



BIBLE QUIZZING

Bible quizzing is a jump-quizzing competition measuring Bible knowledge and speed of recall. Three opposing teams are challenged by an oral question, and any team member who responds first is given opportunity to answer within a time limit. Points are scored for correct answers and penalties assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest scoring team is declared winner at the game’s end. Competition proceeds as in a double-elimination tournament. ODACS Variation: In order to ensure more quizzing for each team, the double-elimination procedure will not be used for ODACS Invitational Tournaments. The details of the tournament format will be announced prior to each tournament.

I. Quiz Panel

The quiz panel will *officiate each quiz*.

- A. The quiz panel may consist of the quizmaster, scorer, timekeeper, and *one or two* judges.
- B. The quiz panel will be appointed and instructed by the quizmaster.
- C. All decisions by the quiz panel will be final.

II. Team Membership

- A. For each game, a team will be composed of two to five members and may include up to two substitutes from the same school.
- B. A team may change team members after the conclusion of a given game in the tournament.
- C. Students may move up one grade to participate in this group competition. (Examples: A third grade student may compete in Level I and sixth grade student may compete in Level II.) However, a student may not compete at two levels in the same tournament (i.e., a sixth grader may compete on either the elementary or the junior high team, but not both).

III. Team Coaches

Each team’s coach will be present during competition.

- A. Although the number of coaches for pre-contest preparation will be at the schools’ discretion, each team will have *no more than two* official *coaches* present during competition.
- B. The coach will be responsible for the behavior of the team at all times.
- C. The coach’s behavior will be considered as team behavior and, as such, will meet the students’ Dress and Conduct Code outlined in the General Rules.
- D. The coach may lodge a protest solely with the *quizmaster* after a game has been completed. The judges will not entertain protests at any time. Protests presented courteously to the *quizmaster* will be received courteously.

IV. Study Cycle

- A. ODACS and AACS will use the KJV Bible for judging Bible competition categories. The King James Version will be the only authorized translation for all competition purposes. See the AACS web site for current publication and ordering information.
- B. The cycle for the next nine years is as follows:

<u>Elementary</u>	<u>Year</u>	<u>Junior High/Senior High</u>
John 1-10	2020-2021	John
Acts 1-10	2021-2022	Acts
I Corinthians	2022-2023	I and II Corinthians
Matthew 1:18 - 11:30	2023-2024	Matthew
I and II Peter, Hebrews 11	2024-2025	Hebrews, I and II Peter
Romans 1-10	2025-2026	Romans and James
I, II, and III John; Jude	2026-2027	Mark; I, II, and III John; Jude
I and II Timothy	2027-2028	I and II Thessalonians, I and II Timothy, Titus
Galatians and Ephesians	2028-2029	Galatians, Ephesians, Philippians, Colossians, Philemon

V. Pregame Procedure and Seating Plan

- A. The Quizmaster will face the opposing teams; the coaches and spectators will sit behind the teams. The Competition Director will determine the arrangement of the competition room.
- B. Three opposing teams will be seated so as to see and hear clearly the Quizmaster and to see the scoreboard.
- C. Each school’s starting quizzers will sit as a team, numbered 1, 2, 3, 4, 5.
- D. Each team will choose a captain and co-captain *prior to quizzing*.
- E. Each team will identify the captain to the quizmaster prior to quizzing.
- F. The official mode of response will be a bell-and-light jump system.



- G. The quizmaster will review the rules and game procedure and answer any related questions preceding play.
- H. The quizmaster and event coordinator can determine a reasonable accommodation to allow participation by a quizzer who is physically unable to stand.

VI. Game Procedure

- A. For ODACS Regional competitions and for Level I and Level II State Competitions, a game will consist of twenty regular or toss-up questions plus whatever free or tie-breaking questions become necessary, regardless of time. Twenty correctly answered questions may be used for three final teams, if, in the judgment of the Quizmaster and Tournament Director, time will be permit. At the National Competition, and for Level III at the ODACS State Competition, a game will consist of twenty correctly answered regular or toss-up questions plus whatever free and tie-breaking questions become necessary, regardless of time.
- B. **Regular Questions** – A game will commence with the reading of a regular question by the Quizmaster to the three teams. The regular question format will be as follows: “Question number one: question.”
 - 1. If no quizzer responds within ten seconds after the reading of a question, the question will be tossed out and another *question* read to continue play.
 - a. When national rules are being used, tossed out questions will not constitute any of the twenty regular questions. In most ODACS competitions, a question that is tossed out because no quizzer responds will still count as one of the twenty regular questions.
 - b. Team members may confer **before** any quizzer is recognized.
 - c. Quizzers may begin to confer while the question is being asked, as long as they do not prevent other teams from hearing the question. Quizzers may not confer once the quizzer is recognized.
 - 2. During or after the reading of a regular question, the first quizzer whose light comes on will be recognized by the Quizmaster as the team spokesman for that question, and will be addressed by school and number, for instance, “Grace, Number Three.”
 - 3. **Interrupted Questions** – The reading of regular, toss-up, or tie-breaker questions may be interrupted by a quizzer, but he must then answer the question without hearing it read in its entirety.
 - 4. The *clock will start upon* the Quizmaster’s verbal recognition of the quizzer.
 - (a) Thirty seconds will be allowed in which to answer any question in its entirety.
 - (b) The quizzer will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run marking the thirty-second count. An answer will be considered as started when a quizzer gives new information which is part of the unread portion of the question or part of the answer.
 - (c) *In a year when more than one book of the Bible is included in the study material, if the quizmaster has not said that name of the book, the quizzer may say the name of the book within the ten seconds in order to earn the full thirty seconds. However, the quizzer must correctly state the name of the precise book in order to be ruled correct. (Example: I Corinthians, instead of just Corinthians.)*
 - (d) *In a year when only one book of the Bible is included in the study material, if the quizmaster has not said the chapter of the book, the quizzer may say the chapter number within the ten seconds in order to earn the full thirty seconds. However, the quizzer must correctly state the name of the precise chapter number in order to be ruled correct.*
 - (e) If the quizzer fails to begin his answer within the ten seconds, it will constitute an error.
 - 5. Upon giving the correct answer to a regular question, 20 points will be scored for the answering team, and another regular question will be read to continue the cycle.
 - (a) Each individual quizzer’s points will be tallied on a score sheet.
 - (b) During the competition, any quizzer having correctly answered six 20-point questions (quizzing out) will leave the game.
 - (1) He may be replaced by an eligible substitute.
 - (2) He will not return to the current game.
 - (3) Should the team captain quiz out, the co-captain will assume the role of challenger.
 - (4) *Should an entire team vacate whether through quizzing out or erroring out, the format will change to two-team rules; in other words, the toss-up question will still be worth 20 points, and no error will be assessed for the attempt on the toss-up.*
 - 6. At the *quizmaster’s call of time, or when the quizzer is seated again*, any incorrect or incomplete answer will constitute an error.
 - (a) Each individual quizzer’s errors will be tallied on a score sheet.



- (b) During the competition, any quizzer having made six errors (erroring out) on regular or toss-up questions will leave the game.
 - (1) He may be replaced by an eligible substitute.
 - (2) He will not return to the current game.
 - (3) Should the team captain error out, the co-captain will assume the role of challenger.
- (c) Beginning with the fourth team error, 10 penalty points for each error will be deducted from the team's score.
 - (1) The first three errors will not affect a team's score.
 - (2) On the sixteenth and all subsequent questions, 10 penalty points for each error will be deducted whether or not the team has previously committed three errors.
- C. **Toss-Up Questions** – After penalty points have been assessed for the incorrect answer to a regular question, the regular question shall be reread and will constitute a toss-up question.
 - 1. Only the remaining two teams may vie for a response to the toss-up question.
 - 2. If no quizzer responds within ten seconds, the question will be tossed out (*AACS rules*). *For ODACS Regional Competition and for Level I and Level II state competition, if no quizzer responds within ten seconds, the quiz will continue to the next question.*
 - 3. A correct answer to a toss-up question will score 20 points for the answering quizzer's team.
 - 4. Beginning at the fourth team error, an incorrect answer to a toss-up question will deduct 10 points from the team's score.
 - 5. On the sixteenth and all subsequent questions, 10 penalty points for each error will be deducted whether or not the team has previously committed three errors.
 - 6. When competition consists of only two teams, toss-up questions will carry a value of 20 points, and incorrect answers will not be penalized.
 - 7. The toss-up format will be as follows: "Toss-up question [to the remaining teams]: question." Quizzers may jump after the second "question." If the Kirkman box is used, quizzers may jump as soon as the amber light comes on. *The quizmaster will do his best to time the reset so that the amber light will come on at the same time as the second word "question." In any case, the standard is when the amber light comes on.*
- D. **Free Questions** – Upon error on a toss-up question, the remaining third team will be given a free question, which will be a new, previously unread question.
 - 1. The first quizzer to rise may attempt to answer a free question without fear of penalty upon error, termed "attempt."
 - 2. No other attempts to answer will be permissible.
 - 3. A correct answer to a free question scores 10 points for a team.
 - 4. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered or unanswered in any manner, hence the term "free."
- E. **Tie Score** – In the event of a tie score after the twentieth question, single regular questions will be asked until the tie is broken, termed "tie-breaker questions."
 - 1. Individual scores and errors will continue to be tallied.
 - 2. If the twentieth question is answered in error, the entire round will continue to completion, toss-up and, if necessary, free question included. Thereafter, the single tie-breaker questions will continue until a winner is declared, as in a sudden-death-play-off. *However, the quiz must end with a correctly answered 20-point regular or toss-up question.*
 - 3. For ODACS competitions, a quiz will end after twenty questions, **even if** the twentieth question is answered incorrectly or is not answered. However, if there is a **high winner** tie at **question 19**, the quiz must continue until ended by a correctly answered regular or toss-up question.
 - 4. If, after the twentieth question, one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest, and the game will continue until a tie-breaking question produces a middle winner. *The format will change to two-team rules; in other words, the toss-up question will still be worth 20 points, and no error will be assessed for the attempt on the toss-up. A tie-breaking question, regular or toss-up, must be answered correctly to end the quiz. (A tie cannot be settled by the points lost for an incorrect answer.)*
 - 5. The same process described above (VI.E.4) will be followed if two teams are tied for first place honors at the end of a game. Each game will have a high winner, a middle winner, and one loser. (See Determination of Winner, page 79.)



6. *If, after the twentieth question, all three teams are tied, the quiz will continue one question at a time until there is a high winner, a middle winner, and one loser. An evaluation of how one or more of the teams will finish the quiz will be made only after a correctly answered 20-point question. Each team getting an error on a regular or toss-up question will continue to incur a 10-point deduction.*
- F. **Time-Outs** – A team may call two time-outs during a game. A coach may talk with quizzers only during a time-out. This does not mean a coach would be forbidden a spontaneous congratulations or encouragement.
1. Time-outs will be allowed after the answer of one question and before the reading of the next.
 2. Time-outs will be no longer than one minute.
 3. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of quizzers.
 - a. Voluntary substitutions require the calling of time-outs.
 - b. Other teams may substitute quizzers during one team’s time-out.
 - c. A time-out may be called for a team conference.
 4. A challenge will take precedence over a time-out.
 5. The procedure for calling a time-out will be as follows: The *quizzer* or coach should stand and say, “Mr. Quizmaster, we would like a time-out.”
 6. If tie-breaker questions are required, each team will be allowed one time out during the tie breaker, regardless of the number of time outs previously taken.
- G. **Fouls** – The following actions will constitute fouls:
1. Talking or conferring by any quizzers between the time the quizzer has been recognized and the time points are awarded or penalties assessed.
 2. Any part of the hands or feet touching the chair during the reading of a question.
 3. Failure of a quizzer to come to full stature.
 4. A team’s display of an overly antagonistic attitude toward officials and rulings.
 5. A disagreeable attitude evidenced by indiscreet challenging.
 6. Any behavior not conducive to the Christian spirit.
 7. For every three team fouls, 10 points will be deducted from that team’s scores.
 8. If a quizzer begins to answer before he is recognized, a foul will be given; but he will be allowed points for a correct answer.
 9. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question. However, if both quizzers are from the same team, an **error** will be assessed and the question repeated as a toss up question.
 10. *If the amber light fails to come on and the timer fails to engage when the quizzer jumps, then the quizzer has jumped too soon, and a foul will be assessed. The quizmaster will attempt to time the reset with the second word “question” (i.e., “Question number 7, question”). [Instructions for quizmasters: The quizmaster will do his best to time the reset so that the amber light will come on at the same time as the second word “question.” In any case, the standard is that quizzers may jump as soon as the amber light comes on.]*
 11. *If, after the amber light does come on and the timer does begin to count down, the correct quizzer begins to stand but then is seated again without answering, this is an error, not a foul. The Quizmaster gives the error to the quizzer and moves to the toss-up question or to the free question.*
 12. If a quizzer restrains or assists another quizzer physically (holds him in his seat or pushes him to his feet.)
 13. If a quizzer or team causes a delay in the game.
- H. **Challenges** – The following rules will govern all challenges.
1. An answer to any question (regular, toss-up, free, or tie-breaker) will be considered open to challenge under the following circumstances.
 - a. It is believed that incorrect information was considered correct.
 - b. In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in the competition.
 - c. It is believed that correct information was considered incorrect.
 2. Each challenge must be submitted to the quizmaster at the appropriate time.
 - a. If the original question is ruled correct, either of the other teams may immediately challenge the ruling, prior to the asking of the next question.
 - b. If the original question is ruled incorrect, a challenge by any of the teams may be made only after the completion of the toss-up question and before the asking of the free question.



- c. A challenge to the ruling on a toss-up question, whether correct or incorrect, must be made immediately, prior to the asking of the free question.
 - d. A challenge to the ruling on a free question, whether correct or incorrect, must be made immediately, prior to the asking of the next question.
 3. The results of the quizmaster's ruling on the challenge will be as follows.
 - a. If the challenge to a correct ruling on the original question is sustained, the answering team is assessed an error, and a new question replaces the challenged one to be used as the toss-up question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question.
 - b. If the challenge to an incorrect ruling on the original question is sustained, the first team to answer is awarded 20 points, the result of the toss-up is discarded, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands.
 - c. If the challenge to a correct ruling on a toss-up question is sustained, the answering team is assessed an error, and the quiz continues to the free question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question. If the challenge to an incorrect ruling on a toss-up question is sustained, the answering team is awarded 20 points, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands, and the quiz continues to the free question.
 - d. If the challenge to a correct ruling on a free question is sustained, the score reverts to what it was before the question was asked, and the quiz continues to the next question. If the challenge is overruled, the answering team retains the 10 points, and the quiz continues to the next question. If the challenge to an incorrect ruling on a free question is sustained, the answering team is awarded 10 points, and the quiz continues to the next question. If the challenge is overruled, the result of the free question stands, and the quiz continues to the next question.
 4. Only a team captain may challenge by standing and saying, "Mr. Quizmaster, I would like to challenge." The captain may yield the floor to a team member to voice the challenge.
 5. The quizmaster, with or without counsel of the quiz panel, will have sole authority to accept or reject the challenge.
 6. No penalty shall be assessed against any team that properly submits a challenge.
- VII. **Questions and Answers** – No unanswered (tossed-out) questions will be asked again until all questions have been asked once during the entire competition. All decisions on the correctness of answers will be the sole responsibility of the Quizmaster who may seek counsel of the Quiz Panel at his own discretion.
- A. **Description of Acceptable Question and Answer Forms**
1. **Interrogative Question form:** a question constructed by the use of a direct word(s) from Scripture together with an interrogative answerable by a paraphrased word or phrase.
 - a. Interrogatives will be limited to selections from this list: who, whom, what, why, where, when, which, how.
 - b. Interrogative questions drawn from a Scriptural context without the inclusion of direct word(s) will not be permissible.
 - c. Interrogative questions will include the book and chapter citation from which the question is drawn, *but not the verse*.
 - d. Example:
Q: "Question number 2, question: *By whom was Jesus led into the wilderness in Matthew 4?*"
A: "the spirit"
 2. **Finish-the-Verse Question form:** a verse completion question answerable by a direct Scriptural quotation without any book, chapter, or verse reference citation.
 - a. Finish-the-verse questions will begin with the statement "Finish this *one* verse" or "Finish *these two* verses" or "Finish *these three* verses." Verses must be quoted verbatim.
 - b. No quizzer will be expected to cite references in finish-the-verse(s) questions.
 - c. Example:
Q: "Finish this *one* verse. Question number 1, question: He came unto his own..."
A: "and his own received him not."
 - d. A quizzer may repeat all or some of the words of the verse that the quizmaster has already spoken, but the quizzer must proceed beyond those words within the first ten seconds.



- e. *Having begun to finish the verse, a quizzer may stop and retrace some or all of the words that he has already spoken, provided that he makes no change in the retracing.*
3. **Reference Question form:** A question citing a *chapter and verse* reference with or without the use of a key word(s) answerable by *information found in that specific verse reference*.
- Reference questions will begin with the phrase “This is a reference question. *Question number 8, question.*”
 - Reference questions will *include* the phrase, “According to...” followed by a *chapter and verse* reference. *This phrase may be located at the beginning or at the end of the question.*
 - The standard of what constitutes a correct answer to a reference question is more precise than that for an interrogative question because the correct answer must come from that specific verse. While a paraphrased answer may occasionally be ruled correct, precise language from the specific verse is preferable.*
 - Examples:*

Q: *“This is a reference question. Question number 4, question: Who hath no where to lay His head according to Matthew 8:20?”*
A: *“the Son of man” – Correct*
A: *“Jesus” or “the Son of God” – Incorrect. These paraphrased answers would be acceptable for an interrogative question, but not for a reference question.*
Q: *“This is a reference question. Question number 6, question: According to I John 4:16, who dwelleth in God?”*
A: *“He that dwelleth in love” or “A person who dwells in love” – Correct*
A: *“Whosoever shall confess that Jesus is the Son of God” – Incorrect. While this answer is true, it is taken from a different verse.*
4. **Quotation Question form:** a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation.
- Quotation questions will begin with the phrase, “Quote this *one* verse...” or “Quote these two verses...” or “Quote these three verses...” and follow with a book-chapter-verse reference.
 - Quotation questions will be answerable by the verbatim quotation of the verse(s) cited. The quizzer may, but will not be required to, cite the reference; however, he must begin the quotation of the verse within the ten second time frame.
 - Having begun to quote the verse, a quizzer may stop and retrace some or all of the words that he has already spoken, provided that he makes no change in the retracing.*
 - Example*

Q: *Quote this one verse. Question number 3, question: John 1:4.*
A: *“In Him was life; and the life was the light of men.” OR, “John 1:4, In Him was life, and the life was the light of men.”*
- B. **Determination of Correctness of Answers**
- An answer will be considered correct only if it is correctly and completely stated within the thirty-second time limit.
 - Answers to quotations and finish-the-verse questions must be verbatim and complete within the time limit.
 - When answering reference and interrogative questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness, so long as the information given before the call for time was correct and complete, the answer will be considered correct.
 - An answer will be considered correct if a proper name is mispronounced.
 - The Quizmaster may request clarification by spelling.
 - An incorrect spelling of the proper name will constitute an error.
 - Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
 - Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
 - When a quizzer has finished his answer, he should be seated.
- C. **Errors** – The following actions will constitute an error.



1. If the quizzer fails to begin his answer within the ten seconds.
2. If at the quizmaster's call of time (30 seconds), any incorrect or incomplete answer has been given.
3. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question, *and the wrong quizzer will be assessed a foul*. However, if both quizzers are from the same team, an error will be assessed. *A new regular question will be asked if the question was a regular question or a free question, or the free question will be asked if the question was a toss-up.*
4. If an answer would require clarification for understanding.
5. Quoting an entire verse word for word in response to an interrogative or reference question.
6. An answer to a finish-the-verse or quotation question in which there is any deviation from verbatim quotation of Scripture, i.e. any addition, omission, reversal, or change of words.
7. If the Quizmaster calls for spelling of a proper name and it is incorrectly spelled.
8. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
9. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
10. Any incorrect information in an answer. This includes giving information that is not a part of the question or the answer.
11. *Incorrectly or incompletely identifying the name of the book or the chapter or verse number, even if the answer is correct.*
12. Any incomplete answer at the call for time.
13. *If, after the amber light comes on and the timer begins to count down, the correct quizzer begins to stand but then is seated again without answering, this is an error, not a foul. The Quizmaster gives the error to the quizzer and moves to the toss-up question or to the free question.*

VIII. Determination of Winner

- A. The team with the highest score at the end of the twentieth question or sudden death tie breaker will be declared the high winner. The team with the second highest score will be declared the middle winner. The last place team will be considered the loser of the game. In other words, each game with three teams will have two winners and one loser.
- B. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.
- C. The quizmaster will determine the teams competing in each game. *Determination of Winner rule 1* will help the quizmaster determine the selection of teams to participate in each game.
- D. Competition will proceed as in a double elimination tournament so that each team must be defeated twice before being eliminated.