



TEEN BIBLE QUIZ

Just the Essentials

Welcome to Teen Bible Quiz—full of fun, fellowship, and quizzing! This sheet is designed to help you get started without overwhelming you with details.

Okay, you've got teens who want to quiz. First, find out what portion of Scripture teams are studying this season and when upcoming meets are. You can contact a local team, your District Bible Quiz Coordinator, or Bernie Elliot, our National BQ Coordinator at pastorbernie@biblequiz.com. He will be glad to help and may even come to your church to get you started! He will also help you order what you need to get going, like Scripture Portions and practice questions. Your best resource for information is biblequiz.com.

Now it's time to study. Five minutes a day is a great place to start. Five minutes every day is so much better than cramming. It's also time to start practicing together once a week. During practice, have your team answer questions from what they studied that week and previous weeks. You'll also need a quiz box because it's how you compete during meets. To get started, you could ask to borrow one from a local team or just order your own.

It's your first Bible Quiz Meet! You may compete with just one quizzers or up to six quizzers (we suggest at least two quizzers). Three quizzers may start at one time. You will quiz against one team at a time. The Quizmaster reads the questions and together with one or two judges decides if the answers are correct or incorrect.

Time to play twenty questions. There are eight ten-point questions (easy answers); nine twenty-point questions (usually a phrase or up to a whole verse for the answer); and three thirty-point questions (these are harder). If you are the first quizzers to buzz in on a question you get to answer the question, but you have to wait until the Quizmaster identifies your color and number before beginning to answer.

Hey! The other team buzzed in before the question was finished. Interrupting a question is allowed, but that quizzers must finish the question and then give their answer all in 30 seconds. Quizzers may also exit the match by correctly answering five questions which also earns them twenty bonus points. If they incorrectly answer three questions, they also exit the match (for each incorrect answer they will lose half the point value). Either way, the quizzers can't answer for the rest of the match.

"Time-out"! Both teams may take three 30-second time-outs per match. Each team may also present a contest to the quizmaster and judges if they disagree with a ruling. The team with the most points after twenty questions is the winner. Now it's time to head to your next match.

Meets and tournaments are where the fun and fellowship really deepen, so you should try to go to as many as possible.

Must-Know Rules

Who Can Quiz?

- All quizzers must either be enrolled in grades 6–12 and be 18 or under OR be between the ages of 12–17.
- Any quizzer may choose to quiz in the XP5, Contender, or Championship divisions. Each division is an increasing level of difficulty starting with the XP5 division being super easy up to the Championship division which is the most difficult.

At The Match

- Talking during a match is only allowed during conferring, contesting, responding to a contest, and time-outs.
- Active quizzers may have Scripture Portions at the table and may open them only during conferring, contesting, responding to a contest, and time-outs.
- Coaches and inactive quizzers may use Scripture Portions, Bibles, and other Bible Quiz-related materials at all times.
- Electronic quiz equipment is used for all matches and each quizzer at the table will have a quiz pad with an assigned color (red or green) and number (one, two, or three).

During Question Reading

- After “Question” is called by the Quizmaster, and during the reading of the question, the hands of all quizzers must be above the table and on a quiz pad.
- Quizzers may not buzz in during the reading of the opening remarks of the question (that’s the question number, point value and Introductory Remarks). Introductory Remarks let you know what to expect in the question or answer (so pay attention as this will help you out a lot). The following are some of the most used Introductory Remarks: Two-part Question, Scripture Text question, Quotation Question, Application Question, Two-part Answer, Give a Complete Answer, Chapter Analysis Answer.
- Quizzers have five seconds to buzz in after the Quizmaster finishes the last word of the question (unless they choose to interrupt).
- A question is interrupted when a quizzer buzzes in before the first sound of the last word (there are some exceptions).
- If a question is interrupted, the Quizmaster will immediately stop and call “Interruption.” Even in the middle of a word!

An Answer Is Correct When...

- The first answer completely contains all the information required *before* any incorrect information is given.
- A quizzer gives the answer in their own words as long as the answer given means the same thing (except on quotation questions).
- For Quotation Questions, no word, syllable, or letter is omitted, repeated, added, or changed.
- For Give a Complete Answer, all the key words are given in the answer, and the answer must come from one verse (unless otherwise stated).
- For Chapter Analysis Answers (individuals, geographical locations, questions, exclamations, parenthetical statements, and Old Testament Scriptures), the quizzer gives only the Chapter Analysis required (these are located in the Scripture Portion)
- If a quizzer interrupts a question, they have to complete the question basically the same way as it is written *before* answering.

Conferring

- If a quizzer is counted incorrect, they may ask to confer with their teammates and head coach at the table. They are then given 30 seconds to talk and look at any information found in the Scripture Portion or what the head coach brings to the table.

Time Outs

- Three 30-second time-outs during the match may be requested by any team member but only between questions!
- All members of both teams may talk with each other during a time-out. They may not talk with the audience.

Fouls (Each foul is a loss of five points for either a quizzer or the team)

- A quizzer buzzes in during the opening remarks of the question.
- A quizzer begins to answer before being identified by the Quizmaster.
- An active quizzer, coach, or inactive quizzer improperly communicates.

Correcting Things

- A **Point of Order** may be made by any team member. Call out “Point of Order,” wait to be recognized by the Quizmaster, and then state what it is. This is not allowed during the reading or answering of a question.
- **Contesting** is a chance to explain to the Quizmaster and Judges why an incorrect answer should be correct, or vice versa. A Contest may also be given to challenge the validity of the question or to void the question (throw it out and receive a new question). If you are going to challenge the validity, then it must be in your first contest. Choose wisely!

Note: The Official Rules are on biblequiz.com, and the Glossary at the end will help a lot with understanding the various Bible Quiz terms!