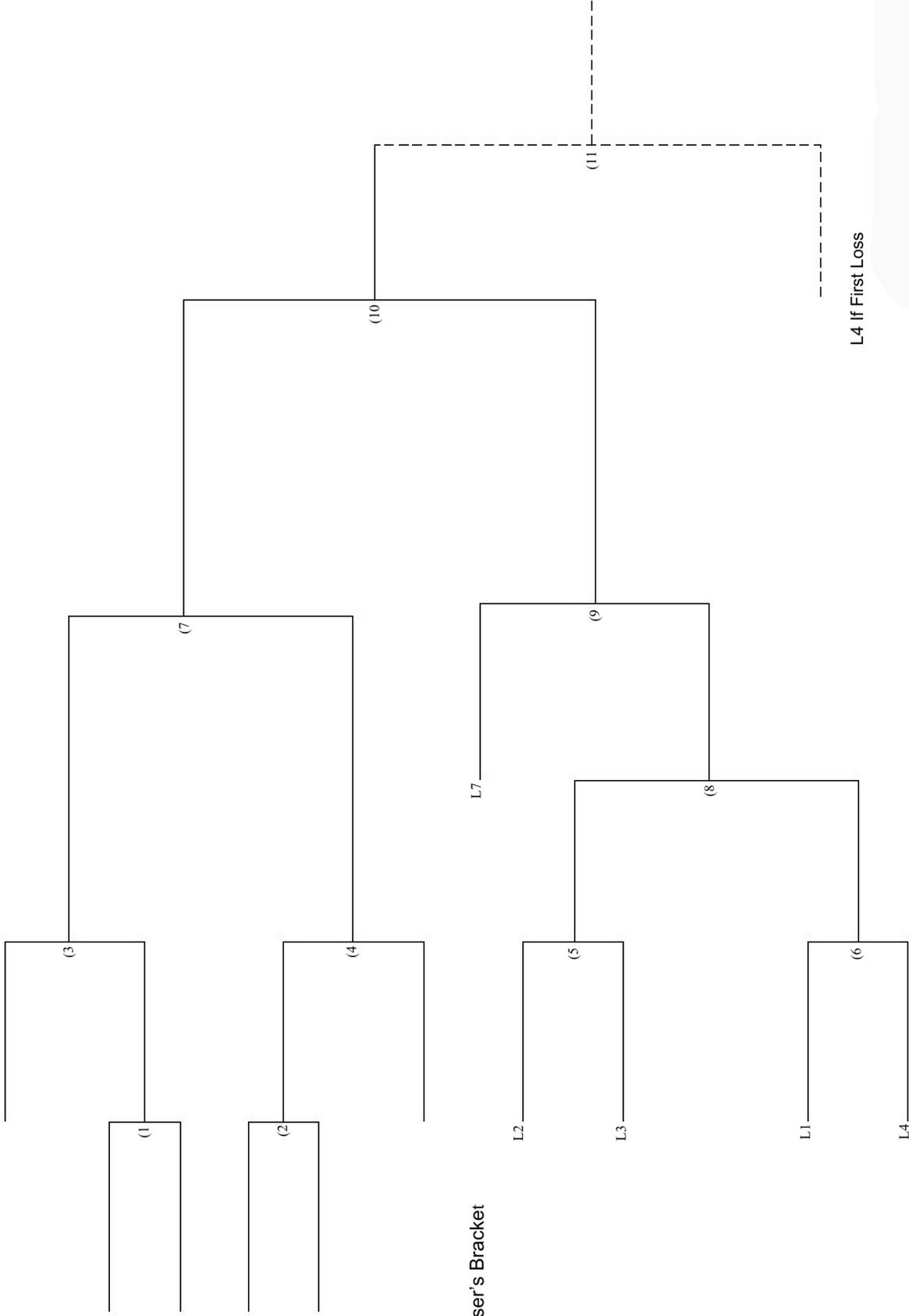
Winner's Bracket

# 5 Team Double Elimination



Winner's Bracket

# 6 Team Double Elimination

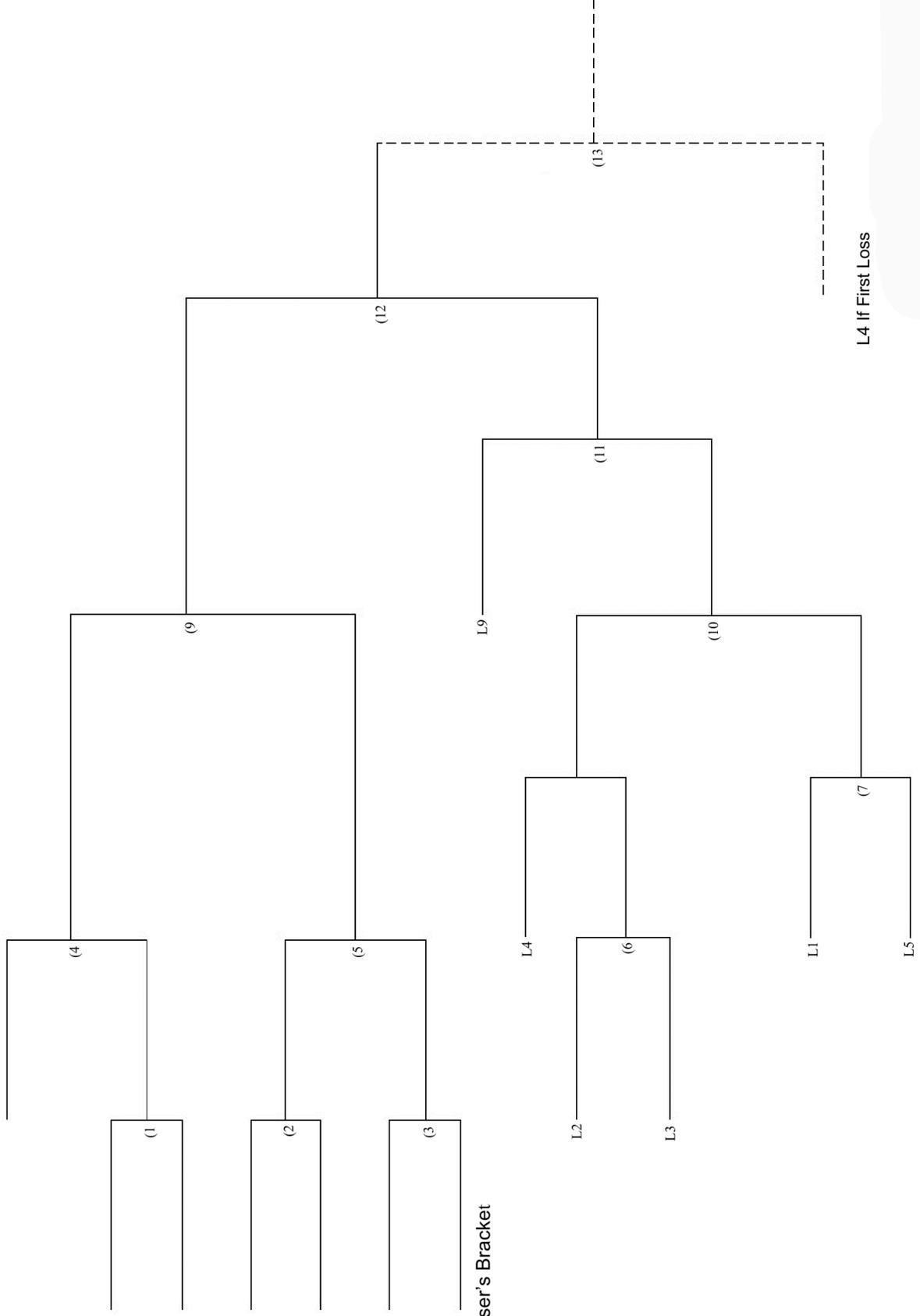


Loser's Bracket

L4 if First Loss

Winner's Bracket

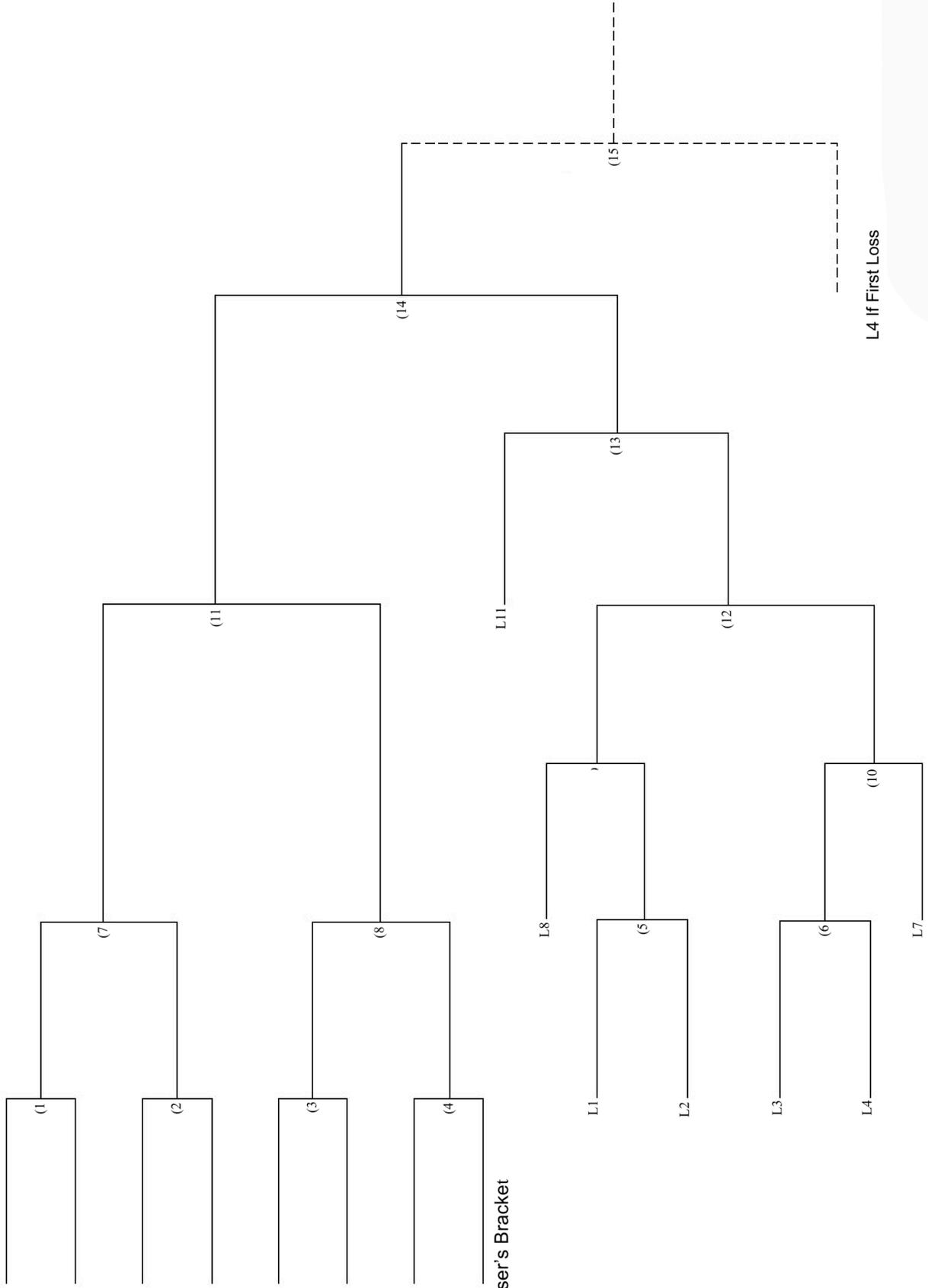
# 7 Team Double Elimination



L4 If First Loss

Winner's Bracket

# 8 Team Double Elimination



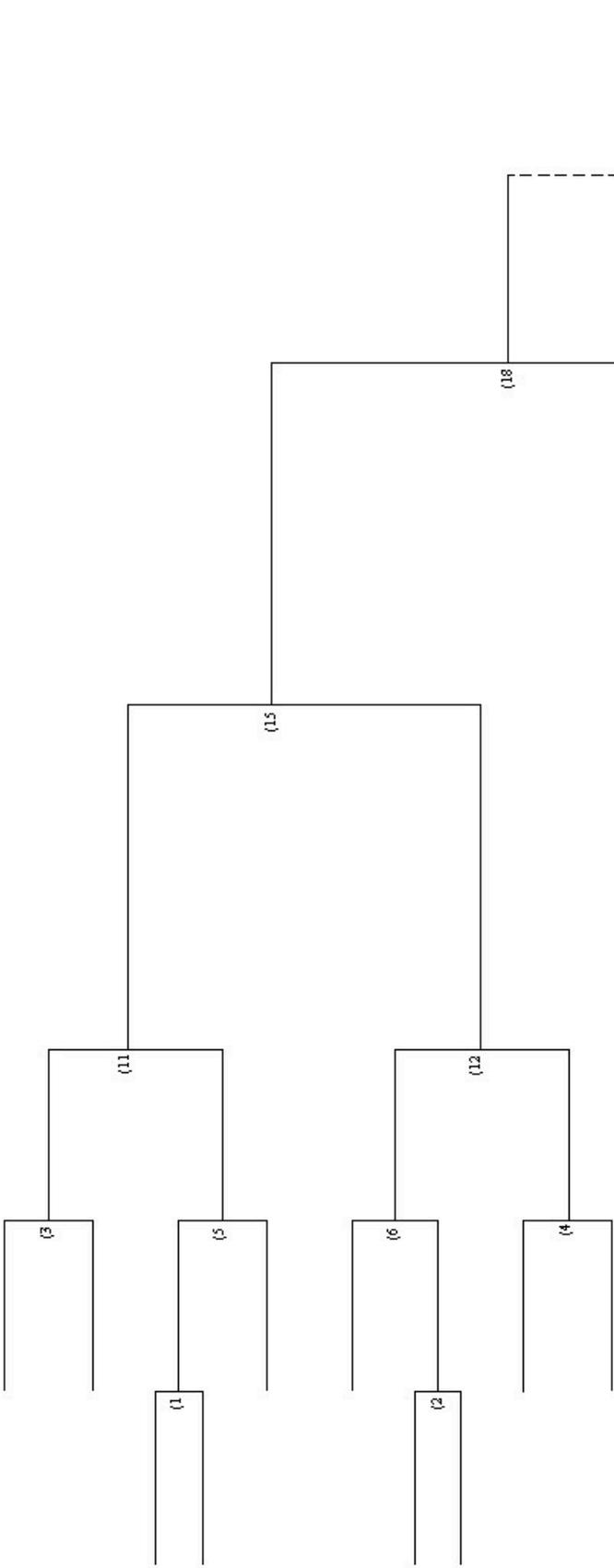
Loser's Bracket

L4 If First Loss

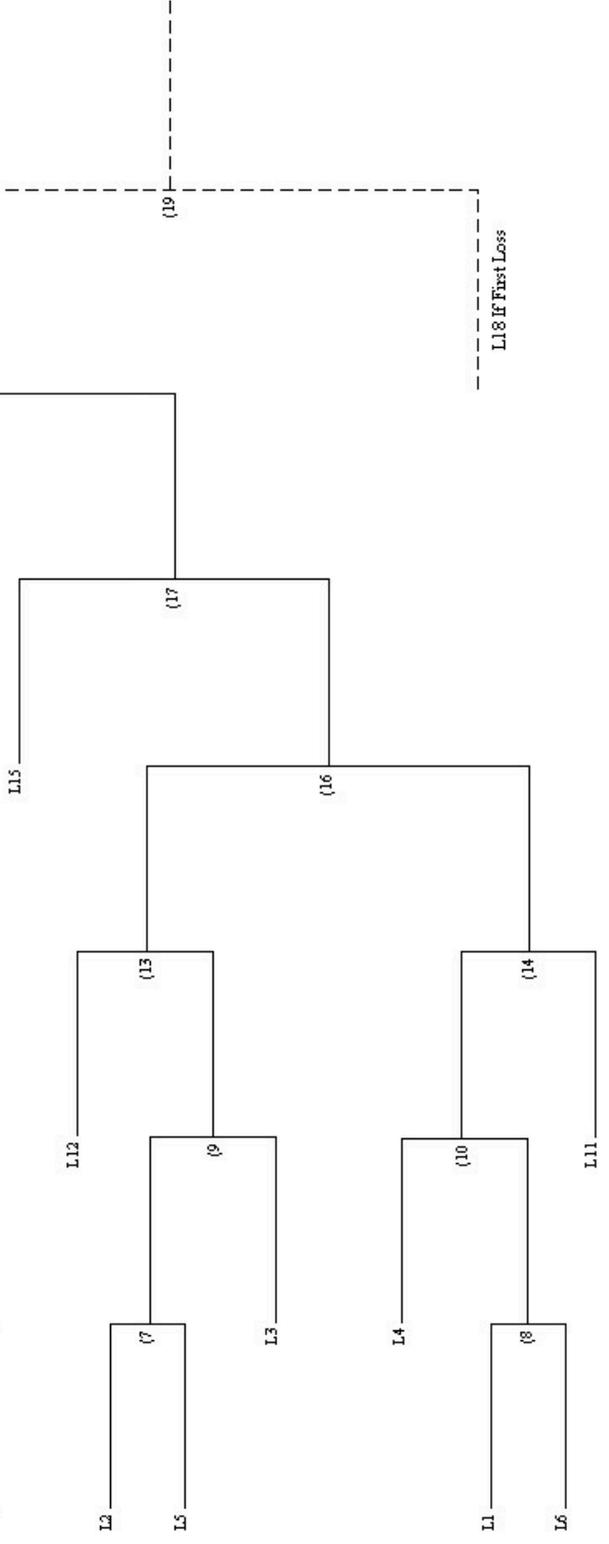


# 10 Team Double Elimination

Winner's Bracket



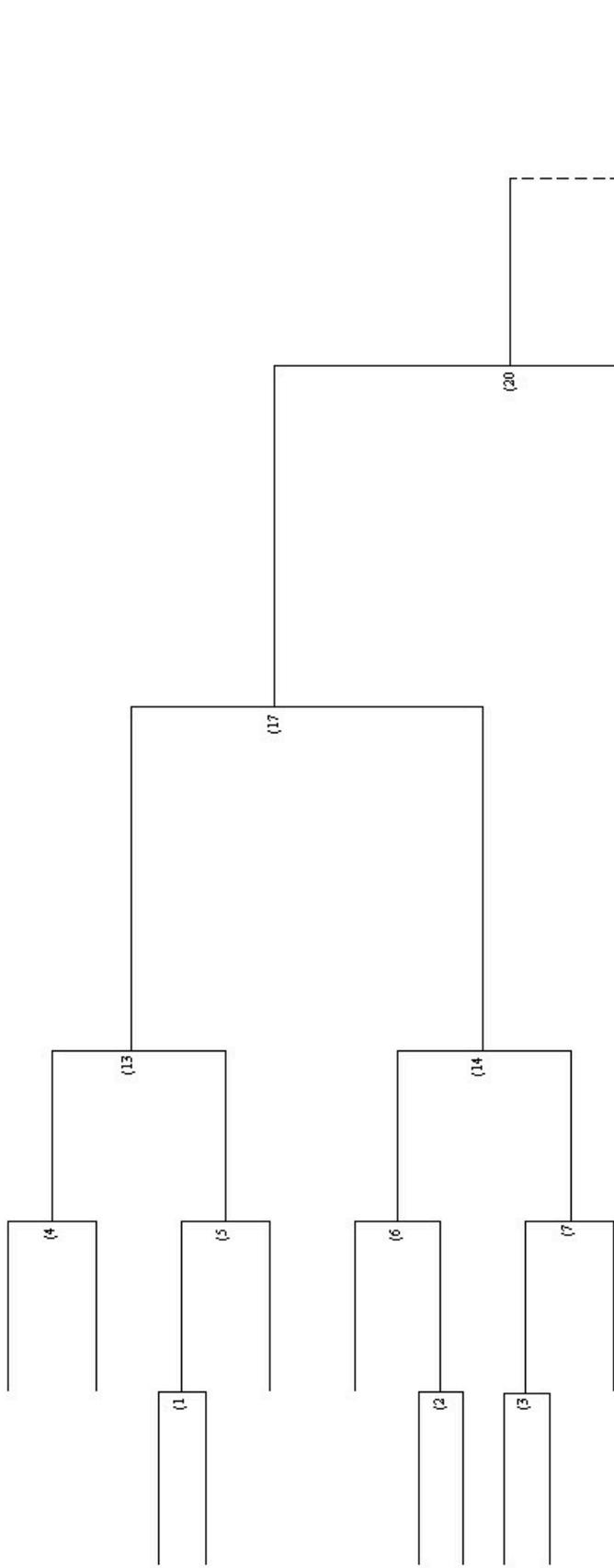
Loser's Bracket



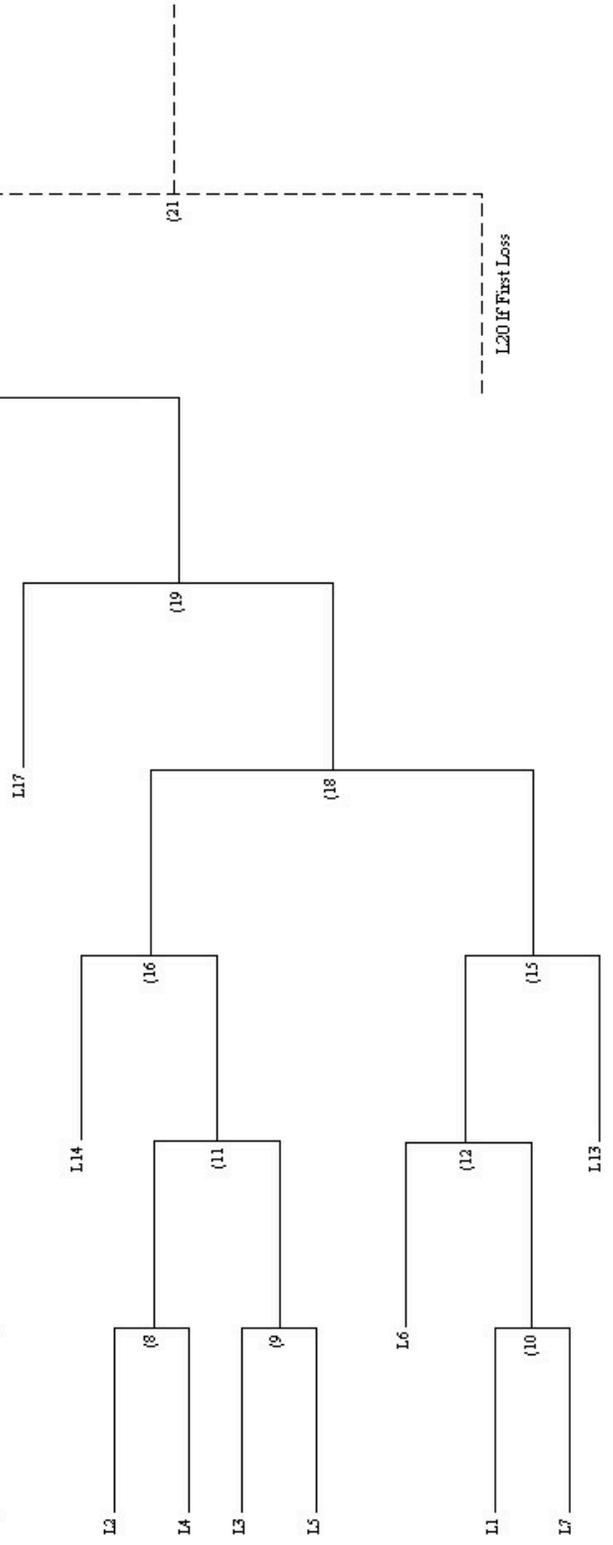
L18 If First Loss

# 11 Team Double Elimination

Winner's Bracket



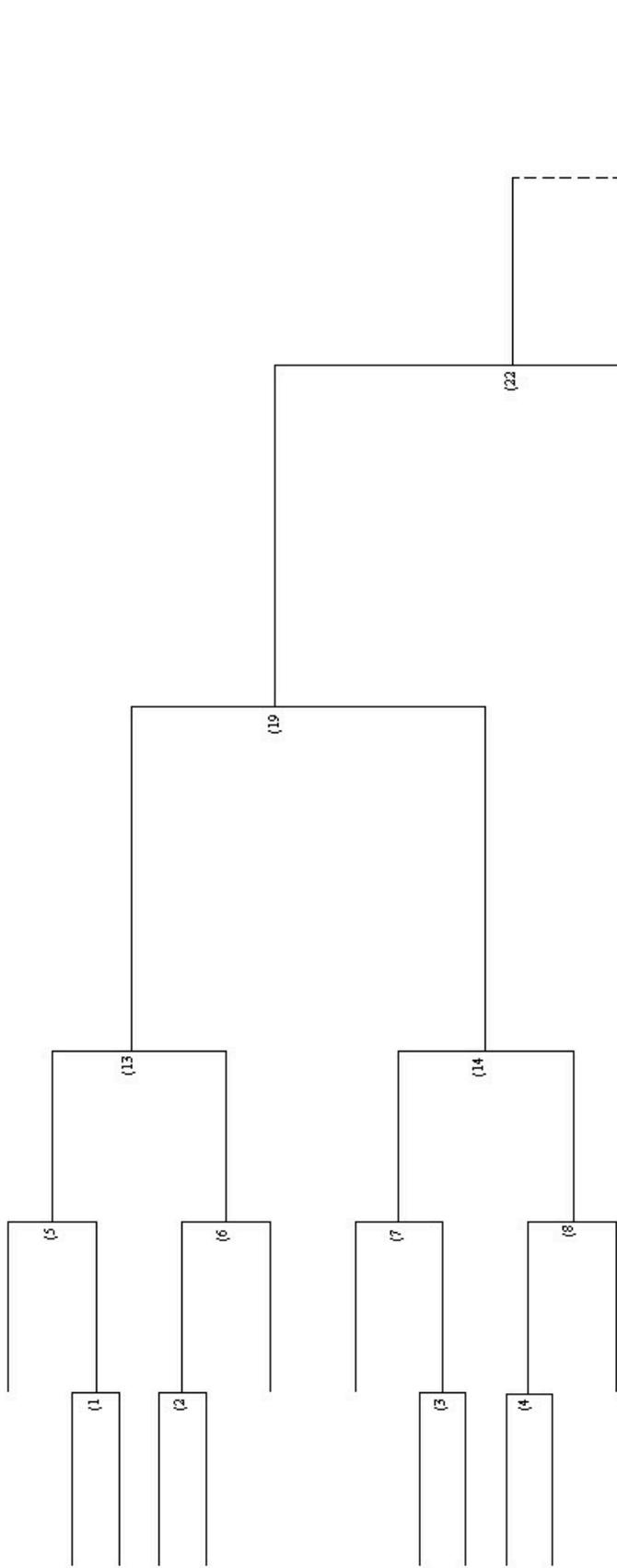
Loser's Bracket



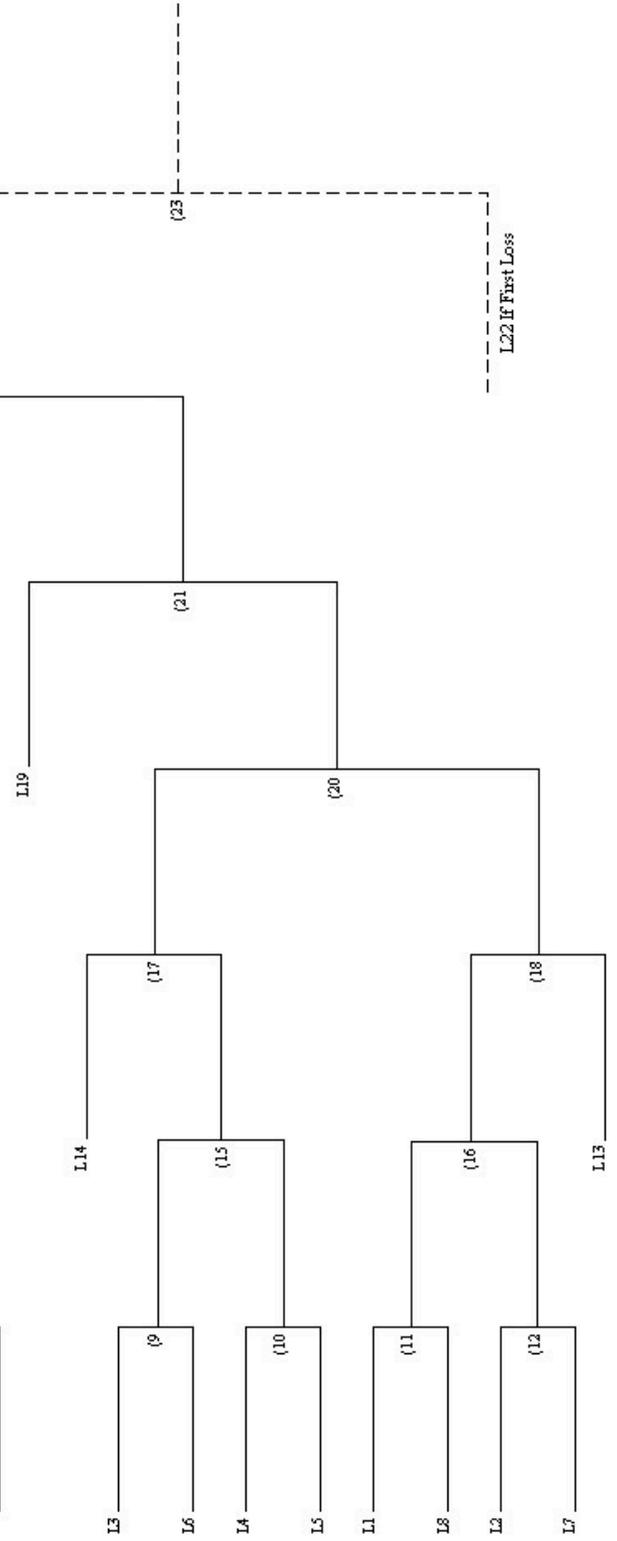
L20 If First Loss

# 12 Team Double Elimination

Winner's Bracket



Loser's Bracket



## PART EIGHT

### *Preparing a Bible Quiz Entry*

(These do not constitute official rules but are offered as helpful advice.)

#### **How to Get a Quiz Team Started**

1. The pastor and/or Youth Leader should appoint a Bible Quiz Team Coach.
2. The coach should study the Teen Talent Competition Manual and review the Bible Quiz Study Guide.
3. The coach should meet with all teens, youth leaders, and youth teachers to introduce the Bible Quiz program.
4. The coach should announce a specific date and time of an organizational meeting for a Bible Quiz Team.

#### **Guidelines for the Coach**

1. The function of the coach is to prepare the team for competition. During the competition, the role of the coach is more of a manager and an advisor.
2. Coaches should maintain their supervisory role with the team throughout the competition. However, they are not allowed to challenge, question, or be argumentative with any competition official. Should this occur the following penalties will be imposed:
  - The Quizmaster will issue one warning to a disruptive coach.
  - If the coach persists in being disruptive, the Quizmaster will impose a fifty (50) point penalty against the coach, and the penalty will be deducted from the team score.
3. The quiz team coach must submit an official entry form to the State Director of Youth and Discipleship to be eligible for the official competition.
4. A regular meeting time should be set for study and practice. The basic materials needed: Teen Talent Competition Manual, Bible Quizzing Manual, study Bibles (Jewish Study Bible and New American Standard Bible). It is advisable to purchase an electronic quiz unit. Study sessions should be enthusiastic and exciting. They should

last no more than 45-60 minutes with time reserved for fellowship. However, quiz team members should work hard during study sessions.

5. The program and maturity of a team will determine how soon after organizing to begin practice sessions with electronic equipment. Practice quizzes between team members will provide valuable training in quick recall and proper use of equipment.

#### **Where to Get Competition Questions**

1. Unofficial Competition — Competition other than state/regional and international is considered “unofficial.” The questions for the unofficial competition must be provided by those sponsoring the competition.
2. Official Competition — Competition questions are registered and will be furnished by the International Department of Youth and Discipleship to the state/regional Youth and Discipleship Director. Questions will be in a sealed packet to be opened only by the Quizmaster and distributed to the Answer Judges. Upon completion of all competitions, registered official question sets are to be returned to the International Department of Youth and Discipleship or disposed of.

#### **Basic Equipment**

1. The basic equipment for local quiz teams is an electronic quiz unit. While this is not required, the experience will show that it is greatly beneficial to the quiz team.
2. Basic equipment for the official competition includes an electronic quiz unit, official score sheets, a supply of sharp pencils, a stopwatch, and a recording device. (A sound system is recommended.)

#### **Selecting the Local Quiz Team**

Many local churches will only have enough teens to form one team. When a church desires to have more than one team, individual churches must decide the method to be used to select members for team one, team two, etc.

## How to Practice

1. Since electronic equipment will be used in all official competitions, it is recommended that each quiz team purchase an electronic unit. Information regarding electronic equipment can be obtained from the International Department of Youth and Discipleship.

2. For team practice without an electronic unit, quizzers should respond to questions by raising their hands.

## Glossary of Terms

1. Quizmaster – Person responsible for reading questions and supervision of quiz competition.

2. Head Answer Judge – Spokesperson who calls out the decision of the Answer Judges.

3. Answer Judges – The three officials who rule on the accuracy of a quizzers' answer.

4. Scorekeeper – Person designated to keep official scores, time-outs, and substitutions.

5. Timekeeper – A person who keeps official time and rules on all time limits.

6. Coach – Any regular attendant (age 20 and above) of a local Church of God, who is not a participant, and is selected to supervise study, practice, and manage a team during the competition.

7. Team Captain – Quiz team member selected by the coach and team members to serve as team spokesperson.

8. Substitute – Any quiz team member not listed on the starting lineup.

9. Official Quiz Competition – A double elimination competition between at least two teams, using registered question sets, and sponsored by the State/Regional or International Department of Youth and Discipleship.

10. Quiz Out – When a quizzer is eliminated from the competition in the current game by correctly answering a total of five (5) questions in the round. The quizzer receives a 25-point bonus.

11. Penalty – The loss of points as a result of violating competition rules.

12. Foul – The loss of points for violating competition rules.

13. Interruption – When a quizzer buzzes before the Quizmaster completes reading a question.

14. Bye – The position of a team who has no opponent after pairs are drawn and advances to the next round of competition without quizzing.

Do you see a man *skillful* in his work? He **will stand** before kings; he will not stand before obscure men.

—Proverbs 22:29

# TEEN TALENT

## BIBLE QUIZZING COMPETITION STUDY GUIDE REV. 2025

I Samuel  
Bible Facts  
The Life of Christ  
Church of God History & Polity

This manual serves as the official  
Study guide for the 2025 State,  
Regional & International Bible  
Quizzing Competition

Scriptures quoted in this manual are  
taken from the New King James Version.

# INTRODUCTION

The eternal Word of God is the foundation stone of the Christian faith. Its central personality, Jesus Christ, is the focal point of history itself. Apart from the truth as revealed in the Holy Scriptures, we have no understanding of God, no revelation of His will for mankind, and no basis for personal faith in spiritual values. For these reasons and many more, The International Department of Youth and Discipleship seeks to create a genuine and lasting appreciation for God's book in the hearts of young people throughout the Church of God.

We believe this can best be achieved through the Teen Talent Bible Division program. Other divisions include Art, Drama, Music, Multi-Media, and Creative Writing. The Bible division is designed to encourage young people to get involved with the Word of God to discover its powerful contents, study its sacred truths and apply its life-giving principles to everyday experiences.

Although there are two categories of competition in the Bible Division (Bible Teaching and Bible Quizzing-Team and Individual), this manual is primarily designed as a study guide for participants and coaches involved in Bible Quizzing.

Contained in this Study Guide 578 questions under four subject areas:

I Samuel

Bible Facts

The Life of Christ

Church of God History & Polity