



IMPACT BIBLE QUIZ

RULES/GUIDELINES 2023-2024



THE OFFICIAL GUIDELINES OF IMPACT BIBLE QUIZ

REVISED 2023

Dear Pastor, Youth Leader, Coach and Quizzer:

Impact PCG Student Ministries has prepared this handbook to express the standard of excellence for which we strive in our Impact Bible Quiz Ministry. It is designed and organized for both the beginner and experienced person involved in quizzing. As with any tool, before it can be effective, its user must become thoroughly acquainted with it. We pray that God will richly bless you in your Bible Quiz journeys. No one loses in Bible Quizzing as we learn the Word of God and Mentor Students.

Sincerely,

IMPACT PCG STUDENT MINISTRIES



TABLE OF CONTENTS



History & Purpose.....	3
Quiz Cycles	4
Getting Started.....	5
Guidelines.....	6
IBQ Officials.....	21

HISTORY AND PURPOSE



The Senior Bible Quiz ministry of the Pentecostal Church of God was first introduced by General PYPA President Charles Pancoast in 1965. The first official year was 1967, in which the Gospel of Mark was studied. It concluded with the National Finals at General Convention in Oklahoma City, Oklahoma. Since then, thousands of students have participated in the excitement of quizzing. A desire to see even younger people reached by the Word of God prompted the organization of Junior and Primary Bible Quizzing in 1988. In 1994, Junior quizzers had their first National Finals in Cincinnati, Ohio. In 2007, Primary quizzers had their 1st opportunity to quiz on a National Level in Branson, Missouri.

The purpose of Impact Bible Quiz is to:

- Encourage by systematic study, an in-depth understanding of God's Word among our students.
- Teach students to make daily application of the Word.
- Motivate students to memorize the Bible.
- Cultivate, through competition, a proper attitude toward winning and losing.
- Teach students to reflect the spirit of Christ in attitude and action.
- Provide through travel and competition, opportunities to expand Christian fellowship among other students.
- Provide an opportunity for discipling and mentoring students.

QUIZ CYCLES*

Senior Quiz Cycle

Each year a different portion of the New Testament is studied.

- 2023-24 Acts of the Apostles
- 2024-25 Gal, Eph, Phil, Col, Philemon
- 2025-26 Gospel of Luke
- 2026-27 I & II Corinthians
- 2027-28 Gospel of John
- 2029-2030 Hebrews, I & II Peter
- 2031-2032 Gospel of Luke
- 2033-2034 Romans & James

Junior & Primary Quiz Cycle

The purpose of Junior and Primary Quizzing is to provide a general working knowledge of the entire Bible. This is accomplished by using the four-year cycle shown below.

- 2023-2024 The Acts of the Apostles
- 2024-2025 The Epistles
- 2026-2027 The Old Testament
- 2028-2029 The Gospels

****All Quiz Cycles are subject to change.***

GETTING STARTED



STEP 1

SELECT A COACH. The coach is the key to a successful and sustained quiz ministry. The coach will select study times, encourage, challenge and inspire quizzers. He/she should always remember that the role of the coach is not to be the star of the team, but one who lifts up the team members.

The coach must be willing to learn along with the quizzers. His/her qualifications should include a desire to study, an ability to work with students, and a willingness to devote much time to the project. The coach should be able to motivate the quizzers and to build Christian character in their competition.

It is best to ask a qualified person to pray and seek God's guidance. Someone who feels the Holy Spirit leading them into this area of ministry will be more conscientious and will seek the leadership of the Holy Spirit in directing the team.

STEP 2

RECRUIT TEAM MEMBERS. Talk personally with students who already show an interest in studying God's Word. Utilize publications and video promotions as well as testimonies from those that have quizzed before.

STEP 3

ORDER SUPPLIES/REGISTRATION. Register your team online at www.impactym.com. After registration is complete, you will receive digital copies of the Quiz materials. All materials are reproducible. You may make as many copies as desired for your church's Bible Quiz team.

RULES/GUIDELINES



A. QUIZ SEASON

1. The quiz season runs September 1 – June 31, concluded by the National Finals.
2. All teams desiring to enter official competition must be registered with Impact PCG Student Ministries office. The registration deadline is February 1st.

B. AGE REQUIREMENTS

1. SENIOR QUIZZING: To be eligible for Senior quizzing a student must be 13-19 years old on September 1st of the Quiz Season.
2. JUNIOR QUIZZING: To be eligible for Junior quizzing a student must be 9-12 years old on September 1st of the Quiz Season.
3. PRIMARY QUIZZING: To be eligible for Primary quizzing a student must be 5-8 years old on September 1st of the Quiz Season.

C. TEAM QUALIFICATIONS

1. A quiz team consists of a coach, assistant coach or scorekeeper (optional) and two to eight (2-8) students eligible to quiz in any one division.
2. All teams must be from a Pentecostal Church of God (PCG) church, or one in full fellowship with the PCG, with a PCG credentialed pastor, or a youth group registered with the National Youth Department.
3. If a church (from any age division) desires to quiz and there are not enough willing participants to form a team, those quizzers may join with other churches in their district to form one team. The maximum number of quizzers from one Church that could be on the combined team is 3 quizzers.
4. If a quizzer of primary or junior age desires to quiz and there

are not enough willing participants from that same age group desiring to form a team, that quizzer may move up to the next quizzing level. If there are no teams at their church in the next quizzing level, that quizzer may quiz with another church from their section. If there are no teams in their section, they may quiz with another church in their district.

D. IBQ NATIONAL TOURNAMENT

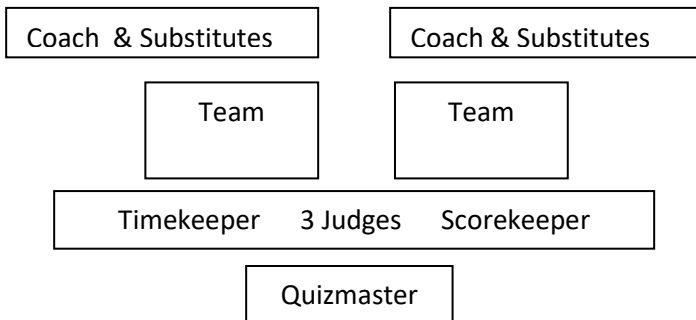
1. All registered IBQ Teams are eligible to enter the IBQ National Tournament. Those teams with District competitions must participate in those competitions to be eligible for the IBQ National Tournament.
2. Upon qualifying for the IBQ National Tournament, teams must register for the National Tournament by **May 1st**. At this time all team members names & D.O.B. must be supplied to the Impact Bible Quiz office at the time of the registration for the National Tournament. No names will be added to the roster after this point.

E. TEAM ARRANGEMENTS

1. Two or three team members will be selected as quizzers to begin a quiz. They will be seated at tables facing the audience. Where feasible, substitutes and coaches will be seated behind the quizzers.
2. There shall be absolute quiet from the time the quizmaster calls, "question" until the quizzer completes the answer and is ruled on by the quizmaster. This includes any time taken for challenges. During this time any other verbal or nonverbal communication is a foul.
3. The person designated as head coach must remain so for the entirety of the quiz, but not necessarily from one quiz to the next. Among the duties and privileges of the head coach are:
 - Meeting regularly with the team for prayer, study and practice.
 - Selecting the starting quizzers
 - Designating the captain.
 - Calling time-outs (Captain has same privilege).

- Making substitutions.
 - Presenting a challenge (Captain has same privilege).
 - Using an open Bible (or manual) during the quiz (Assistant coach has same privilege).
 - Call a “point of order” (Quizzers have the same privilege).
4. One Bible is permitted on the table but must remain closed except during time-outs and challenges.
 5. In senior quizzing, the person designated as coach may also serve as a quizzier if he/she meets the specific age requirements. In such a case, this quizzier may perform all the duties of a coach except use an open manual. (Such cases are rare, but optional if necessary)

Team Arrangement:



F. BEING ON TIME

1. Any team being more than 5 minutes late to an official competition will begin its first quiz with a minus ten points. A team being more than 15 minutes late forfeits the first quiz. A team being 30 minutes late, or failing to appear, forfeits the entire competition.
2. A team must have at least two quizzers present and ready to quiz or the team will be considered late.
3. Any decision regarding “on time” penalties or forfeitures of any quiz/competitions will be made by the officials.
4. Each coach is responsible for obtaining a schedule and/or having a clear understanding of the location and time of each

quiz competition.

G. ANSWERING QUESTIONS

1. Electronic equipment will be used in official competition. Each quizzer will have a buzzer pad in front of him/her. The quizzer may activate the pad with either hand. The quizzer's hands must be above the table. One hand may be placed on top of the buzzer, the other flat on the table.
2. The spokesman judge will identify the first quizzer responding by light color and position (e.g. "Green 2", "Red 3" etc.). If a microphone is being used, time will start when the microphone is in front of the quizzer.
3. Once a quizzer has been recognized by the spokesman judge, the quizzer will have 30 seconds to give his/her first complete answer to the question. If the answer is correct, the quizzer/team will receive the full point value of the question and the quizmaster will state so, i.e. "The answer is correct for 20 points," and pause briefly before continuing to the next question.
4. If the first quizzer did not interrupt the question, but his answer is ruled incorrect, the quizzer/team will be penalized 50 percent of the point value of the question. Except in Primary Quizzing, in which No Negative points are penalized for incorrect answers. The quizmaster will state the ruling, i.e. "The answer is incorrect for a minus 10 points," at which time he/she will give the opposing team a chance to answer the same question, which will not be reread (e.g. "Would the red team like to respond?") Except in Primary Quizzing in which the question will be reread even if it was not interrupted. If the second team's answer is ruled incorrect they will also be penalized 50 percent of the point value (Except in Primary Quizzing in which No Negative points are penalized for incorrect answers).
5. If a quizzer begins to answer prior to being recognized, or answers a question when not recognized, the quizzer will receive a foul. If the offender is on the same team as the quizzer who first responded, the question will be voided and both teams will have the opportunity to respond. If the

offender is on the opposing team, the quizzer who responded first will still be allowed to answer the question and receive the full point value of the question. (See I. VOIDED QUESTION, Sections: 1I, 1J, and 2B)

6. If no quizzer responds within five seconds after the conclusion of the reading of the question, "time" will be called by the timekeeper. The quizmaster will pause briefly and then close the question before continuing to the next question.
7. When the equipment indicates a tie between members of the same team, the coach will choose which quizzer shall answer. If a tie occurs between quizzers on opposing teams, the question will be voided and a question of equal point value will be substituted.

H. INTERRUPTIONS

1. If the quizzer activates the equipment during the reading of the question, "interruption" will immediately be called. The quizzer must finish the question and give an answer, all within 30 seconds.
2. When a quizzer interrupts a question by activating the equipment, the quizmaster must immediately stop reading and call "interruption." If he/she has begun to read the last word of the question, he/she should complete that word and not call "interruption." Hyphenated words and compound numbers, e.g. twenty-two (22), are considered one word. Chapter and verse references (e.g. 3:17) are considered two words.
3. If the quizmaster fails to call "interruption," the spokesman judge should do so before recognizing the quizzer. If both fail to state that the question has been interrupted, the quizzer need only answer the question. If the answer is judged incorrect, the question is not reread for the other team. If the offended team(s) desires, it may challenge on the guidelines that there was a violation of procedure and have the question voided.
4. An interrupted question that is judged incorrect will be reread in its entirety for the second team. It will be given five seconds

to respond.

5. If a quizzer interrupts a question being reread to his/her team after the other team interrupted and was ruled incorrect, "interruption" will be called and the quizzer must finish the question as well as give the answer. No foul is charged; however, this is not a recommended QUIZZING TECHNIQUE.

I. VOIDED QUESTIONS

1. The officials should void a question and a question of equal point value will be substituted when:
 - A. The quizmaster misreads a question. He/she may then consult with the judges. If however, in consultation with the judges, the quizmaster and judges determine that the key word of the question was not read, then the quizmaster will state that he/she will reread the question from the beginning, including the introductory remarks, and that interruptions will be permitted. However if a misread question is read in its entirety and a quizzer responds the question is not voided unless a challenge is presented. If no one responds to the misread question the quizmaster or judges may void the question and substitute another question.
 - B. There is obvious help or hindrance from the audience, officials, or the opposing team members which unduly and improperly assisted the quizzer in answering or sufficiently distracted him/her from answering. If the offender(s) is a member of the opposing team, he will receive a foul.
 - C. There is obvious help from the quizzer's own team which unduly and improperly assisted in answering a question. The offender will receive a foul.
 - D. Judges rule a question is invalid in response to a challenge by one of the teams.
 - E. A quizzer, which has been disqualified, remaining in the quiz has been permitted to answer a question(s) whether correct or not. All questions which that quizzer interrupted and/or answered after he/she should have been removed

will be voided and a new question(s) substituted.

F. It is proven that the equipment is not functioning properly. If it can be determined at what point the malfunction occurred, all questions after that point will be voided. If it cannot be determined at what point the malfunction occurred, the quiz will be started over. Questions read prior to the discovery of the malfunction should be substituted. This procedure is also used when the spokesman judge fails to reset the electronic equipment or when the equipment is unplugged.

G. A quizzer is not given a full 30 seconds to complete the answer and the answer is merely incomplete. (*See I. VOIDED QUESTIONS, Section 2E*).

H. Electronic equipment indicates a tie between quizzers on opposing teams.

I. A wrong quizzer is identified and the error was not discovered until after he/she gave an answer.

J. A quizzer on the same team as the quizzer identified by the spokesman judge begins to answer.

K. If a question was used previously in the same quiz that question must be voided and replaced with a substitute question of equal value.

L. The judges decide it necessary due to a violation of procedure.

2. When a question(s) is voided, a question of equal value will be substituted. Both teams are permitted to respond except when:

A. The situation leading to the voiding of the question occurs on the second team's attempt to answer the question, whether the question was previously interrupted or not. The substitute question will be read only for the second team. The first team still loses the points deducted from its attempt to answer the voided question.

B. The question is voided because the spokesman judge

identified the wrong quizzer. The substitute question will be read first for the offended team. If the offended team answers the question incorrectly or does not desire to respond, then the opposing team will be allowed to respond, provided that they had not previously attempted to answer the voided question.

C. The question is voided due to obvious help from a coach or member of the same team. The substitute question is read only for the opposing team.

D. A question is voided due to “help or hindrance” by an opposing coach or team member. A substitute question will be read for the offended team only.

E. A quizzer was not given his/her full 30 seconds to complete an answer and the answer was merely incomplete. The substitute question will be read for the offended team first. If the offended team answers the question incorrectly or does not desire to respond, then the opposing team will be allowed to respond, provided that it had not previously attempted to answer the voided question.

(See I. VOIDED QUESTIONS, Section 2A, Section 1G)

J. JUDGING ANSWERS

1. An answer is correct when:

A. The first complete answer given by a quizzer contains the basic information required as an answer.

B. The answer to a quotation question is given word for word as found in the New King James Version, OR the King James Version Bible. Mispronunciation of proper names, if recognizable, does not make the quotation incorrect. A quizzer may start over as many times as he/she would like, but must start from the beginning of the quote each time.

C. The answer to a multiple verse quote is given correctly beginning with the first word of the first verse through the last word of the last verse. If the verses are consecutive they must be quoted in consecutive order. If the quizzer starts

over because of an error, he/she must re-quote all the verses.

D. The completion of an interrupted question requires the same answer as the official question and should ask the same basic question, though not necessarily in the same words as the official question.

2. An answer is ruled incorrect when:

A. The quizzer fails to accurately give the information required in his/her first complete answer to the official question before the calling of "time". The Quizmaster should allow the quizzer 30 seconds to complete quotation and quotation completion questions if the quizzer is attempting to quote the correct quotation. (*See Section J. Judging Answers, Sections 1-a and 1-b*).

B. Any word is omitted, repeated, added or changed in an answer to a quotation question.

C. The quizzer fails to speak loudly or clearly enough to be heard by the judges and/or on the tape recorder.

D. Mispronunciation makes it impossible to recognize the words called for in an answer.

E. The quizzer fails to complete the question when "interruption" is called.

F. The completion of an interrupted question does not require the same answer or does not ask the same basic question as the official question or the answer is incorrect.

K. SCORING

1. A quizzer correctly answering a question is awarded the full point value of the question.
2. A quizzer incorrectly answering a question is penalized one-half the point value of the question except in the Primary Level, in which no points will be penalized for incorrect answers.
3. A quizzer correctly answering five questions will be awarded ten bonus points.

4. A quizzer committing a foul will be penalized five points. These points will still be deducted in the event the question is voided.
5. All fouls committed by anyone other than quizzers, or involving two or more quizzers will cause the team to be penalized five points.
6. If in the event the judges reverse a decision and rule the first team's answer correct, any points which the second team received or lost will be discarded. This does not include fouls.
7. When a question is voided any points received or lost by either team will be discarded, with the exception of fouls assessed. When the situation leading to the voiding of the question occurs on the second team's attempt to answer a question, the first team will still be penalized one half the point value of the question (*See I. VOIDED QUESTIONS, paragraph 2-a*).

L. FOULS

1. The following are fouls and will score a negative five points. (T) indicates a team foul and (Q) indicates a quizzer foul.
 - a. (T) Improper communication between team members during a quiz. This includes any time during a challenge. (*See E. Team Arrangements, Paragraph 2*)
 - b. (T) A team presents a second or additional unsuccessful challenge in a quiz.
 - c. (T) A quizzer activates the equipment between the calling of the question and the beginning of the question.
 - d. (T) When presenting a challenge, the team fails to terminate arguments upon the calling of "time."
 - e. (Q) A quizzer begins to answer before being recognized by the spokesman judge.
 - f. (Q) A quizzer begins to answer when another quizzer was recognized.
 - g. (Q) Hand movement during the reading of a question

- (Violation of Section D, paragraph 1).
- h. The judges vote that an un-Christlike attitude was expressed by the coach (T) or quizzer (Q).
 - i. (T) For calling time out when one is not available.
2. Assessed fouls are not discarded if the question on which they occurred is later voided.

M. ELIMINATION

- A quizzer must leave the quiz upon accumulating five correct answers or five fouls. A substitution may be made for the eliminated quizzer without calling a time-out.

N. QUESTION GUIDELINES

1. All questions are based on the New King James Version of the Bible. Quizzers have the option of answering quotation questions in the King James Version format.
2. Each set of official questions will consist of 20 questions (eight 10-point, nine 20-point and three 30-point) plus four overtime questions (all 20 point) and three substitute questions (one each of 10, 20 and 30-point questions). All official questions will be taken directly from the Study Guide.
3. The question is invalid if:
 - A. It contains incorrect information.
 - B. If it was used previously in the same quiz.

O. CHALLENGING

* Challenging is permitted to bring additional Scripture, or to cite a guideline which the quizmaster or judges may not have considered in their original decision.

1. To initiate a challenge, a coach, assistant coach, captain and/or team member present at the table, will stand, state "I wish to challenge," and wait to be recognized by the quizmaster.
2. If the second team has not been given a chance to answer

the question, the quizmaster will do so before allowing the challenge, rereading the question if it was interrupted by the first team.

3. After having been recognized by the quizmaster, the challenging team's coaches, captain and team members who are present at the table will have 60 seconds to prepare and state their challenge. However, only the coach and captain may step to the judges' table to state the challenge. If the challenging team so decides, it may withdraw its challenge within the first 20 seconds without receiving a penalty.
4. When the challenge is allowed, the opposing team's coach and/or captain shall likewise step to the judges' table and give a rebuttal of not more than 60 seconds immediately after the challenging team has stated its challenge.
5. If a team desires to challenge the validity of the question, it must do so before presenting any arguments concerning the correctness of an answer.
6. Only the official Scripture text of the book(s) being studied, or the guidelines may be cited in a challenge. The information from any other source should be disregarded by the judges in making their decision.
7. The second time, and each subsequent time in a quiz that a team initiates a challenge which is denied, it will be a team foul.
8. The challenging of any question or ruling will not be allowed after the question has been declared closed, after a time-out has been allowed or after the quiz has been declared closed.
9. Challenging should be done in a Christlike manner, avoiding any unnecessary comments in regards to members of the other team or officials. Failure in this area will result in a foul if deemed necessary by the majority vote of the judges.
10. Each team must terminate its arguments when the timekeeper calls "time" or it will be assessed a foul (*See Section L. FOULS, paragraph 1-d*).
11. After the opposing team has presented its rebuttal both teams

will return to their seats and await the decision of the judges.

12. The judges' decision is final. Counter challenging is not permitted. All arguments must be presented during the one challenge allowed per question. (A substitute may also be challenged.)
13. If either team's answer is reversed to "incorrect," they will lose 50 percent of the point value of the question (except in the primary level of Bible Quizzing in which no negative points will be penalized for incorrect answers).
14. If the first team's answer is reversed to "correct," they will receive the full point value of the question. Any points awarded to or deducted from the second team will be discarded (with the exception of fouls assessed).

P. TIME-OUTS, SUBSTITUTIONS & OVERTIME:

1. Each team will be permitted two 45 second time-outs during a quiz, not including overtime(s). Either coach or captain may call a time-out after the quizmaster or judges have ruled on a question and before the calling of the next question. Time-outs will not be permitted if the other team indicates a desire to challenge. A coach can make substitutions during a time-out.
2. Two substitutions may be made by each team without calling a time-out. To substitute for any number of quizzers, the coach may call "substitution" after the quizmaster or judges have ruled on a question (or challenge) and before the calling of the next question. The coach making the substitution cannot confer with his/her team while making the substitution. Any quizzer who has been substituted may be put back into the quiz, provided he/she has not been previously eliminated.
3. A quizzer eliminated from competition may be replaced without calling for a substitution or time-out.
4. Prior to overtime, a 45 second time-out will be called by the quizmaster. Teams may substitute quizzers and prepare overtime strategy during this time-out.

Q. TIE GAME

1. If there is a tie score at the end of the 20th question, three additional 20-point questions will be asked during the first overtime.
2. If there is still a tie after the first overtime, there will be as many 20-point question “sudden death” overtimes as needed to break the tie.
3. Each team will be permitted one 45 second time-out in the overtime.

R. UNUSUAL SITUATIONS:

- If unusual situations arise, which are not clearly covered in the quiz guidelines, the quizmaster and judges, in private consultation with the Bible Quiz Director, will make as fair and equitable of a ruling as possible. Such special rulings are not challenge-able.

S. POINT OF ORDER:

1. A point of order is distinguished from a challenge in that it precedes the possible violation of the guidelines, does not attempt to gain a reversal of a decision
2. Either a quizzer or head coach may stand, state “point of order;” wait to be recognized by the quizmaster and publicly state the point of order. If it is a proper point, the judges will immediately rectify the situation.
3. If the quizmaster determines that it is not a proper point of order, he/she will so state.
4. Examples of proper points of order are:
 - a. Quiz equipment needs to be reset.
 - b. Quizmaster calls the next question without allowing the second team to answer the question missed by the first team.
 - c. Quizzer remains illegally in the quiz.

d. Quizmaster fails to query team(s) before permitting a time-out or closing the quiz.

e. The spokesman judge identifies the wrong quizzer.

T. CLOSING A QUIZ:

1. After the decision, on the twentieth question, or the final overtime question has been announced, the quizmaster will declare the quiz officially closed. Team members may then confer.
2. There will be no further challenging on any basis after the quiz is closed.
3. If upon the announcing of the official score, either coach expresses a desire to challenge the score, the quizmaster will call both coaches to the judges' table and verify the official score by comparing it with the scores kept by both teams.
4. If a coach fails to challenge the score at the time it is announced, it may not be challenged later.
5. During official competition, it is recommended that there be a five minute break between quizzes, and when any team has quizzed two consecutive quizzes it will be allowed a ten minute break before its next quiz.

U. ELECTRONIC EQUIPMENT

1. Teams may use equipment to record audio and video of a match but they first must have it approved by both the Quizmaster and the head coach of both teams. Audience members are allowed to capture audio & video as long as it is not a distraction to the quiz meet.
2. Audio and video materials are not permitted to be viewed or listened to by the teams during the duration of the match.
3. Other electronic devices (i.e. computers) may be used to record the score and other Bible Quiz related data as long as they do not create a hindrance as determined by IBQ Officials (quizmaster, judges, etc). Devices must be put on silent mode.

IBQ OFFICIALS

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The following officials will be involved in Bible Quiz competition; one quizmaster, one spokesman judge, one technical judge and one recording judge, one scorekeeper and one timekeeper. Officials should guard the question sets which they will be using, as well as the Bible and quiz manual, making sure that teams are not allowed to see them, especially during challenges. Teams receiving unauthorized information from any official will be disqualified and the official will be removed from the quiz.

A. QUIZMASTER

1. He/she has the general oversight of the quiz(s) to which he/she is assigned.
2. He/she will meet with the judges before the quiz to examine the questions for inaccuracies, to check the point values and to make possible rulings on situations that may arise during the quiz. Together, they may edit and clarify questions, substituting those which they determine to be invalid.
3. He/she will read the questions in advance, noting any words and/or names that are difficult to pronounce. He/she will underline phrases or words that need to be emphasized in order to assist in proper understanding of the questions.
4. He/she will give a brief opportunity before the quiz begins for any questions the teams may have.
5. He/she will have the teams, coaches and officials introduced.
6. He/she will give additional instructions necessary to teams, officials and audience.
7. He/she will see that prayer is offered before the beginning of each quiz.
8. He/she will read the questions loudly, distinctly and clearly, without giving advantage to either team. Proper procedure is to call "question," then begin reading the introductory

- remarks and the question. For example: "Question; Question number 1, for 10 points. Quotation question. Quote John 3:16."
9. If the quizzer interrupts by activating the electronic equipment, the quizmaster will stop reading immediately and call "interruption." If interrupted while reading the final word of a question, the quizmaster will finish the word and "interruption" will not be called. A hyphenated word is considered one word. Chapter and verse references (e.g. 3:17) are considered two words. (See Section H. INTERRUPTIONS, paragraph 2).
 10. If the quizmaster misreads the question, the question will be voided. However, if in consultation with the judges, the quizmaster determines that the key word of the question was not read, the quizmaster will state that he/she will begin to read the question again from the beginning, including the introductory remarks, and that interruption will be permitted.
 11. He/she will prevent the participants from violating the guidelines.
 12. If a quizzer's answer is not obviously correct or incorrect, he will request a quick independent decision from the judges based upon what they heard.
 13. If the quizzer's answer is incomplete, but not obviously incorrect, he/she will allow the quizzer the full 30 seconds to attempt to complete the answer. If the quizmaster makes a ruling before the calling of "time" by the timekeeper, the offended team may bring this to his/her attention during a challenge. If the judges determine that the answer which the quizzer gave was merely incomplete, they should void the question.
 14. He/she has the same authority as the judges to assess fouls.
 15. He/she may give direction to the judges concerning procedure and the guidelines; however, he will not enter into the deliberation about the correctness of an answer, or in ruling on a challenge unless he also serves as a judge (See paragraph 21 of this section).

16. On challenged questions or answers, he should request that the judges render a decision after a brief discussion on the situation and listening to the tape recorder if necessary. A two-thirds vote is an adequate decision concerning challenges.
17. He/she should keep the quiz going as smoothly and quickly as possible without rushing, being sure to pause briefly between questions so as to allow time for teams to initiate challenges or time-outs.
18. If a time-out is requested, he/she will query the other team to determine if it desires to challenge before allowing a time-out. If the team does not, the time-out is granted.
19. The same procedure as for time-outs should be followed at the end of the 20th question and at the conclusion of each overtime period. If neither team indicates a desire to challenge, the quizmaster will declare the quiz officially closed. After the quiz is declared closed, the teams will be permitted to confer and no further challenging is allowed. In case of a tie, he/she will reopen the quiz.
20. The quizmaster, together with the judges, will enforce the correct procedure for challenging.
21. When necessary, he may serve as a third judge in all decisions.

B. JUDGES

1. Judges Duties

a. There will be three judges, all thoroughly acquainted with the quiz rules. (Rules should be given to judges in advance) In addition to their additional duties listed below, each judge will be given a set of questions and answers so they can follow along as each question is read by the quizmaster and as each answer is given by the quizzier.

b. When the quizmaster asks the judges for a ruling on an answer, they will quickly give independent decisions based solely upon what they heard. Some prearranged method of

indicating their decision, such as using a coin (heads up for correct and tails for incorrect) may conserve time. This will be done on the initial decision without the judges conferring. The spokesman judge will tabulate the vote and give their decision.

c. The judges, with the quizmaster, will see that the challenging procedures are followed. When a challenge is presented, the judges will listen carefully to the challenge. They will not discuss or arbitrate with either team. After the second team has made its rebuttal, the judges will make their decision after referring to the guidelines, a New King James Version Bible & a KJV Bible (if needed) and/or manual and the tape recorder as needed. After conferring and reviewing all information, the judges will make their decision independently within 30 seconds. When coins are used, heads up indicates he/she wishes to accept the challenge, tails indicates he/she wishes to deny the challenge.

d. When necessary, the quizmaster may serve as the third judge in all decisions. When such is the case, both the spokesman judge and the recording judge will watch for fouls.

e. After the quiz, the judges should avoid discussing the decisions with quizzers, coaches or audience.

2. Titles/Responsibilities

a. The SPOKESMAN JUDGE will recognize the first to respond by calling his/her color and number. If a quizzer other than the one identified begins to answer, he/she should immediately be stopped. He/she will serve as spokesman for the judges.

b. The TECHNICAL JUDGE will call fouls when they occur unless the quizmaster is reading the question or a quizzer is attempting an answer. In such cases, the foul should be called after the timekeeper has called "time" and the question is closed.

c. The RECORDING JUDGE will be responsible for operating the tape recorder. He/she will see that the reading of all

questions by the quizmaster and the answering of all questions by the quizzers are recorded.

C. SCOREKEEPER

1. The scorekeeper is responsible for obtaining official score sheets and pencils from the quizmaster. Please use a pencil to write on the score sheets.
2. He/she is responsible for obtaining the names of the quizzers and substitutes before the beginning of the quiz.
3. He/she will request to see the questions to be used in the quiz and record the point value of each question in the space provided on the score sheet. This information is confidential and must not be given to coaches or team members.
4. He/she will check to see that the correct number of questions of each point value exist (three 30-point, nine 20-point and eight 10-point, and that there are four overtime questions of 20 points each). He/she should also verify the point value of the questions as read by the quizmaster. If there is a discrepancy, he/she should call it to the judges' attention before the quizmaster has begun reading the actual question. If the quizmaster has begun reading the question, he/she should wait until the quizzers' answer has been judged.
5. He/she will record the number of the question set, and the round of competition.
6. He/she will keep an accurate record of time-outs.
7. He/she will keep an accurate record of unsuccessful challenges, and inform the quizmaster of a third unsuccessful challenge and each subsequent unsuccessful challenge.
8. He/she will record the individual quizzers' bonus points earned by answering five questions correctly.
9. He/she will record team and individual quizzers' fouls.
10. He/she will keep an accurate running score including bo-

nus points.

11. He/she will immediately notify the quizmaster if any quizzer has answered five questions correctly or has acquired five fouls.
12. He/she will notify the quizmaster if a team requests a time-out when it has already used both allotted to it.
13. The scorekeeper will note on the score sheet if the question was ruled as being interrupted. The best method is to circle the number of all interrupted questions.
14. At the conclusion of the quiz, the scorekeeper will tabulate all individual and team scores including all bonus points, and deduct all fouls and errors. Upon completing the compilation, he/she should hand the score sheets to the quizmaster to announce the two highest scorers and the official score.
15. An electronic scoreboard may be used for all levels of competition, but it is not mandatory. The score reflected on the scoreboard MUST be kept in conjunction with the official scorekeeper.

D. TIMEKEEPER

1. He/she should check with the quizmaster about the time-piece which will be declared official for judging teams. He/she should also ascertain to the best of his/her ability the accuracy of the official clock.
2. He/she will thoroughly familiarize himself/herself with the guidelines concerning "time."
3. He/she should use a watch with a sweep second hand, digital display of seconds, stop-watch or electronic timing device during the quiz.
4. A quizzer is given five seconds to activate the buzzer. Time begins immediately upon the completion of the question by the quizmaster.
5. A quizzer is given 30 seconds to complete his/her answer.

Time begins when a quizzer's color and number are called by the spokesman judge.

6. A team is given two 45 second time-outs. Time begins when the quizmaster acknowledges the request.
7. A team is given 60 seconds to prepare and state its challenge. Time begins when the quizmaster gives his/her approval for the team to prepare its challenge. The opposing team will also have 60 seconds to give a rebuttal. If the challenging team desires to withdraw its challenge, it must do so within the first 20 seconds of its challenge.
8. At the end of all timed periods he/she will distinctly and loudly call "time."

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