

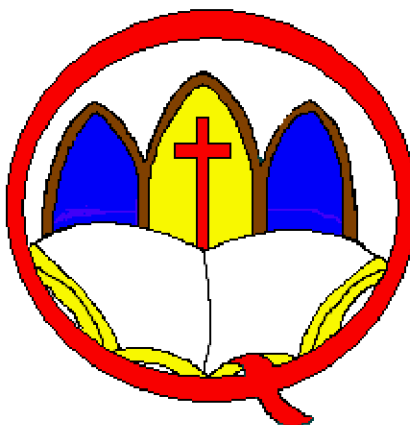
Free Methodist Bible Quizzing Handbook

Edited by Mark Colgan

Contributions from Mike Hopper, Mark Scandrett, Eric Young, Roger Stone, Andrew Mueller, Kathy Costello, Jerry Mullis, Dennis Charles, Mark Colgan, and several other quizzers and Bible quizzing leaders. Thank you to all who helped with this handbook.

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Free Methodist



Bible Quizzing

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Section 1 – Introduction to Free Methodist Bible Quizzing

A. Introduction

What is Bible Quizzing? Bible Quizzing is a ministry that combines Bible study and Christian competition for youth in grades 6-12. The purpose is to establish youth in their faith through the systematic study, application, and memorization of the Word of God. Quizzing is a fun way to study God's Word that uses competition as one of several motivations. At weekly practices, coaches strive to balance the three main components of quizzing: learning and applying the Bible, having fun and fellowship, and practicing to compete with other churches. At monthly tournaments, teams of three teens quiz against teams from other churches by jumping off electronic chairs to earn the opportunity to answer questions about a certain book of the Bible. In each round, the team answering the most questions is declared the winner—though in Bible Quizzing, anyone who studies God's word is considered a winner.

This handbook is designed to equip Bible quizzing coaches, quizzers, quizmasters, and quiz leaders to serve effectively in the Bible quiz ministry. Many quizzers, former quizzers, quizmasters, and quiz leaders have contributed their valuable ideas to this handbook for the benefit of others in the quiz ministry. We trust this handbook will be a resource that quizzing people will be able to refer to often for coaching ideas, to instruct quizmasters, to make quiz demonstrations, to set up tournaments, and to help new quizzers and coaches. We want the Bible quiz ministry to continue to grow and disciple young people who will serve as leaders in God's kingdom.

Quizzing leader Mark Scandrett observes: "I have seen first-hand how God has used quizzing to equip young people for His service. I look at former quizzers and I see pastors, missionaries, denominational leaders and leaders in local churches. God's Word bears fruit!"

B. Testimonies from Quizzers

Current and former Bible quizzers share how God has used Bible quizzing to impact their lives.

"What really draws me back to Bible Quizzing year after year is not that I can now jump faster or that I have won a few times, but because of the true rewards that it brings. First, we get to meet with other quizzers and adults monthly which allows us to make new friendships and fellowship with other Christians. But even more importantly, through quizzing, I have increased my knowledge of the Word of God and learned the way He wants me to live and how I can bring glory to Him." (Gretchen Elsasser, Richland, IL)

"Quizzing has been one of the most fun and rewarding things I have ever been involved in. Even though I've been a Christian all my life, I never really studied God's word. This is a great way to make it come alive and be fun. I also got to meet and make friends with new people. While homework wasn't fun, and sometimes I didn't want to go to practice, it all paid off in the end. I learned great study habits, made new friends, grew closer to Christ, and now hide His word in my heart." (Cory Simonds, Dearborn, MI)

"Quizzing has impacted my life in a HUGE way. Through quizzing, I have made more Christian friends than I can count, I have learned more Bible verses than I can count, and, as a result, my relationship with God and my family has grown in ways I couldn't ever have imagined! I am able to use the Bible verses I have learned on a day-to-day basis, and God gives me insights and shows me how I can use the verses I have learned to help others. In Philippians, Paul says that we should 'shine like stars in the universe.' Bible Quizzing has helped me to do just that." (Lydia Scandrett, Alton, IL)

"Quizzing has been such a large part of life this year. At first, I was only in it to win, but I later realized God is much more important than ribbons and awards. God really changed my life through Bible Quizzing. Now when kids ask why I believe in God, I have a sturdy answer. I now understand and believe in the Bible more than I ever had. Bible Quizzing has been a true blessing to me!!" (Ashley Farner, Gowanda, NY)

"Today, I would say that Bible quizzing was the single most influencing factor in my walk with Christ (aside, possibly, from the influence of my parents). I cannot imagine any other program, or 'thing', that could have enabled me to grow in the way that quizzing did. Even aside from all of the scriptures that I learned, the memories and friends I made, and the fun I had, God used quizzing and the losses and disappointments along the way to draw me very close to him. Largely through quizzing, I learned that Christ was a friend and an ever-present help in time of need. This knowledge still carries me at times." (Shannon Mullis--Bedford, IN (1987-1993))

"I gave my life to Jesus Christ and Bible quizzing was a tool I decided I could use to keep me reading His word. I found myself reading my scripture portion whenever and wherever I had time. I would read His word and ask Him to help apply it to my daily life. His word became real and part of my life, which made the questions asked in quizzing easy to answer. The Lord used quizzing to let me know He could accomplish whatever He wanted through me. The Scripture will help today's young people through life's trials. I can testify to that! I can testify that His word is as true and powerful today as it was when I first came to know it as a quizzer." (Dennis Charles--Indianapolis, Aldersgate (1973-1976))

"Bible quizzing was a foundation and cornerstone for my spiritual journey. As I look back at those days I am grateful for the fellowship, learning, and accountability that were all a part of such an eternally significant ministry. The Word of God that was hidden in my heart during junior high and high school has proved invaluable in my work with students during my years of youth ministry, as well as being treasured in my own Christian faith. Bible quizzing was a great tool that God used in my life to know Him better." (Rick Murphy--Bedford,IN (1984-1990))

"In retrospect, I can think of no other activity, class, or experience that encouraged the memorization of Scripture like quizzing did for me. I am ultra competitive, so the framing of Scripture memorization within the context of a 'game' made the whole process very motivating. To this day, the most lasting contacts I have with people my age in the Free Methodist church are quizzers. It even gave me a head start socially when I went to Greenville College, because I automatically had at least a dozen or so friends that I had quizzed against and gotten to know for the past six years. Lastly, I can honestly say that some of the most poignant lessons I had on pride, competitiveness, attitude, humility, diligence, and confidence came from the world of Bible Quizzing." (Bryan Cullison--Indianapolis, Light & Life (1983-1989))

"Quizzing was the most important involvement I had during my teen years. I must admit that at times I enjoyed it more as a game and a release for my competitive spirit. But in retrospect, I realize just how subtly the Word of God was implanted in my heart, and how in later years I could draw upon that knowledge in times of need. The spiritual impact has certainly been the most important and lasting. The quizzing program is one of the best ways I know to develop teens spiritually and to become a more active, knowledgeable disciple of Christ." (Eric Young – Pearce (North Chili), NY (1988-1991))

BISHOP GERALD BATES: "I am very pleased at the resurgence of quizzing across the denomination. It is particularly gratifying to see substantial numbers of smaller churches joining in. The in-depth exposure to God's Word, the team dynamics, and the broader networking all tend to strengthen the participants in Christian discipleship and build the church. Historically many of our current church leaders were quizzers, a significant endorsement in itself."

C. Free Methodist Bible Quizzing

Dr. Earnest Keasling, the General Director of Free Methodist Youth, started Free Methodist Bible quizzing in the 1950's to help attract teens to the study of God's Word. The first denominational Bible Quiz Finals was held in Winona Lake, Indiana in 1953 with the team from San Diego, California taking first place. Teams representing ten conferences from across the United States quizzed over the King James Version of the Gospel of Mark.

The next year in 1954 Victorville, California won the championship quizzing over the Gospel of Matthew. Ballard, Washington won the national Quiz Finals in both 1955 and 1956 quizzing over Acts and then Romans, and teams from Winona Lake, Indiana; Harvey, Illinois; and Coudersport, Pennsylvania won the next three years.

At first the national Quiz Finals were held in Winona Lake, Indiana, then the home of the denominational headquarters, each year until 1971 and also 1976-1979. Since then the denominational Quiz Finals have generally been held at various Free Methodist colleges, often rotating among Central Christian College, Greenville College, Seattle Pacific University, Spring Arbor University, and Roberts Wesleyan College.

The traveling Alpha-Omega trophy for the championship team was first awarded to Decatur, Illinois in 1977. In 1978 quizzing started using the New International Version, and in 1980 individual competition was introduced.

Free Methodist Bible quizzing typically begins the new season in the fall with quizzers studying three or four chapters for the first tournament of the year in late September or early October. Then each month a conference or regional tournament is held focusing on three or four additional chapters, until the entire book or books have been covered. (The rotation of quiz material is listed in a later section.) The denominational Quiz Finals are then held each summer. In the early years of quizzing only the conference champions were invited to the national finals, but in recent years Quiz Finals has been open to all Free Methodist quiz teams. Quiz Finals has grown into a week-long event where hundreds of teens from all over the nation come together for Christian fellowship and competition.

D. Purpose of Quiz Finals

At weekly practices, coaches strive to balance the three main components of quizzing: learning and applying the Bible, having fun and fellowship, and practicing to compete with other churches. National Bible Quiz Finals, the highlight of the quiz season, is an annual four or five-day event that also strives to balance these three main components of quizzing.

Bible Application

Each day of Quiz Finals begins with a time of team devotions where quizzers meet with their coaches to pray together and work through a devotional outline. They discuss relevant life issues relating to the Bible passages that were studied during the quiz

season. Then a chapel time follows featuring worship, singing, and the spoken Word. One of the highlights of Quiz Finals is the testimony and communion service on the final evening, where quizzers take turns sharing testimonies of how God has worked in their lives during the year through his Word.

Fun and Fellowship

Quiz Finals features many special activities including a college night, an awards banquet, quizzing seminars, special chapel services, a variety of recreational activities, and lots of exciting Bible quizzing. Having an opportunity to meet other Christian friends from around the country strengthens young people in their faith as they realize they are an important part of a large community. Making these connections with other Christian young people is one of the most important aspects of the quizzing ministry. Quizzers also enjoy the opportunity to travel to various Free Methodist colleges around the country. They are encouraged to consider attending a Christian college, and many quizzers go on to become church leaders: pastors, missionaries, denominational leaders, and leaders in local churches.

Christian Competition

The competition at Quiz Finals encourages quizzers to set long-term goals, and it motivates them to study regularly the entire year. Quiz Finals is sometimes called the second season because the monthly tournaments are practice for the excitement of quizzing at Quiz Finals. The competition culminates with the individual finals and double-elimination tournament to determine the national champions. The awards banquet is a highlight for everyone, regardless of winning or losing, because in Bible Quizzing everyone who studies God's word is considered a winner.

The national Bible Quiz Finals is an event for Free Methodist Bible quizzers that attempts to balance spiritual application and worship, fellowship with other Christian young people, and the excitement of quizzing for the national championship. Coaches should try to make attending Quiz Finals a priority for their teams, because it becomes the highlight of the quiz season and encourages quizzers to set long-term goals. For many quizzers, coaches, quizmasters, and parents, one trip to Quiz Finals is all it takes to keep them coming back year after year.

E. Rotation of Material

In accordance with the World Bible Quiz Association (WBQA), Free Methodist Bible quizzing uses the following eight-year cycle.

2002-2003 John

2003-2004 Hebrews, 1 & 2 Peter

2004-2005 Matthew

2005-2006 Romans & James

2006-2007 Acts

2007-2008 Galatians, Ephesians, Philippians, Colossians, Philemon

2008-2009 Luke

2009-2010 I & II Corinthians

F. Rules in Brief

(Contributed by Roger Stone)

Over the years since 1953 when quizzing began, a set of official rules and guidelines has been developed. While this document can be ordered through the Free Methodist World Ministry Center in Indianapolis, Indiana, below is a summary of those rules.

In Free Methodist Bible Quizzing, two teams quiz against each other. Each team has two or three quizzers active at any given time, with substitutions permitted. Quiz rounds are fifteen questions in length. Twenty points are given for each correct response. No points are deducted for incorrect answers. Only the first four quizzers off their seats are eligible to attempt an answer for any question, with points being given only for the first correct response. If a quizzer jumps before the question has been completed (a pre-jump), he/she must complete the question first, and if correct, must then give the answer. If incorrect, the question is re-read only for the opposing team. A quizzer may correctly answer only 5 questions per quiz. The winning team is the one with the highest points at the end of the quiz.

Questions: The quizmaster should introduce questions with the following: "Question. Question number ____ . Question." There are really 2 types of non-quote verse questions: Normal and Multiple Parts. Here are examples of each:

- 1) Normal - When John rebuked Herod the tetrarch, what did Herod do? (Luke 3:20)
- 2) Multiple Part - (2-parts) John rebuked Herod the tetrarch because of whom and because of what? (Luke 3:19)

Quote Verse Questions: Two quote verse questions are typically asked in each quiz. They may take one of two formats:

- 1) Quote This Verse - Here is a sample: Question. Question Number ____ . Question. Quote Luke 1:35.
- 2) 2-part Quote - Here is a sample: Question Number ____ is a 2 part quote. Question. Question Number ____ . Question. Give the reference and quote the verse about being overshadowed by the Most High.

Quote verses must be quoted word perfect. If an error is made, the quizzer may correct his/her answer. See "Corrections" below.

Answering Questions: Only the first 4 quizzers to jump will have opportunity to answer a question. If no quizzer jumps within 5 seconds of when the question is read, the question is closed. After jumping a quizzer must remain standing. If he/she sits down after jumping, he/she will not be allowed to answer.

Accuracy. Answers do not need to be word perfect, but every thought and detail must be communicated in the answer. References to Deity do not need to be word perfect either, but they must refer to the correct member of the Trinity. For example if the answer was Christ and Lord Jesus was given as an answer, it would be ruled correct. But if the answer was the Father and the answer given was Holy Spirit, it would be ruled incorrect.

Pre-jump: A pre-jump shall be called any time a quizzer's light comes on after the beginning of the question and before the end of the question. In the event of a pre-jump, the quizzer will be asked to finish the question. The quizzer will have 20 seconds to give a correct completion to the question. If it is correct, he will be given 20 more seconds to give his/her answer to the question.

Correction. A quizzer may correct his/her answer by saying the word "Correction". The quizzer at this point must seek to make clear in the mind of the quizmaster which part of the answer he/she is correcting.

Quiz Out: After answering 5 questions correctly, a quizzer will be asked to leave the quiz seat and a substitute may be brought in (if one is available). The quizmaster should commend the quizzer on a good performance.

Time Outs: Two 60 second time-outs per team may be requested by coaches or captains during a quiz. An official time-out may be called by the quizmaster at any time. He may need to check for equipment failure, consult advice, or do anything else necessary for the fair awarding of points.

Overtime: A tie (at the end of 15 questions) results in a 3 question overtime to determine a winner. If there is still no winner, one additional question will be asked to determine the winner. Additional questions may be asked until a correct answer is obtained.

Timekeeper: The timekeeper should start the clock when the quizmaster calls out the name of the quizzer to answer. Time limits are as follows: 5 seconds to stand after a question has been read completely; 20 seconds to complete a pre-jump; 20 seconds to answer a question; and 60 seconds for team time outs.

Captains: Each team is to have a quizzer who is selected as captain. The captain is responsible for introducing the team at the beginning of a quiz, for requesting any desired timeouts, and for making any appeals if he/she believes the quizmaster has made a mistake.

Substitutions: Substitutions may be made at any time during the quiz.

Eligibility of Quizzers and Divisions of Quizzing: There are 4 main divisions:

- 1) YTR - Young Teen Rookie - rookie quizzers in grades 6-9.
- 2) YTV - Young Teen Veteran - quizzers with experience in grades 6-9.
- 3) STR - Senior Teen Rookie - rookie quizzers in grades 10-12.
- 4) STV - Senior Teen Veteran - quizzers with experience in grades 10-12. A rookie quizzer is one who has quizzed no more than half of a season previous

to the current season, and a rookie team may contain one veteran quizzier. Any quizzing experience previous to 7th grade does not count toward a quizzier's experience. Younger or rookie quizzers in grades 6-9 may always quiz in higher divisions.

Section 2 – Ideas for Coaches

A. Starting a Quiz Team

Steps to Starting a New Quiz Team

In order to launch Bible Quizzing at your church, the following steps may be helpful:

1. Pray for the Lord's direction in starting this ministry.
2. Talk with and secure the support of your pastor.
3. Contact quizzing leadership for support and a tournament schedule.
4. Promote quizzing at your church: Have a nearby coach or conference quiz leader provide a demonstration (Resources for this are provided in the Quiz Leaders section of this handbook). Then talk with parents and teens to recruit at least two teens to quiz and an adult coach.
5. Purchase resources (Scripture portions, rulebook, practice questions, Bible quizzing handbook) from Light and Life Communications.
6. Borrow or purchase jump seats.
7. Set dates and times for weekly practices. Then contact each quizzier a few days before the first practice to encourage participation.
8. Make practice fun so the quizzers will want to come back each week.
9. Study with your quizzers to make sure they will have a good experience at their first tournament and be able to answer many of the questions.
10. Whenever possible, make plans to attend national Quiz Finals.

B. Quiz Practice

(Contributed by Mark Colgan)

Coaches should strive to balance the three main components of Bible quizzing: learning and applying the Bible, having fun and fellowship, and quizzing competition. A team that focuses solely on Bible study may miss the fun of quizzing and most youth will not be motivated to quiz. A team that focuses too much on the competition will likely demonstrate poor attitudes and feel pressured to win. A team that focuses only on the fun and fellowship will miss the rewards of faithful study and not do well in competition. On the other hand, a balanced team will experience all the fruits of Bible quizzing: spiritual growth, many friends, and their share of trophies.

While these three aspects should encompass the entire quizzing ministry, weekly practices should particularly involve each aspect. The following sections of this handbook offer ideas for incorporating each of the three components. This section gives some overall guidelines for running a successful quiz practice.

1. Start with Devotions—have each quizzers pick a favorite person in the chapter, draw or act out a story, list ways to apply a passage, etc. Then discuss needs and spend some time in prayer. (See application ideas in section C.)
2. Study the Material—spend some focused time learning new material or quoting what they have already learned. Help them be successful at tournaments by studying with them when necessary. (See study ideas in section D.)
3. Play Quizzing Games—try Wheel of Fortune, Bible Baseball, Jeopardy, Who Wants to be a Millionaire, etc. with quiz questions. (See games in section E.)
4. Practice Quiz—use one on one, two on two, individuals, etc. (See jumping ideas in section F.)
5. Make an Assignment—expect the quizzers to do some amount of studying each week outside of practice and make them accountable. Give them a study guide to fill out, have them write some questions, give them a written quiz, keep track of study time, or post a chart to record progress on goals.

Be committed to having a quality practice every single week to keep the quizzers motivated throughout the season. Arrive early and be organized by writing a schedule of the planned activities on the chalkboard or on paper. For groups larger than six quizzers, rotate quizzers through the various activities. College students and parents are great helpers for practice, and they can practice their quizmastering so they can serve as quizmasters at monthly tournaments. Spend about an hour and a half each week in quiz practice to incorporate the various activities.

C. Application of the Word

Spend some quality time at the beginning of each practice discussing the meaning and application of the new material. Then share concerns and pray together. Here are some ideas for helping quizzers enjoy the study and application of the Word.

1. Favorite Verse- each quizzers picks a favorite verse from the chapter and tells why it is meaningful and how it can be applied.
2. Naming Quizzers - try naming each quizzers an appropriate character from the book you are studying (it may stick) and discuss their good qualities: Paul, Peter, Mary, Elizabeth, John, etc.
3. Favorite Person – each quizzers picks a favorite person from the chapter or book and tells why he/she picked that person.
4. Quote Verse – as a group memorize and discuss a quote verse or two and talk about the application. (This accomplishes two things at the same time. They learn the quotes and have an opportunity to discuss the key verses.)
5. Guest Speaker – ask a pastor or gifted teacher to come and explain a special passage. Or ask the quizzers themselves to prepare a short devotional for the upcoming practice.
6. Application List – on a board have the quizzers make a list of ways they can apply the passage.
7. Skit or Art – have quizzers act out the chapter or draw pictures of key concepts or events.

Make up your own devotional ideas, but be careful to keep quizzers actively involved and focus on application of the material.

D. Studying with Quizzers

Spend some focused time in practice with quizzers learning new material or quoting what they have already learned. For new quizzers, the coach may have to spend considerable time studying with them to ensure their success at tournaments, especially until they become motivated to study themselves. Here are some ways to do this.

Focused Study Method- as a group of two to four quizzers use their Scripture portions, take turns asking them questions and have them verbalize the answers. Work your way through 10-20 verses with the portion (this step may need to be repeated for difficult material), and then go back and ask them to answer the same questions without the portion. Then go on to the next 10-20 verses, so that in this way new quizzers can learn much of the material in practice.

Memorization (Mark Scandrett)

I am a big advocate of memorization. The system that I use with my kids is to take a verse and read it together out loud. Then they try to quote it without looking. Then read a second verse, and do the same thing. Then try to quote both verses together. Add more verses until you can quote five in a row. Then start on a fresh set of five. When you finish it, go back and try to quote the first five over again, then all ten together. Of course, some of the kids won't be able to memorize it right away and will need help in quoting the verses, but they'll still get most of it. After quoting 5 or 10 verses, I also usually ask the kids questions over the material so they can see how much they've learned.

Other Ways to Study with Quizzers

1. Have each quizzer say one word of the verse, going around the circle as long as there are words in the verse. Do this several times until they can each say the verse.
2. Have each quizzer say a phrase of the verse and proceed as in #1.
3. Make up an acronym for verses that contain lists. For example, use PK E BP (Preachers Kids Eat Buttered Peanuts) to remember patient, kind, envoy, boast, proud in I Corinthians 13:4.
4. Draw pictures or have quizzers draw pictures to represent the ideas in the verse.
5. Write each word of the verse on a different piece of paper and have quizzers put them in order.
6. Write the entire verse on a board and erase a few words at a time until they can say the whole verse with no words left on the board.
7. Put the number of each verse on a slip of paper. Have quizzers draw a number and then try to memorize that verse. When they think they can say it, have them get in line to quote it to a coach. If correct have them try the next verse until most of the quizzers have learned at least one verse. Then give them a basketball shot for each verse they learn and keep score.

8. As in #7 have quizzers memorize verses and quote to a coach, but have each quizzer start with the beginning of the chapter, and then keep a list on the board of the verses they have learned in order.

E. Fun and Games

(Contributions from Mark Colgan)

Make your quiz practices more fun by trying one of the following games:

1. Memorize a Random Verse--have each quizzer draw a different random verse (written on pieces of paper) from the new chapter. After brief study, quizzers try to quote their verse to a coach (they can miss one word). After three or four quizzers are able to quote their verse correctly, they get one point for the verse and one shot at the basket for more points. (While waiting for others to get their verse, the quizzers may try to memorize the next consecutive verse for extra points.) You may want to make one, two, and three-point shot lines. Then repeat the process with new verses.
2. Wheel of Fortune--pick a phrase from the new material, draw lines for each letter, and take turns having quizzers try to guess letters until they can figure out the phrase.
3. Jumping Beans--using quiz seats, have quizzers jump on a clap. The two quizzers not in the top four (without lights on the board) are eliminated. Then clap again and eliminate the 4th place quizzer. Then clap and eliminate the 3rd. Repeat until you have a winner.
4. Bible Baseball--set up four bases and have quizzers move around the bases as they answer questions based on level of difficulty. An incorrect answer makes an out.
5. Bible Basketball--let quizzers shoot Nerf basketballs or paper wad basketballs from one, two, or three-point range when they answer a question or memorize a random verse.
6. Real Four-Square--ask a quiz question to the players each time they enter the first square.
7. Musical Chairs--play music and have quizzers jump when the music stops. The last one up is out, and then continue the game until only one remains. Or read the chapter while you play the traditional game of musical chairs.
8. Jeopardy, Wheel of Fortune, Tic Tac Toe, Win-Lose-or-Draw, Trivial Pursuit, Charades--use quizzing questions or phrases.
9. Cruise (Quote through) the Material for Times--see how long it takes for advanced quizzers to quote each chapter. Record the times on a chart and have them work toward personal best times. As a general rule, quoting a chapter at a speed of four seconds per verse is pretty fast.

F. Ways to Practice Jumping

(Contributions from Jerry Mullis and Mark Colgan)

Most practices should include a time where quizzers can practice jumping off the quiz seats. There are many ways to do this, and sometimes practice jumping can be combined with game time. Here are a variety of ideas.

1. Team of Two vs. Team of Two--make two teams with each team consisting of a quizzer who does pre-jump, the “pre-jumper”, and a quizzer that hesitates to do so, the “hesitating jumper”.

For every odd numbered question, the “pre-jumpers” jump where they believe their non-jumping partner should be able to complete the question. If completed correctly, you may allow both members of the team to attempt an answer. If completed incorrectly, the question goes to the other team as a free question.

For every even numbered question, you permit only the “hesitating jumpers” to pre-jump where they know their partner can complete the question. Again, if completed correctly, you may allow both an attempt to answer. The advantage of this game is that pressure is placed on the “hesitating jumpers” by their experienced “pre-jumping partners” to jump quicker!

2. Jump the Mark--mark on the question sheet where you think your team should pre-jump a question. If they don't jump before that spot, then the question goes to the other team. This could be done against a younger team or against a “nobody” team that does not exist.

3. Jump the End of the Question--play this game for the inexperienced jumpers. In order to have an opportunity to answer the question, it is required that they be jumping on the last word! Read a little slower than normal at first and then later read at a normal pace expecting the same jumping style. Even those who do not have a good grasp of the material can learn to jump at the end of a question.

4. Upset the Fruit Basket--label the six chairs with six different fruits. Have each quizzer draw a piece of paper with the six fruits on them to assign seating position. Then ask the 1st question for the two outside quizzers, the 2nd question for the middle quizzers, the 3rd question for the insider quizzers, and the 4th question for everyone. Then upset the fruit basket by having the quizzers re-draw for positions.

5. Around the World--play as in “Upset the Fruit Basket” above, but rotate quizzers clockwise instead of drawing for seating position. If seven quizzers play at one time (with one sitting out each time), after seven rotations every quizzer will have quizzed every other quizzer!

6. Quizzing Four-Square (Six-Square)--with a goal of staying in the left-most chair (the 6th square), ask a question to the two right-most quizzers. If the quizzer on the right wins, this quizzer moves up to the next position. Then you ask a question to this quizzer

and the next one in line. Quizzers continue to move up when they win and down when they lose.

7. One-on-One Quizzing--use a ladder system by writing each quizzers name in order. Then keep track of who wins and loses each round, with the winners moving up and the losers moving down after each round.

8. Draw for Teams--at the previous practice, draw for teams of two or three and encourage quizzers to call one another during the week to motivate each other to study. You may want to have the coaches quiz as well.

9. If Few Studied--quizzers are allowed to use their portions to find the answers for 10 points, but they get 20 points if they answer without the portion.

10. Rotate the Quizmaster--have quizzers read three questions each (with a quiz-out after one correct answer) and then rotate everyone around one place, including the coach who gets to quiz too.

11. Winner Takes All--for three teams of any size, have three-question quizzes where the winning team stays and the losing team rotates out while the other team rotates in (use a quiz-out after one correct answer).

12. Double or Single-Elimination Tournament--use three or five-question quiz rounds and have the winners and losers advance through a simple bracket. You may want to give prizes.

13. Demonstration Quiz--have quizzers do a demonstration quiz for a Sunday School class, the entire congregation, a service club, the youth group, or another church.

14. Challenge Quiz--ask a quiz team from a church nearby to join your team for some friendly competition and fellowship.

15. World Bible Quizzing Style--try WBQA rules. There are no pre-jumps, so quizzers just jump and give the answer. Subtract 10 points for incorrect answers, and you may want to try three teams of two quizzers quizzing at the same time.

16. No Electronic Seats--if most questions are pre-jumped, it is often easy to tell who jumps first without the electronic quiz seats, and it saves a lot of time.

G. Motivating Quizzers

Ideas for Motivating Quizzers (Mark Scandrett)

1. Be enthusiastic! Tell the kids about all the fun things you do in quizzing, the good times you have and all the good stuff you get out of it. Be a role model to them. If you are encouraging and enthusiastic, they will love you and want to make you happy.

2. Give the kids different options of levels they're going to shoot for, and have them make commitments as to what they're going to aim for at the beginning of the year. For example, you could have Competitor, Expert, and Superstar levels, with Competitor being learning the quotes and reading the rest of the material, Expert being trying to memorize at least half the material, and Superstar trying to memorize it all.
3. Have fun in practice! Get some peanut M&Ms and give them one for every quote they memorize. Use your imagination and make it fun.
4. We've had an intra-squad "Turkey Tournament" the week after Thanksgiving, dividing quizzers (and coaches, if necessary) into teams of two and asking simple questions over just a couple of chapters. Lots of prizes are given away -- gift certificates, candy, etc.
5. Some years, over Christmas we've had a "Twelve Days of Christmas" contest. It's pretty simple -- I've written daily study assignments for 12 days on slips of paper, put them in envelopes and sealed them. Each day, they are to open one and do the assignment. I usually included some fun stuff, like "Call Pastor Mark and wish him a Merry Christmas." All who do the assignments all 12 days have a pizza party afterward. This works well if there's a Sunday over Christmas you don't have practice, or if the coach is on vacation.
6. Ask local newspaper and even television reporters to come to tournaments and do quizzing stories. Regularly send stories to conference newsletters.
7. Involve the Pastor and Parents—Ask your pastor and quizzers' parents to attend tournaments. Find ways parents can get involved.
8. Take Fun Quiz Trips—Besides Nationals, combine a fun activity beyond quizzing with a quiz trip (such as skiing, sight seeing, swimming, etc.).

Clear Expectations and Relationships (Timothy Griffin)

Make sure quizzers have a schedule of all practices and quiz meets. Provide this for them. That way they have a clear picture of what is expected of them.

Look for opportunities to spend relationship building time - not just practices. With our quizzers, we try to make it clear when it is time to buckle down and seriously study. At other times we make sure they know it is time to have fun and just enjoy being together. Quizzing is a whole lot more than just being able to get off the seat and have the right answer! Try having a Christmas dinner in your home. Have a quote-a-thon one evening with quality prizes -- one for young teens and one for senior teens, etc. Be serious about having fun studying the best book written by the nicest guy, with eternal rewards!

Letter to Parents: Quizzing Benefits (Kathy Costello)

Parents sometimes do not feel like quizzing is a priority, so I send out a yearly letter stating the benefits of quizzing: the value of the memorized word, study skills that will be gained that will transfer to school and college, value of disciplining oneself to study when the desire is not there, and others.

Quizzers Sunday (Kathy Costello)

Last year my quizzers wrote a script called “Everything I Really Needed to Know I Learned From the Book of Acts.” They did vignettes that correlated with quote verses and planned a whole morning service. This gave the congregation a chance to see how quizzing relates to a person’s life and some of the important values and standards our students are gaining from the Word. It went over so well that we now plan on doing the Children’s Day Sunday every year. The quizzers do all of the planning.

H. Preparing for Quiz Finals

Points Program for Quiz Finals (Kathy Costello)

We have a Points Program to gear the quizzers into what we value, what we expect from quizzers who go to Nationals. We give points as follows:

- 100 points for attending practice
- 100 points for each quote verse said perfectly the first time to their quizzing partner
- 1000 points for a memorized chapter
- 25 points for each question written
- 200 points for each mind map on part of a chapter and mind map must be shared
- Points obtained at monthly tournaments with extra points given for quiz outs
- 250 points for teaching us a song with a quote verse set to some familiar tune
- 50 points for each key word known at quiz practice from a list given to them by the coach for that month (usually about 20 key words for rookies, more for veterans)

We have a big graph with everyone’s name on it and they color in their own chart. It has worked very well for us so far.

Ways to Prepare your Team for Quiz Finals (Mark Colgan)

1. Chart Quizzers’ Progress

On a poster make a column for each chapter and make a row for each quizzers’ name. Then cover about 3 chapters per week. As they master each chapter (by quoting it or working through questions, etc.) let them place a sticker on the chart for that chapter. Every quizzers who earns a sticker for each chapter is rewarded in some way.

2. One-on-One Quizzing

Have a weekly contest where quizzers quiz one on one over 9 questions coming from the week’s 3 review chapters. Record the results on the poster and have the pairings for the next week depend on the results from the previous week.

3. Draw for Teams

Each week at the end of practice draw for teams to quiz the next week over the review chapters. The coaches may want to quiz too.

4. Cruise for Times

Time those who can quote chapters to see how long it takes for each chapter, and record the times on the poster. Then later have them try to beat their times for each chapter. We

first did this over Corinthians, so we called it the Corinthian Cruise and the name stuck! Quoting a chapter in 4 seconds per verse is usually a good time.

5. Divide up the material

The average quizzier may have trouble mastering all the material, so have each quizzier on the team master a certain book or certain chapters. At least one quizzier on the team will then know every chapter.

6. Quote Person

Designate at least one person on the team to be the quote person who will jump on the quote questions. This probably should not be the best overall quizzier. Time the quote person to see how long it takes him/her to quote all the quotes with references.

7. Quote cards

Use an index card for each quote passage with the reference on one side and the quote on the other side. Also list all the two-part quote questions on the card that you can think of for that passage. Drill the quizzers using the cards.

8. Boot Camp

Hold special three to four-hour practices for several days before Quiz Finals. Go back over all the material during these practices. The quizzers sometimes think I'm a drill sergeant during this time, so we named it Boot Camp.

9. Set Goals

Set quizzing goals for your team. Possible goals would be: to place in the top five teams in your division, to have your quizzers make it to the second round of individuals, or to memorize the entire material.

10. Plan a special event

Meet with another church for a special quiz or plan a church demonstration to motivate the quizzers. A quote-a-thon where quizzers raise money by quoting verses might also motivate additional study.

I. Travel and Fundraising

Travel opportunities are an important part of the Bible quiz ministry, because they give coaches and quizzers an opportunity to develop strong relationships and to experience many exciting trips to various places. Fundraising naturally goes along with travel, and trips to Quiz Finals are the most expensive aspect of the quiz ministry. Coach Bill Willis suggests fundraisers develop teamwork and are excellent opportunities for fellowship. Working together (as in picking apples) builds character and unity. This section will include several ideas for fundraising.

Dennis Charles tells the story of his first trip to the national Quiz Finals tournament. He thought it was unreasonable to give up an entire week of vacation from his work to go to Quiz Finals. Then in 1988 his quizzers had studied particularly hard and really wanted him to go with them to Quiz Finals at Greenville, Illinois. They somehow convinced him

to go and he has not missed a Quiz Finals since then. He says the testimony-communion service was what really impressed him as quizzers shared how God was working in their lives through his Word.

Fundraising Ideas

1. Put on a Mother and Daughter Luau and wear Hawaiian outfits and play Hawaiian games. Take pictures for \$1 each. (Gail Warton--Holland, OH)
2. Challenge your church to a quiz. People in the church sign up on teams to go against the quizzers with an entry fee of \$5 per person. It's basically a mini quiz meet, but adults can use "life lines" at \$1 each and ask other people in the audience for help on questions. (Gail Warton--Holland, OH)
3. Ask Wal Mart if you can do a car wash in their parking lot. They will likely match the amount of money you raise.
4. Ask Fazolis if you can help serve breadsticks some weekend and collect one dollar each from the special all-you-can eat special they offer for groups.
5. Collect ink cartridges and recycle them. (Kathy Costello--Albion, NY)
6. Make and sell homemade pizzas. (Joanna Solomon--Anderson, Indiana)
7. Have a Pie and Cake Auction. Ask everyone in your church to bring some baked goods and then auction them off. Everyone is sure to have a lot of fun bidding for their favorite cook's items.
8. Set up Quizzing Banks with a picture of one quizzier on each bank. Encourage the congregation to drop their change in the banks to help quizzers make it to Quiz Finals. (Gail Warton--Holland, OH)
9. Hold a Quote-a-Thon where quizzers get sponsors to give them so much for each verse quoted. This can raise a lot of money from extended family members who are not in your own local church. (Alan Noble—Redlands, CA)
10. Have the quizzers put on a concert and display their talents. Ask for a free-will offering from those who attend.
11. Ask people to sponsor an upcoming quiz by giving \$1 for every quiz out or quote, \$2 for every win, \$10 for a first place team, etc. (Laura Colberg, Seattle, WA)
12. Ask local businesses if they will sponsor your quiz team if you put their logo on your quiz shirt.
13. Offer to do childcare for church events or offer an evening out for couples with small children.
14. Offer to do household work for people in the church. Shoveling snow might work for some of us this winter.
15. Have a huge yard sale. Advertise that you will take donations from the community along with the donations that you get from your church. This can become an annual event that the garage sale and yard sale buffs in the church really get excited about. (Bill Willis—Willamina, OR)
16. Hold a Rock-A-Thon. Take pledges on how long the quizzers can rock in a rocking chair without going to sleep. Each quizzier gets a break from rocking at the end of every hour for 10 minutes. Rocking may also be used for study time, movies, and a lot of fun. (Bill Willis—Willamina, OR)

Section 3—Ideas for Quizzers

A. Benefits of Quizzing

There are many benefits of Bible quizzing for any young person or adult who chooses to become involved in the quizzing ministry. Many have been mentioned in the section on testimonies from quizzers. Here is a brief list of the blessings you are likely to experience through Bible quizzing.

1. Quizzing improves students' study skills, and likely improves grades and test scores.
2. You travel to interesting places from New York to Seattle.
3. You will make many good Christian friends from all over the country.
4. Winning trophies and awards improves self-confidence.
5. Sermons and Sunday School are more meaningful when you know the material.
6. It is a great family activity.
7. Quizzers learn to set goals and work toward those goals as a team.
8. You gain confidence in public speaking.
9. The competition is exciting, win or lose.
10. Quizzing is fun and you will enjoy the fellowship.
11. You grow spiritually through the systematic study of God's Word.

B. Ways to Study

Studying is one of the most challenging aspects of Bible quizzing and yet one of the most rewarding. Here is a list of some study methods that have worked for various quizzers. People learn in many different ways, so what works for one quizzers may not work for another. The key is to find a system of learning that works well for you and then study regularly using that system.

Beginning quizzers should also be encouraged to learn all the quote passages, because this will help them begin to learn how to memorize. Then as they progress in their quizzing, many quizzers will memorize larger and larger passages until they may eventually be able to memorize the entire material.

1. Repetitive Reading--some quizzers simply read the chapters over and over until they learn them.
2. Listening to the chapters--some learn best by listening to the material read out loud on a tape or CD, or by reading out loud, or by making their own tape with words left out.
3. Study Questions--many quizzers learn the material by working with questions. You can read the questions and answers and then try to answer the questions without looking. Other possibilities include writing your own questions or writing down the answers to a study guide.
4. Drawing or writing--it helps some quizzers to draw pictures or write out verses on a board.

5. Memorizing--Work to memorize a section a verse at a time, and then go back over it every day as you add on to the amount you learn, a section at a time.
6. Making a chart--most people study more effectively when they have a goal in mind. Charting your progress or striving for a goal and a reward (like memorizing a chapter for ice cream) can motivate you to study.
7. Quotes--make your own quote cards (on note cards) by writing the reference on one side and the verse on the other side. You can make "quotie cards" by writing the reference on one side and possible two-part quote questions on the other side.
8. Lists--Make up an acrostic to remember them. *Jews of Jerusalem sent priests and Levites...* (JJSP--Jack and Jill Sure Played a Lot.)
9. Cross Chapter Questions--Always be looking for words that appear in more than one chapter and keep a list in the back of your portion, or study practice questions or a concordance.
10. Quoting (Cruising) for Times--Time how long it takes to quote each chapter and record the results. Four seconds per verse is a good time.

Here are some additional ideas for ways to study from Kathy Costello and Eric Young.

Creative Study Strategies (Kathy Costello)

Two or three times a year I teach the quizzers a study strategy and have them use it for a week or so, evaluate it and see if it is something that works for them. These are some strategies we use for those who do not memorize:

1. Mind Maps—Put the central idea (like birth of Jesus) on a paper and then draw pictures or words around the central idea to help quizzers visualize an idea or event.
2. Flash Cards—Use flash cards to help quizzers study quotes, places, people, etc.
3. Physical Activity—some quizzers can learn better while walking around or doing some physical activity while studying (such as jumping rope, riding a stationary bike, or pacing).
4. Other Study Methods--writing questions, copying the chapter, fill in the blanks with key words, listening to an audio tape and reading with it, and making their own audio tape with key words left out and then later trying to fill in the key words.
5. Setting Goals—encourage each quizzers to set personal goals (such as memorizing 20 quotes, memorizing all the quotes, memorizing a chapter, quizzing out once, etc.)

Color-coding Key Words (Eric Young)

I have always been a proponent of key words. To take it a step further, I color code my portion based upon these key words. The "system" I have used ever since I have been involved in quizzing is:

Green = unique words (appear only once)

Light Blue = cross chapter words (appear twice in different chapters)

Purple = same chapter word (appear twice in same chapter)

Pink = cross book words (appear twice in different books)

Orange = quotes

Depending on the books, I may also highlight proper names and locations. As I study, I not only see the key words highlighted, but the color codes create a road map in my mind. When I jump, I can visualize the colors in my mind and the words just fall into place.

C. Ways to Memorize

(contributed by quizzier Andrew Mueller)

There is no "set in stone" method to memorize or one that will work the best for every quizzier. Some people are visual learners, others audio. For audio learners, the best way, is to listen to the scripture (you can get the New Testament on tape or CD from your local Christian bookstore), and read along in your scripture portion or Bible.

For visual learners, the way that I find most helpful is repetition. If possible, sit down with a fellow quizzier, coach, or parent and repeat the first verse until you are able to quote it well. Then, you can move onto verse two. After you have the first two verses, try quoting them together. Keep adding one verse at a time and then quoting all of it together. After you finish the first paragraph, start over with the second paragraph. Once you have completed memorizing the second paragraph, quote the first two paragraphs together. Try repeating this process until you have memorized an entire section or chapter. REPETITION is the key! The more you go over it and quote it, the faster you will be able to think of the answers in the quiz. This can be very beneficial on pre-jumps when you are required to quote large amounts of scripture.

You might find that some other way works better for you. Whatever method you choose though, try to quote through the material every day. This will really help you do well at national Quiz Finals, when knowledge of all of the material is required.

D. Ways to Jump

(contributed by quizzier Andrew Mueller)

While there is no best way to memorize, there is I believe, a best way to jump. The key is to find the exact spot where the seat switches on and off. Just before the question begins, use your thighs (and arms, resting on your thighs) to lift yourself right to the spot where the seat is about to turn on.

This can cause flickers, at first, but with work you should be able to keep your light off. To practice, try sitting on your seat, and flickering your light off and on extremely fast. This will help you find the right spot.

If you know the scripture well, I would encourage jumping at the first hint of recognition. This might cause more missed pre-jumps, but it is the way to be a great quizzier, especially in the higher divisions.

E. Quizzing Strategies

(contributed by quizzier Andrew Mueller)

The following strategies I will give are strictly my opinion. Some coaches might disagree, but these strategies have always worked extremely well for my team. Your team's strategy will greatly depend on how much of a risk that you are willing to take. Take the biggest risk that you can, according to your ability as a quizzier and team.

The first topic is quotes. A good idea is to have one person who is your "quote person". This is the person that you lean on to get at least one of the two quotes in each quiz. The quote person needs to know the quotes backwards and forwards. He or she should try to know which chapters only have one quote and which quotes have a unique verse reference. On a one-part quote, you may want to jump when you have a 50-50 chance. For example, suppose the material being studied is the book of John. If there are only two quotes in chapter 4, and the quizmaster says, "Quote John chapter 4..." you could jump there, especially in Senior Teen quizzes.

The next topic is pre-jumping. This is probably the most debatable issue. I always jump the second that something "clicks" in my mind. If you recognize something, jump! This greatly depends on experience though. A good rule to test if you are pre-jumping too fast is to check whether you are getting two-thirds of your pre-jumps correct. If you do this, you should be able to quiz well and win many quizzes.

The last topic involves how to structure your team. Each quizzier has his/her own strengths and weaknesses. One person might be good at quotes, another a good pre-jumper, and another just someone you can always count on to get the right answer. If you have these three ingredients you probably have an excellent team. A good idea would be to have your pre-jumper jumping on every question as fast as he/she is able. The person good at quotes jumps on quote questions, and no one else on the team should jump (unless the question is completed). The person who always gets the right answer should get the missed pre-jumps. If you do this, you should be able to win a lot of quizzes, though in the top divisions you probably need at least two people who are good pre-jumpers. Having each quizzier take specific roles can be an effective strategy.

Section 4 – Instructions for Quizmasters

(revised by Mark Scandrett)

The purpose of Free Methodist Bible quizzing is to challenge youth to study and apply God's Word so that they may be equipped for a life of love and service to Christ. This is a tremendous ministry with great potential for changing lives of young people.

In order to fulfill its purpose, the Bible quizzing ministry needs quality quizmasters. A well-prepared quizmaster with a Christ-like attitude can be a great encouragement to youth involved in Bible quizzing. On the other hand, an unprepared quizmaster with a poor attitude can discourage participation.

Qualifications for Quizmasters

1. Committed Christian with a desire to minister to young people.
2. Knowledge of the Bible, especially of the material being studied in the current quizzing year.
3. Thorough knowledge of the rules of Free Methodist Bible Quizzing.
4. Positive, encouraging attitude.
5. Ability to read questions clearly and accurately.
6. Ability to judge answers quickly and accurately.

A. Outline of Procedures

1. Secure an official timekeeper and scorekeeper. If possible, also have someone keep score on a board for the audience to see.
2. Introduce yourself and the officials.
3. Have each captain introduce his/her team members and coach. Write the first names of the quizzers at the top of your answer sheet so you can call on them by name during the quiz.
4. Give the quizzers a few practice jumps to test the functioning of the equipment and to help them get accustomed to their seats.
5. Lead in prayer or ask one of the quizzers to pray.
6. Conduct the quiz round.
7. Declare the quiz over and announce the results.

B. Questions, Answers, and Rulings

Questions

1. If there is time, read the questions carefully before the quiz starts. Otherwise, carefully read each question silently before you read it aloud to the quizzers.

Substitute for any questions that you consider poor questions. Make sure you are reading the questions for the correct round!

2. Introduce each question by saying, "Question, Question Number ____, Question." For special types of questions (quote, multi-part, etc.), say, "Question Number ____ is a (quote, 3-part question, etc.). Question, Question Number ____, (quote, 3-part, etc.) Question."
3. Read clearly, smoothly, and at a moderate, consistent pace. This helps prevent premature pre-jumping. When you near the end of the question, do not look up at the quiz box, so the quizzers will not know you are near the end of the question.
4. If anyone pre-jumps, stop reading immediately.
5. If for any reason you feel a question is bad, or proceedings surrounding its reading have caused unfairness, you may throw a question out and substitute another. (Do not throw a question out simply because making a ruling is difficult.) If you are uncertain what to do, ask the tournament director or divisional director.

Answers

1. Call for answers by calling on quizzers by first name.
2. If, after the question is introduced but none of the question has been read, a quizzer's light inadvertently comes on, it is ruled a forfeit jump. The quizzer involved is disqualified for the question, but the rest of his team is still allowed to jump.
3. If a quizzer's light comes on after any of the question has been read, it is ruled a pre-jump.
When a pre-jump occurs, immediately stop reading the question. Say, "That is a pre-jump. (Name of quizzer who pre-jumped), complete the question." If the completion is correct, say, "You may proceed." If not, say, "I cannot accept that completion," and then reread the question as written for the other side.
4. If the question is read completely without a pre-jump, call the name of the first quizzer to jump and give him/her an opportunity to answer. If the answer is correct, say, "That is correct." If it is not correct, say, "I'm sorry; that is incorrect," and then call on the second quizzer in the jumping order. Continue this process for the first four quizzers to jump until the correct answer is given or until all four have answered incorrectly.
5. When you rule a quizzer incorrect, do not include extra information that might help other quizzers. (Ex. - "That's not quite right.")
6. Do not rule on an answer until the quizzer says, "Finished," or sits down, or until the timekeeper says, "Time," at the end of the allotted 20 seconds.

Rulings

1. In the case of a pre-jump, an actual word-for word completion of the question is not required. The following are guidelines for quizmasters to follow in accepting a pre-jump completion.
 - (1) The question must have the same number of parts.
 - (2) Part of the answer must not be included in the question.
 - (3) The answer to the written question must be included in the answer to the quizzer's question. If any part of the written answer would not be required by the quizzer's question, the completion should not be accepted.
 - (4) The answer provided by the quizzer must answer the written question and his/her accepted question.
 - (5) The quizzer's question must be specific enough to be answered within 20 seconds.
 - (6) Quizzers cannot use chapter, paragraph or verse references to limit their questions.
2. Exact, word-for-word quotations are required only for quote questions.
3. If a quizzer realizes he/she has made an error before sitting down or before time has expired, the quizzer may correct the answer, but he/she must preface the correction by saying, "Correction." If what the quizzer is correcting is unclear to the quizmaster, the quizmaster may ask the quizzer to clarify the correction.
4. When the question specifically asks for a person, place, or thing, quizzers must qualify pronouns in their answers to clarify the person, place or thing to which the pronoun refers.

C. Appeals

1. A quizmaster's decision may be appealed by the captain of the team, but only before the next question is introduced or a time out is taken.
2. Before an appeal is heard, the person appealing must specify what is being appealed - the question, answer, pre-jump completion, or procedure. If, in the course of the appeal, it becomes evident that the appeal is of another type than previously stated, the quizmaster should clarify this to the person making the appeal.
3. Coaches may only appeal on matters of procedure. When this occurs, the opposing coach is given an opportunity to respond. Rulebooks must be used when making a procedural challenge. If a team has no coach, the captain may respond.
4. Captains are not limited in their types of appeals. When a captain appeals, the opposing captain is given an opportunity to respond. Captains may not use Scripture portions or Bibles when appealing, but may use the rulebook.
5. Thirty seconds are allowed for an appeal and thirty seconds are allowed for a response. Interruptions of these times by opponents are not permitted.

6. When an appeal and response are being made, quizzers still eligible to answer should leave the room so they cannot hear what is said. They are not allowed to talk while outside the room.
7. If an appeal is overruled, points are awarded as usual, and twenty points are deducted from the appealing team's score if the appeal is one of the answer or prejump completion. And overruled appeal of the question carries no penalty if it is raised prior to a ruling on the first answer. After an announced ruling on an answer, twenty points are deducted from the appealing team's score if the appeal is overruled. If the appeal is one of procedure, no points are deducted if the appeal is overruled.
8. If an appeal is accepted, whatever adjustments are needed to reflect the decision should be made - points added or deducted, other quizzers called on to answer, a substitute question read, etc.

D. Other Guidelines

1. All team quizzes are fifteen questions, with each question having a value of twenty points.
2. Two sixty-second time-outs are allotted to each team. They may be used only after a question is closed and before the next question is introduced. Time-outs may not be called after the thirteenth question or during overtime.
3. The quizmaster may call an official time-out at any time. If one is called while a question is open, quizzers are not allowed to talk during this time-out.
4. Teams may switch sides after the 8th question if either of the teams desires.
5. In case of a tie at the end of the regulation quiz, three more questions should be asked. If there is still no winner after three questions, single questions will be asked until one correct response determines the winner.
6. A quizzer must sit out when he/she has scored 100 points. This is a "quiz out."
7. If you are scheduled to quizmaster a team from your church and feel uncomfortable doing so, feel free to switch for that round with another quizmaster near you.
8. Please keep the round running smoothly. A major delay in one room will affect two rooms in the next round and possibly four in the round after that.
9. Substitutions may occur after any question.
10. As quizmaster, you should strive to be as fair and consistent as possible. If necessary, you may modify the rules to allow for what you consider to be the fair awarding of points.

11. If you have a question about anything, you may call both coaches aside and try to resolve issues as fairly and discreetly as possible. Or, you may also seek counsel from the tournament director or another quizmaster.

E. Individual Competition

1. In the final round of individual competition, quizzes may be twenty questions in length.
2. Winners are determined first by the order in which quizzers quiz out and then by the highest point totals (for quizzers who do not quiz out). Ties after the final question are broken in overtime. The same overtime procedure as in team competition (three questions, then one question sudden death until ties are broken) is used.
3. There is no forfeit jump during individual competition. If a quizzers light comes on after the introduction but before any part of the question is read, it is still considered a pre-jump.
4. After a quizzers misses three pre-jumps (by completing the question incorrectly or by answering a completed pre-jump incorrectly), a 10-point penalty is assessed for every subsequent missed pre-jump. In order to quiz out, a quizzers must still score 100 or more points.
5. If a pre-jumped question is not completed correctly, the next three quizzers to jump may "play" by attempting to complete the question or may "pass." After ruling that the completion is incorrect, the quizmaster should announce, "(Next quizzers in jumping order), you may pass or play." In order to pass, quizzers must either say the word "pass" or nothing at all during their answer period. If they play but are ruled incorrect, it is considered a missed pre-jump. If all three of these quizzers either pass or play but are ruled incorrect, the question is reread for all quizzers but those who completed the question incorrectly.
6. If a pre-jumped question is completed correctly but the answer given is incorrect, the question is not reread. The remaining quizzers whose lights are on are allowed to answer in order of the jump until a correct answer is given or until all are ruled incorrect.
7. A completion accepted under Rule 117C but answered incorrectly is considered an incorrect completion. After ruling the answer incorrect, the quizmaster will announce, "The completion was accepted under Rule 117 C. (Next quizzers in jumping order), you may pass or play." The remaining quizzers whose lights are on are given the opportunity to pass or play. If all pass, the question is re-read for the remaining quizzers.
8. Only participating quizzers are allowed to appeal. These appeals must take place out of earshot of quizzers who may still have an opportunity to answer. A 20-point

penalty is deducted from the score of the individual if his appeal is of the type that carries a penalty and is overruled.

9. Each quizzer is allowed one time-out in individual competition.

Section 5 – Ideas for Quizzing Leaders

A. Roles of the Coach, Conference, Regional, and Denominational Director(s)

Role of the Coach(s)

1. Pray for the quiz ministry and strive to be a person of spiritual character who is growing as a Christian.
2. Help quizzers regularly apply the Scriptures they are studying.
3. Be faithful in attending practices and tournaments.
4. Plan and run quiz practices that attempt to incorporate application of the Word, fun and fellowship, and quizzing practice.
5. Work to develop relationships with quizzers and a sense of team spirit and unity through prayer, common experiences, and travel.
6. Try to motivate each quizzers to do his/her best by setting goals, roles, and strategy for each quizzers and for the team.
7. Set a positive attitude for the team by demonstrating good sportsmanship in both winning and losing.
8. Set up travel arrangements, and fundraising as needed, for the team to compete at conference, regional, and national tournaments.
9. Communicate schedules, expectations, and travel arrangements to parents.
10. Purchase needed quizzing resources like Scripture portions, practice questions, and quiz seats.
11. Promote quizzing to the local church and recruit new quizzers each season.

Role of the Conference Director(s)

Appointed by the Annual Conference to one-year terms, renewable annually.

1. Pray for your quiz coaches and communicate with them regularly by e-mail, regular mail, telephone, or in person.
2. Develop the tournament schedule for the year and organize monthly tournaments.
3. Encourage new teams to start, and help recruit new coaches.
4. Help recruit quizmasters.
5. Develop leadership by working to train coaches and quizmasters.
6. Monitor finances.
7. Provide information on resources: quiz seats, rulebooks, Scripture portions, etc.
8. Build awareness of the quiz ministry among conference pastors and lay leaders.
9. Serve on the conference Board of Christian Education.
10. Communicate with regional and denominational directors, including the reporting of tournament results.
11. Promote national Quiz Finals.
12. Work with regional and denominational directors to update the mailing and e-mail lists of coaches.

Role of the Regional Director(s)

Appointed by the Denominational Quiz Director for one-year terms, renewable annually.

1. Pray for your conference directors and coaches.
2. Promote quizzing in your region through e-mail, direct mail, or personal consultation on the telephone, in person, or in correspondence.
3. Coordinate the schedule of tournaments in the region to avoid overlap in material or competition for dates.
4. Serve as a consultant to the denominational quiz director(s).
5. Participate in area tournaments as much as possible for visibility and to keep in touch with coaches and conference directors.
6. Be available to assist new coaches and teams to get them launched.
7. Work with the conference directors and/or denominational director(s) to update the mailing and e-mail lists of coaches.
8. Assist in the running of national Quiz Finals.

Role of the Denominational Director(s)

Appointed by the Denominational Director of Youth Ministries with the approval of a Bishop of the Free Methodist Church.

1. Pray for and encourage the quiz leadership across the denomination.
2. Annually appoint regional directors.
3. Work to develop new leadership, particularly by encouraging former quizzers to participate in the quiz ministry.
4. Set general policies and rules in consultation with the regional directors.
5. Oversee the development and distribution of tournament questions, study questions, quiz seats, and other quizzing resources.
6. Promote Bible quizzing through all available channels.
7. Publish the Free Methodist Quizzer newsletter quarterly and the e-mail update monthly.
8. Plan for and run the annual national Quiz Finals tournament.
9. Maintain a denominational mailing list and e-mail list.
10. Assist the conference and regional directors in promoting quizzing in their areas.
11. Encourage and resource the development of Bible Quizzing in other countries.
12. Keep track of the financial resources of Quizzing.
13. Report to and communicate with denominational personnel, including publishing an annual yearbook page.
14. Be available to help assist coaches, conference directors, and regional directors with questions, problems, and getting new teams started.
15. Decide (annually) on the material to be studied the next season and develop the quote list.

B. Ways to Promote Bible Quizzing

Do all the Free Methodist churches in your area have an active Bible Quiz team? If not, please consider some ways to encourage them to get involved in quizzing for the coming season. Here are some ideas for promoting quizzing to new quiz churches:

1. Contact the pastor at a nearby FM church and ask if your team can present a demonstration quiz for their youth or entire congregation.
2. Promote quizzing at summer youth camps or at your family camp.
3. Help former quizzers from your church start a new team at the church where they are attending school or starting a new job.
4. Send a mailing to every church in your conference offering a demonstration quiz and additional information.
5. Promote quizzing to pastors, perhaps at your annual conference or at a pastors' retreat.
6. Promote quizzing in your conference and local newspapers.
7. Help your conference/regional director develop quiz resources for newly interested churches.
8. Assemble a group of quizzers to go on a quizzing tour through various areas of your conference.

C. Recruiting Quizmasters

We need more quizmasters! This is a typical cry from tournament directors in many Bible quizzing areas. Here are some steps that may help in recruiting and training quizmasters.

1. Talk with all former quizzers (especially graduating seniors) from your church about their potential involvement in quizzing. Former quizzers understand the commitment and rewards of quizzing.
2. Recruit college students in your area. Offer them transportation as needed and encourage them to be involved in QUIZmasters Including Coaches (QUIC) quizzing. QUIC quizzing is a division of quizzing for adults, to give them an opportunity to compete and enjoy the study and fellowship.
3. Recruit a pair of parents who can watch their child half the day and quizmaster the other half of the day. Recruit parents of young quizzers who are hesitant to let their children travel without them.
4. Encourage youth pastors and senior pastors to periodically travel with the quiz team to quizmaster. Everyone already assumes they know their Bible! Sometimes they just need to be asked to go.
5. Ask someone in your conference or region (other than the director) to be responsible for recruiting and training quizmasters. Have this person encourage quizmasters at the tournaments, put together an e-mail list of quizmasters, and correspond with them regularly.

6. Expect each church to provide one quizmaster for every 1-2 teams (except for new quizzing churches). This can be motivating for coaches who do not want to quizmaster themselves.
7. When hosting a tournament at your church, recruit people in your church to quizmaster. Invite them to quiz practice to get started.
8. Consider giving awards to your most committed quizmasters, particularly at the end of the season.

D. Leading A Quiz Demonstration

(Contributed by Mike Hopper)

One of the best ways to promote quizzing to youth is to give them the opportunity to see quizzing action. This promotion can take place in a variety of settings: at a church service, at the local church youth group meeting, at a youth camp or retreat, at a family camp, or at a children's camp (to reach future quizzers). The following steps can be helpful in conducting an effective presentation. As one follows these steps, it is important to be optimistic and positive with the youth.

- (1) Explanation of Bible Quizzing. What is Bible Quizzing? Bible Quizzing is a ministry that combines Bible study and Christian competition for youth in grades 6-12. The purpose is to establish youth in their faith through the systematic study, application, and memorization of the Word of God. Quizzing is a fun way to study God's Word that uses competition as one of several motivations. At weekly practices, coaches strive to balance the three main components of quizzing: learning and applying the Bible, having fun and fellowship, and practicing to compete with other churches. At monthly tournaments, teams of three teens quiz against teams from other churches by jumping off electronic chairs to earn the opportunity to answer questions about a certain book of the Bible. In each round, the team answering the most questions is declared the winner—though in Bible Quizzing, anyone who studies God's word is considered a winner.
- (2) Demonstration of a Bible Quiz Competition. If you have some experienced quizzers who are available, involve them in a sample quiz round. Make sure that the questions are not too difficult, for you don't want to embarrass any of the quizzers. Also, simple answers allow for the rapid progress of the round. Keeping the round moving at a good pace can make quizzing more appealing to the youth.

Before having the experienced quizzers quiz, you may want to offer a simple explanation of the rules such as follows: Each round of competition between two teams (of two to three persons each) consists of 15 questions, each worth 20 points, and a tie is broken by a three-question overtime. Persons are given twenty seconds to answer. If an individual thinks he/she knows the question before it is fully read, the person may jump before the end of the question. He/she must then complete the

question in twenty seconds, and if correct, give the answer within an additional twenty seconds.

(3) Explanation of the Benefits of Quizzing. What can Bible Quizzing do for youth?

(This information is especially important for youth sponsors.)

- **Motivate them to regularly study God's word.
- **Through learning Scripture, help youth grow closer to the Lord.
- **Equip teens to be more effective leaders for Christ.
- **Help teens build friendships with other Free Methodist youth.
- **Develop self-esteem and good study skills.
- **Create a team-spirit with other youth from your church.

(4) Testimonies of the Impact of Quizzing on Lives. If you have some quizzers who can share a meaningful testimony on how God has changed their lives through quizzing, this is ideal. However, if no such quizzers are present, you might use testimonies like what follows.

“Quizzing has impacted my life in a HUGE way. Through quizzing, I have made more Christian friends than I can count, I have learned more Bible verses than I can count, and, as a result, my relationship with God and my family has grown in ways I couldn't ever have imagined! I am able to use the Bible verses I have learned on a day-to-day basis, and God gives me insights and shows me how I can use the verses I have learned to help others. In Philippians, Paul says that we should ‘shine like stars in the universe.’ Bible Quizzing has helped me to do just that.” (Lydia Scandrett, quizzer from Alton, IL)

“I gave my life to Jesus Christ and Bible quizzing was a tool I decided I could use to keep me reading His word. I found myself reading my scripture portion whenever and wherever I had time. I would read His word and ask Him to help apply it to my daily life. His word became real and part of my life, which made the questions asked in quizzing easy to answer. The Lord used quizzing to let me know He could accomplish whatever He wanted through me. The Scripture will help today's young people through life's trials. I can testify to that! I can testify that His word is as true and powerful today as it was when I first came to know it as a quizzer.” (Dennis Charles—Indianapolis, Aldersgate (1973-1976))

“I am very pleased at the resurgence of quizzing across the denomination. It is particularly gratifying to see substantial numbers of smaller churches joining in. The in-depth exposure to God's Word, the team dynamics, and the broader networking all tend to strengthen the participants in Christian discipleship and build the church. Historically many of our current church leaders were quizzers, a significant endorsement in itself.” (Bishop Gerald Bates)

(5) Participation in Bible Quiz Competition. It is one thing for youth to see quizzing; it is quite another for them to experience it. You can help build enthusiasm by dividing the youth group into two teams (i.e. guys vs. girls, or upper-class students vs. the

younger ones) and have each group send a team to the jump seats. A rotation can be set up (with one new quizzier coming in on each question) so that all the youth have the opportunity to jump to questions. Keep the score before the audience, challenging the spectators to cheer on their team. Encourage the youth to be a part of the event by involving them in setting up the jump seats, keeping score, and leading in cheers.

As you begin your competition, a brief reminder of the rules is helpful. Each round of competition consists of 15 questions, each worth 20 points, and a tie is broken by a three-question overtime. Persons are given twenty seconds to answer. If an individual thinks he/she knows the question before it is fully read, the person may jump before the end of the question. He/she must then complete the question in twenty seconds, and if correct, give the answer within an additional twenty seconds.

If the youth group has been studying a particular chapter or book of the Bible, the questions could be taken from that material. It is important for the promoter to demonstrate generosity and flexibility in the accepting of answers to encourage participation. The following are sample questions that could be used in a demonstration quiz.

- (1) In the Bible, who was the first man?
A. Adam.
- (2) How long did it take God to create everything?
A. Six days. (He rested on the seventh.)
- (3) What miracle did Jesus perform on the two blind men?
A. Restored their sight. (Matthew 9:29)
- (4) With God's help, what boy killed the giant Goliath?
A. David.
- (5) What is the greatest commandment?
A. Love the Lord your God with all your heart and soul and mind and strength.
- (6) When Jesus' disciples left in a boat without Him, how did Jesus get to them?
A. Walked on the water. (Matthew 14:26)
- (7) How did Sampson become weak?
A. His hair was cut.
- (8) How many times did Peter disown Jesus?
A. Three times. (Matthew 26:34)
- (9) Whom did God tell to build a large boat?
A. Noah.
- (10) When the wisemen came to Jesus, what gifts did they give Him?
A. Gold, incense, and myrrh.
- (11) To the crowd who was to arrest Jesus, how did Judas point Him out?
A. Judas kissed Jesus.
- (12) Of the group of ten men Jesus healed of leprosy, how many returned to thank Him?
A. One.
- (13) Who was Jesus' mother?
A. Mary.
- (14) What king of Israel was known for his great wisdom?

- A. Solomon.
- (15) Before He was put on the cross, what kind of crown did Jesus have?
- A. A crown of thorns. (Matthew 27:29)

If the Biblical knowledge of the group is somewhat limited, you may have the competition using general knowledge questions like the ones that follow:

- (1) What is the capital of the United States?
A. Washington, DC.
- (2) Who is the President of the United States?
A. _____
- (3) What happened on the very first Christmas?
A. Jesus Christ was born.
- (4) Who is the main quarterback for the Vikings (or your favorite football team)?
A. _____.
- (5) What restaurant chain encourages you to take “a run for the border”?
A. Taco Bell.
- (6) In the US, how many states are there?
A. 50
- (7) What restaurant sells the Big Mac?
A. McDonalds
- (8) What do we celebrate on Easter?
A. Jesus rising from the dead

**Additional questions can be written based upon the interests and knowledge of the youth.

- (6) Question and Answer Opportunity. It can be helpful to take a few moments to let the youth and sponsors ask what questions they may have about quizzing. Conclude your presentation with some comments about what material is presently being studied by quizzers and when and where the next tournament is. You may want to give a copy of the following steps to any adults who may be interested in starting a Bible quiz ministry at their church.

HOW CAN A BIBLE QUIZ MINISTRY BE STARTED AT OUR CHURCH?

In order to launch Bible Quizzing at your church, the following steps are helpful:

1. Pray for the Lord’s direction in starting this ministry.
2. Talk with and secure the support of your pastor.
3. Contact quizzing leadership for support and tournament schedule.
4. Promote quizzing at your church: Have a nearby coach or conference quiz leader provide a demonstration. Then talk with parents and teens to recruit at least two teens to quiz and an adult coach.
5. Purchase resources (Scripture portions, Rulebook, practice questions, Bible Quizzing Handbook) from Light and Life Communications.
6. Borrow or purchase jump seats.
7. Set dates and times for weekly practices. Then contact each quizzing a few days before the first practice to encourage participation.
8. Make practice fun so the quizzers will want to come back each week.

9. Study with your quizzers to make sure they will have a good experience at their first tournament and be able to answer many of the questions.

E. Setting Up a Quiz Tournament

(Contributed by Mike Hopper)

Whether you plan a quiz tournament for three teams or 103, whether you have one quiz or 50 quizzes going simultaneously, certain guidelines for planning, running, and following up your tournament will help insure a successful event.

1. Decide the extent and type of tourney you want to host, and choose a date.
 - a. Choose a day or weekend when the greatest number of teams can participate. Through your regional and conference quiz directors, clear a date for the event and publicize it. (Get addresses of other teams from your conference quiz director.) Announce your tourney at least one month in advance so teams can plan and study accordingly. Announce early the specific chapters to be covered; denominational guidelines are available from the Denominational Quiz Director(s).
 - b. If you can, invite all conference teams plus several teams from nearby conferences. The more teams you involve, the more exciting the competition, and the more profitable the experience to each quizzers. (You may be somewhat limited however, by church space and the number of quiz seats and quizmasters available.)

If you don't feel up to tackling a large number of teams, even three teams can be enough to motivate quizzers and coaches. Quiz competition is exciting.

- c. Three basic types of competition are:
 - (1) Single elimination competition. As soon as a team is defeated, it is out of the running for the day. While being the easiest to set up, this style can be the least profitable for teams. (It could be a great letdown for a team to study hard for a tourney and be defeated in the first quiz--or for a stronger team to have an "off quiz" and be eliminated by a weaker team.)
 - (2) Double elimination competition. When a team has lost twice, it is out of the running. This style is also easily set up, but can be disappointing to a team which is defeated in its first two quizzes and has to sit out the rest of the day.

In these first two styles, the team with no losses, (or the fewest losses, in double elimination competition) becomes the winner.

- (3) Round-robin competition. Every team quizzes the same number of rounds during the day and a record is kept of total wins and losses for each team. This style combines benefits of: (a) participation throughout the tourney by every team; (b) maximum possible quizzing experience for every team; and (c) opportunity for every team to meet several other teams in competition. This style of competition is best for tournaments during the quiz year. In this

style, the team with the best win-loss record at the end of competition is the winner. Ties in round-robin competition may be broken by head-to-head, comparison of point totals, or by holding a play-off.

- d. You will also want to decide whether to have individual competition at your tournament and whether or not to further divide Young Teen and Senior Teen divisions into Rookie and Veteran divisions.
2. The second major step in preparing for your quiz tourney is to take care of the operational details. In letters of invitation sent to the coaches, state briefly all pertinent data about your tournament, and include a pre-registration form and information about everything they will need to do or bring. You may want to say something about each of the following seven items:
- a. Questions. Tournament questions for the whole season are provided by the Denominational Quiz Director(s) to conference and regional Bible Quiz Directors. After questions are duplicated, they should be prepared as follows: Provide an envelope for each quiz room planned. Mark the envelope appropriately--Room A, Room B, etc. Each envelope should contain a set of questions for the quizmaster, and scoresheets.
 - b. Officials. For a successful quiz tournament to run smoothly, provide for experienced or trained officials--quizmasters, timekeepers, scorekeepers, statisticians, and others. (Jump judges may be necessary when no electronic equipment is available.) It is better to arrange for officials ahead of time, and to make an assignment sheet so personnel will know when to be where, than to "let it go," hoping enough experienced persons can be drafted from the audience.
 - 1) Quizmasters are the most important officials, so extra care and effort should be taken in selecting them. If enough quizmasters cannot be found, you may want to specifically request each visiting coach to bring an extra person to serve as a quizmaster.
 - (2) The timekeeper should use a wristwatch, or a stopwatch.
 - (3) The scorekeeper should place names of quizzers on each scoresheet and keep team and individual scores.
 - (4) The statistician will receive all scoresheets, compile statistics throughout the tournament, and provide the tournament director with the results at the end of the tournament so that awards can be made.
 - (5) Other helpers may include cooks for preparing lunch, musicians for the opening session, persons to help clean up, and persons to help provide housing overnight for teams that travel a great distance.

Further instructions for some of these officials are contained in the official Bible Quiz Rulebook.

- c. Equipment. It is helpful to set up jump seats ahead of time in each of the quiz areas. As quizzers arrive, they may be asked to set up their own jump seats in designated rooms.

Each room in which quizzing is to take place should have the following equipment:

- (1) Electronic jump seats. Ask each coach who has access to a set of electronic quiz chairs to bring them.
 - (2) A podium or table for the quizmaster.
 - (3) Plenty of chairs for the quizmaster, coaches, and audience.
- d. Devotions and / or musicians. Several uplifting choruses and uplifting devotional message can establish a worshipful atmosphere and focus on God that carries throughout the tournament.
 - e. Awards. Trophies, ribbons, medallions, and certificates not only help motivate quizzers, but can bring back special memories long after the tournament.
 - f. Housing and food. Some teams may need to come ahead the evening before a tournament, and need overnight housing. If the tournament begins in the morning and continues into the afternoon, the host church may want to provide lunch. Putting someone in charge of organizing the meals is a good way to handle this detail. Food and trophy costs may be covered out of the registration fee each team pays to enter the tournament.

CHECK-LIST FOR QUIZ TOURNAMENT PREPARATION AND PROCEDURE

Steps to setting up:

A. Before arriving on location.

1. Confirm date and location.
2. Send promotional letter (one month in advance of tournament).
3. Promote in conference newsletter if appropriate.
4. Find personnel (see list below).
5. Order awards.
6. Make preparation for housing.
7. Write (or acquire) questions.
8. Copy tournament questions and scoresheets.
9. Place questions and scoresheets in envelopes.
10. Plan time schedule.
11. Set up quiz competition schedule, keeping in mind the number of quiz boxes, rooms, and quizmasters that are available.
12. Pick up awards or arrange their delivery.
13. Line up person to give a devotional (5 minutes in length over quizzing material).
14. Line up musicians to lead worship songs for the opening session.
15. Remind helpers of work and inform them of the timing.
16. Pack quiz sets, trophies, questions, Bible, change, and other materials.

B. Upon arriving at quiz location

1. Arrive early.
2. Greet host and look over facility.
3. Set up statistics room, registration table, and rooms for quizzing.
4. Greet teams as they arrive. Direct the people to registration and the quiz sets to proper rooms.
5. Decide about individual competition.
6. Opening session.
7. Offer directions to quizmasters.
8. Begin quizzing competition, with a break for lunch.
9. Closing session.
10. Clean-up.
11. Consider leaving the church custodian a tip.

C. Following the quiz tournament.

1. Compile detailed statistics.
2. Send a news story to the conference newspaper and Denominational Bible Quiz Director(s).
3. If desired, send stats to coaches.
4. Update your quiz mailing list.

Personnel:

- Tournament director.
- Quizmasters.
- Statistician.
- Registration person.

- Devotional leader--host pastor?
- Cooks (if meal is provided).
- Musicians (if desired) for choruses.
- Clean-up volunteers.
- Electrician (to repair boxes throughout the day if needed).
- Baby-sitters (if needed).
- Runners to pick up scoresheets (if desired).

Opening Session:

- Welcome.
- Choruses and devotional.
- Brief reminder of rules.
- Individual quizzing details.
- Lunch details.
- Hand out and explain the tournament competition schedule.
- Offer prayer for the quiz day.

Closing Session:

- Express appreciation to all workers.
- Announce future tournaments.
- Encourage youth to continue studying.
- Award trophies.
- Prayer of dismissal.

Instructions to Quizmasters:

- See that scoresheets are filled out completely.
- Remind them that Quotes must be exact.
- Come to tournament director(s) with questions.
- Hold on to questions during the lunch break.
- Explain how scoresheets will be collected.
- Emphasize reading the right questions for the right round.
- Offer the option to change rooms during the day if they feel uncomfortable quizzing youth from their own church.
- Keep rounds running efficiently.
- Hand out questions and scoresheets to the quizmasters.

F. Designing the Competition Schedule

The most common form of quiz tournament schedule is the round-robin tournament, where every team in a division quizzes every other team. Sample charts below indicate the number of rounds and quizzes needed for a round-robin tournament.

3 teams Rnd. 1 Rnd. 2 Rnd. 3
 AvsB AvsC BvsC

For each team to quiz every other team will require: 3 rounds, 1 room, 3 quizzes.

4 teams Rnd. 1 Rnd. 2 Rnd. 3
 Rm1 AvsB AvsD AvsC
 Rm2 CvsD BvsC BvsD

For each team to quiz every other team will require: 3 rounds, 2 rooms, 6 quizzes.

5 teams Rnd. 1 Rnd. 2 Rnd. 3 Rnd. 4 Rnd. 5
 Rm1 AvsB AvsC AvsD AvsE DvsE
 Rm2 CvsD BvsE CvsE BvsD BvsC

For each team to quiz every other team will require: 5 rounds, 2 rooms, 10 quizzes.

6 teams Rnd. 1 Rnd. 2 Rnd. 3 Rnd. 4 Rnd. 5
 Rm1 AvsB AvsC AvsD AvsE AvsF
 Rm2 CvsD BvsE BvsF BvsD BvsC
 Rm3 EvsF DvsF CvsE CvsF DvsE

For each team to quiz every other team will require: 5 rounds, 3 rooms, 15 quizzes.

7 teams Rnd. 1 Rnd. 2 Rnd. 3 Rnd. 4 Rnd. 5 Rnd. 6 Rnd. 7
 Rm1 AvsB AvsC AvsD AvsE AvsF AvsG DvsE
 Rm2 CvsD BvsG BvsF CvsF BvsE BvsD BvsC
 Rm3 EvsF DvsF EvsG DvsG CvsG CvsE FvsG

For each team to quiz every other team will require: 7 rounds, 3 rooms, 21 quizzes.

8 teams Rnd. 1 Rnd. 2 Rnd. 3 Rnd. 4 Rnd. 5 Rnd. 6 Rnd. 7
 Rm1 AvsB AvsC AvsD AvsE AvsF AvsG DvsE
 Rm2 CvsD BvsG BvsF CvsF BvsE BvsD BvsC
 Rm3 EvsF DvsF EvsG DvsG CvsG CvsE FvsG
 Rm4 GvsH EvsH Cvs11 BvsH DvsH FvsH AvsH

For each team to quiz every other team will require: 7 rounds, 4 rooms, 28 quizzes.

9-11 teams Divide the teams into two subdivisions and have every team quiz every other team inside their subdivision. Then have a two-round playoff (or cross-over) where the second place team in each subdivision quizzes the first place team in the other subdivision. Then the winning teams in this round quiz for first and second place overall in the last round, and the losing teams quiz for third and fourth place overall. You may have lower finishing teams also quiz off for fifth place and below.

For large tournaments, you may want to consider placing the teams into divisions of 6, 7, or 8 teams whenever possible. Then the round-robin schedule can proceed smoothly through the quiz day (with 7 rounds of competition) without any need for playoff rounds. A serious disadvantage of using playoff rounds (or other systems that require a team's schedule to be determined by how they did in a previous round) is that everyone may have to wait while previous results are tabulated. When needed, one may choose to move teams around to make divisions of 6, 7, or 8 teams. For example, if there are 9 teams signed up for STR and 5 signed up for STV, you might move a STR team to STV. Many teams don't care that much about their placement, particularly for a monthly tournament. Seven is the ideal number for a division because every team quizzes 6 times, with one bye, and the whole division can run in exactly 3 rooms.

In summary, to develop a round robin style tournament schedule, you need to know (1) the number of teams participating, (2) the number of rounds you are planning, and (3) the number of simultaneous quizzes you can handle based on the number of rooms, quiz boxes, and quizmasters available. Work with letters of the alphabet (later to be assigned to the teams) in arranging your schedule, being careful (1) that you don't assign one team to two quizzes in the same round, and (2) that you don't arrange for one team to quiz another team twice. Copying from a schedule that worked at a previous tournament can also make the task a lot easier.

G. Setting up Individual Competition

1. Carefully balance the rooms by looking at previous month's results so that the best quizzers are spread out as fairly as possible. In other words, for 5 rooms you should put the top quizzers in room A, the 2nd best in room B, 3rd best in room C, 4th best in room D, 5th best in room E, then 6th best also in room E, 7th best in room D, etc. Clearly this can be a guess, but one option is to have a quiz leader who is responsible for individuals all season and can get to know how to place the quizzers, so the conference director can focus on other issues.
2. You should announce before the tournament begins exactly how you are going to advance people into the final round. That is, clearly lay out all the rules beforehand. This may be posted along with the placements.
3. You should advance the winner in each room, because this is the only thing the quizzers can control, and there may well be several good quizzers in the same room. If one room has only two good quizzers and four weak quizzers, it will be easy for two quizzers to quiz out. If a room has four pretty good quizzers, it may be hard for any of them to quiz out. So the winner advances no matter the score.
4. Then advance "wild cards" based on the points they scored. If there is a tie, say two quizzers got 80 points, from the same or different rooms, then advance the quizzers who scored 80 points first. This is because the quizzing should be harder early in the quiz before anyone has quizzed out.
5. Try to use no more than 4 rooms so that at least 2 wild cards advance. If for example, 6 rooms are used, a quizzers must win his/her room. This makes it very difficult to advance the best 6 quizzers, because this would happen only if the best 6 were all placed in different rooms. With 4 rooms quizzers have a better chance of overcoming a difficult room placement. If there are too many quizzers for this to happen, you

may want to try to have an A and a B individual division, where trophies are given for winning A and ribbons are given for winning B.

6. Then in the final round if there is a tie, play off those with overtime, because the quizzers are already there and it takes only a few minutes to play off the tie.

H. Hosting a Quiz Tournament Locally

(Contributions from Dennis Charles)

This is a list of items that the tournament director should discuss with a church that is hosting a quiz tournament. You may want to make a copy of the following list to send to the church. Also, thank them for all their work in hosting the tournament, and you may want to follow it up with a thank you note after the tournament.

Housing

Teams will often arrive on Friday night for a Saturday tournament. You will be receiving housing requests by telephone or email. Please reply to each request that comes in by email so churches know that you received their request. The number of places needed for housing can often be estimated by the need from a previous year or previous tournament.

Rooms

The rooms should be set up with 7 chairs in quizzing formation near an electrical outlet with an envelope outside each room to drop and pick up score sheets. Letters outside each room to identify the room (usually written on the envelope) should begin with A and go through Z. For more than 26 rooms, use AA, BB, CC, etc.

Lunch

The church is often asked to provide a lunch for a donation from each person. The schedule sometimes calls for eating in two shifts, young teens and then senior teens, to allow more space for a smooth lunch period.

Registration

We will need a table and chairs set up in the foyer to receive registration in the morning.

Statistics room

We will need a room to collect and tabulate statistics. The church office usually works well. Ready access to a copier is helpful, and a computer may be helpful for the statistics as well.

Opening Session

We often ask the church to be responsible for 10 minutes of singing and a 10-minute devotional. The singing and/or devotional can be less than the 20 minutes but try not to let it go longer so that we can start on time.

Closing

Trophies will be awarded at the closing session. We will need the sound system for this time.

Clean up

Some churches want to know when they can have people start cleaning up. You may want to form a clean-up committee or ask your own quizzers to help put the rooms back in order for Sunday morning.

Quizmasters

If it is possible, see if former quizzers, coaches, or quizmasters from your church will be able to quizmaster.

Runners

A couple of children just below quizzing age can be very helpful in collecting scoresheets from the rooms.

I. Quiz Resources

Coaches often need information about how to find quizzing resources. Many of the printed resources (Scripture portions, rule book, etc.) can be ordered from Light and Life Communications in Indianapolis, Indiana. Practice questions are written by several people and can be ordered from these people directly. Quiz seats can also be ordered from the individual producers, though often the conference or regional director may be able to help a new team borrow a set for a while. Various computer software programs are also available. The addresses for contacting these people are typically listed along with other information at the Free Methodist Bible Quiz web site:

www.freemethodistchurch.org/quizzing.