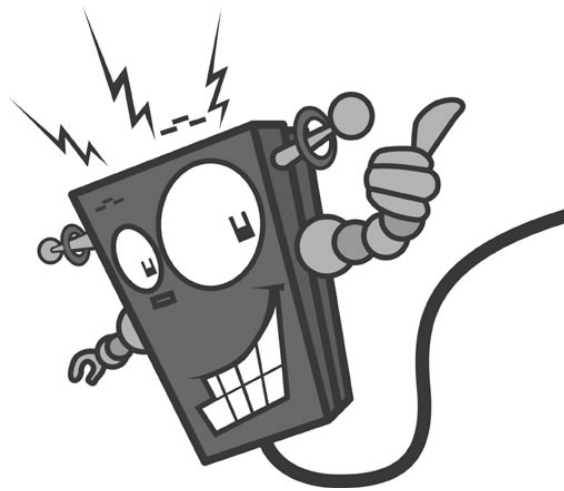




Junior Bible Quiz OFFICIAL GUIDELINES



**Modified for the New York District
2023-2024 Season**

By:

Elisa Mikolajko (NY JBQ District Coordinator)
Paul Varughese (NYC/LI JBQ League Coordinator)
Veronica Scianna (Hudson Valley JBQ League Coordinator)
Frank Sager (Central JBQ League Coordinator)
Tom Napierala (Lakeshore and Southern Tier JBQ League Coordinator)
Lisa Carpenter / Ben Rybczynski (Western JBQ League Coordinator)
Dave Pizzolo (New York District Advisory Committee Member)

New York District website: <http://nybiblequiz.com>

Junior Bible Quiz graphics, logos, product images, and service names are trademarked by the General Council of the Assemblies of God. Use of these images and trademarks without written authorization is forbidden and is a violation of federal and international laws.

STATEMENT OF PURPOSE

The Junior Bible Quiz (JBQ) Ministry was born in 1975 by the National Sunday School Promotion and Training Department. It was created to provide elementary-age children with a Bible survey, and focuses on the great teachings of Scripture in a question- and-answer format. Quizzing material is taken from the *Bible Fact-Pak*.

The *Bible Fact-Pak* consists of 576 cards, with questions on one side and scriptural answers on the other. It has been updated and revised, effective May 2021 [NLT version].

The Fact-Pak is not limited to structure team quizzing. Other uses include individual study, family devotions, travel activity, games, Sunday School or children's church fillers, and Christian school classes. The rules for the individual awards program are found in the brochure contained in each Fact-Pak.

The philosophy of team quizzing for elementary-age children centers on:

1. FACTS

The *Bible Fact-Pak* is a teaching tool to help children learn and assimilate important truths about the Bible, mastering its great teachings.

2. FUN

JBQ offers a fun avenue for children to study at their own level. Team quizzing should de-emphasize competition, resisting the urge to develop superstars. Avoid a "winning is the only thing" attitude among quizzers and coaches.

3. FELLOWSHIP

The wide variety of question usage, including studying with family and friends, provides rich Christian fellowship. This fellowship is broadened as the children quiz and make friends with children from other churches.

4. FAITHFULNESS

This is a great virtue taught through quizzing. JBQ is a program in which self-discipline and accountability are learned.

In order to keep the above "F's" in perspective, the New York District decided to make the following changes from the National JBQ Ministry guidelines:

<u>National</u>	<u>New York</u>
1 st through 6 th grades	1 st through 6 th grades, with written permission for 1 st and 2 nd graders
Quizzes yearly from the entire Bible Fact-Pak	Divides the Bible Fact-Pak in two parts and alternates them yearly
Season runs September-May	Season runs November-February
National Finals in June	District Finals in March – Nationals (optional)

FOREWORD

The purpose of these guidelines is to provide a general plumb line for the New York District quizzing teams. They have been modified from the “Official Junior Bible Quiz Guidelines” of the Assemblies of God, copyrighted by Gospel Publishing House in Springfield, MO. to suit the unique quizzing situation represented by the New York District. (These guidelines are a further modification of the Penn-Del District JBQ guidelines.)

During JBQ matches, it is natural for quizzers (and their coaches) to desire a win. There is nothing wrong with desiring to win; however, winning is not the ultimate goal. The goal of Junior Bible Quiz is that children will memorize the Word of God, understand its teachings, and be equipped to share the Gospel with their friends. The eternal trophies of JBQ far outweigh the plastic ones handed out for winning matches. God does not count trophies to see who has the best team - He counts souls (Matthew 6:19-21).

TABLE OF CONTENTS

STATEMENT OF PURPOSE.....	2
FOREWORD.....	3
TABLE OF CONTENTS	3
THE JUNIOR BIBLE QUIZ TEAM.....	4
QUIZ COMPETITION GUIDELINES	5
I. TEAM ARRANGEMENTS.....	5
II. BEING ON TIME.....	6
III. RULES FOR PLAY	6
IV. JUDGING ANSWERS AND COMPLETIONS	8
V. SCORING.....	9
VI. TIME-OUTS AND SUBSTITUTIONS	10
VII. FOULS.....	11
VIII. VOIDING QUESTIONS	11
IX. CLOSING THE MATCH.....	14
X. COACH’S CONTEST.....	14
XI. TIE GAMES.....	15
XII. UNUSUAL SITUATIONS	15
XIII. POINT OF ORDER.....	16
XIV. GUIDELINES FOR COMPILING OFFICIAL QUESTION SETS FOR COMPETITION	16
XV. GUIDELINES FOR QUIZ OFFICIALS	18
Guidelines for <i>Master Seal Award</i> Program.....	22
Junior Bible Quiz Merit.....	23
Appendix A: Bible Fact-Pak Corrections	Error! Bookmark not defined.

THE JUNIOR BIBLE QUIZ TEAM

A Junior Bible Quiz team consists of a head coach, a maximum of two assistants, and two to six children eligible to participate. All must be from the same church. A church may have more than one team. Christian schools and non-Assemblies of God churches may also participate in competitions but must have district approval in order to compete in the Assemblies of God District Finals competition. Teams must register online (<http://nybiblequiz.com>) before competing.

Qualified participants affiliated with a church or other Christian organization that does not have a Junior Bible Quiz ministry or cannot field a team may quiz with another team in their district (preferably the closest) upon the approval of the district coordinator. If there is not a church or other Christian organization available within a reasonable distance with a JBQ ministry, quizzers may form a unique JBQ group within their appropriate geographic area in their district upon approval of the district coordinator.

Eligibility is restricted to children starting grades 1 - 6 as of September 1st. In order for a 1st or 2nd grader to participate, a form must be signed and handed into the New York District Bible Quiz Coordinator before the second league meet. This form can be found on <http://nybiblequiz.com>. The JBQ season runs from November through February. League Meets are held in November, January and February. The number of teams advancing to district finals will be determined after all registrations are received in November. The New York District JBQ season ends with District Finals.

The New York District quizzes over one half of the Bible Fact-Pak in alternating years:

JBQ SEASON SCHEDULE FOR EVEN YEARS (Example - September 2022):

<u>Junior Bible Quiz</u>	<u>Meet 1</u>	<u>Meet 2</u>	<u>Meet 3</u>	<u>District Finals</u>
Date	November 2022	January 2022	February 2022	March 2022
yellow cards (10's)	1-54 (54)	55-99 (45)	100-144 (45)	1-144 (144)
green cards (20's)	289-324 (36)	325-354 (29)	355-384 (30)	289-384 (96)
blue cards (30's)	481-498 (18)	499-513 (15)	514-528 (15)	481-528 (47)

JBQ SEASON SCHEDULE FOR ODD YEARS (Example - September 2023):

<u>Junior Bible Quiz</u>	<u>Meet 1</u>	<u>Meet 2</u>	<u>Meet 3</u>	<u>District Finals</u>
Date	November 2023	January 2023	February 2023	March 2023
yellow cards (10's)	145-199 (55)	200-244 (45)	245-288 (44)	145-288 (144)
green cards (20's)	385-420 (36)	421-451 (31)	452-480 (29)	385-480 (96)
blue cards (30's)	529-547 (19)	548-561 (14)	562-576 (15)	529-576 (48)

QUIZ COMPETITION GUIDELINES

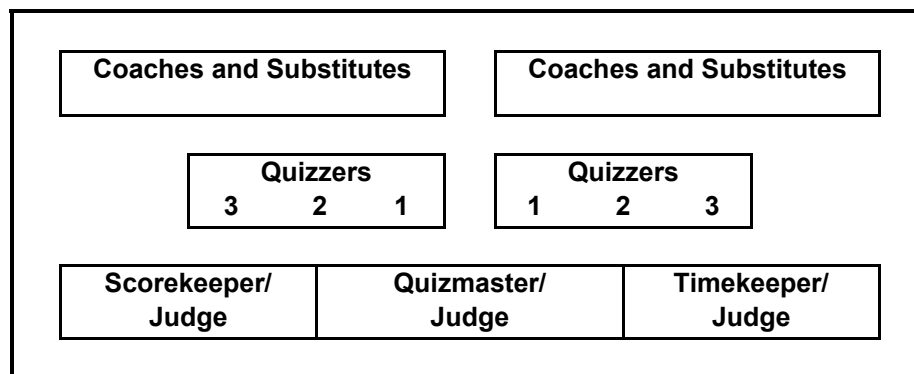
All quizzing in the New York District is under the guidance of the JBQ District Coordinator (Elisa Napierala) and the JBQ Committee (Paul Varughese, Frank Sager, Veronica Scianna, Tom Napierala, Lisa Carpenter/Ben Rybczynski and Dave Pizzolo).

While the “Official Junior Bible Quiz Guidelines for the New York District” does not attempt to cover every quizzing situation nor answer every question, it does provide uniform rules for friendly, uncomplicated quizzing.

I. TEAM ARRANGEMENTS

- A. Three quizzers per team are selected to begin the quiz match. They should be seated at tables facing the officials. It is permissible for a team to have less than three quizzers. To compete, a team must have a minimum of two quizzers at the beginning of the quiz match. (Teams may quiz with one quizzer with the quiz coordinator’s approval.)
- B. Team members, including substitutes and coaches, may not confer during the quiz match, except during time-outs. An assistant coach may show the score sheet, *Bible Fact-Pak*, or any form of Bible Fact-Pak questions to the head coach. An assistant coach may not call a coaches contest, but is allowed to present one. Any other verbal or nonverbal communication is a foul.
- C. The person designated, as head coach must remain so for the entirety of the match, but not necessarily from quiz match to quiz match. Among the duties and privileges of the head coach are the following:
 - 1. Meeting regularly with the team for prayer, study, and practice quizzing.
 - 2. Selecting the starting quizzers and making substitutions and replacements.
 - 3. Designating the captain
 - 4. Calling time-outs.
 - 5. Making a “coach’s contest”
 - 6. Having access to the *Bible Fact-Pak* or any form of Bible Fact-Pak questions during the quiz match. (Assistant coaches have the same privilege.)
 - 7. Having a clear understanding of the *JBQ Guidelines* and proper application of these Guidelines.

8. Setting and maintaining the proper attitude for the team during the matches.
 9. Knowing the time and location of each competition.
- D. Where feasible, use the following seating arrangement:



**Note: It is permissible for the audience to be seated either behind the coaches and substitute quizzers or behind the officials.
Audience must remain quiet during the entire quiz match.**

- E. Each quizzer will be identified by the quizmaster by color and light number, e.g., "Red 1," "Green 3," etc.

II. BEING ON TIME

- A. Any scheduled orientation is an integral part of each competition. To be late for the orientation places the team in jeopardy of forfeiting the first quiz match.
- B. A team which is not present in their first scheduled quiz room within five minutes after the scheduled starting time is in jeopardy of forfeiting that quiz match. When matches are run consecutively, teams should go directly to their next scheduled quiz room and will be considered on time if present within five minutes of the completion of their previous match.
- C. Any decision regarding forfeiture shall be made by the officials in consultation with the quiz coordinator directly related to that particular quiz competition.
- D. Each head coach is responsible for obtaining a written schedule or having a clear understanding of the location and time of each competition.

III. RULES FOR PLAY

- A. The quizzers should have their hands above the table, palms down, and in contact with either table, pad, or other hand. Violation of this section is not a foul unless there is an obvious attempt to confer with a team member or to distract the other team.

- B. The quizmaster will identify, by light color and number, the first quizzer to respond (e.g., "Red one, " "Green three," etc.)

NOTE: It is best if the light remains "on" until a final ruling has been announced by the quizmaster.

- C. Once recognized by the quizmaster, the quizzer will have 30 seconds to complete his response. It is a foul to begin answering before being recognized.
- D. If no quizzer responds within five seconds after the conclusion of the reading of the question, "Time" is called, and the quizmaster proceeds to the next question.
- E. When a quizzer interrupts the reading of a question by activating the equipment, the quizmaster must immediately stop reading and call "interruption," unless he has begun to read the last word of the question. In that case, he should complete the final word. Hyphenated words and compound numbers (e.g., twenty-two or 22) are considered one word.

EXAMPLE: "Question. Question number three for ten points. To what coun- (Quizzer interrupts.) Interruption. Green two."

NOTE: "Quotation Question" is not part of the question and cannot be interrupted.
EXAMPLE: "Question. Question number one for 10 points. Quotation Ques- (Quizzer interrupts.) That is a pre-response foul assessed to Red three. I will now reread the question from the beginning to both teams. "

- F. If a quizzer interrupts the initial reading of a question and receives a judgment of incorrect, the question is restated and read in its entirety to the opposing team.

EXAMPLE: The quizmaster shall say words similar to the following: "The response is incorrect for a minus ten points. The question was interrupted; it will be reread for the (red) team only. Question. Question number..."

NOTE: During the rereading of an interrupted question to the opposing team, if a quizzer from the first responding team activates the equipment, reset the equipment, and restate which team is to respond. Continue with the rereading of that question. No foul is assessed.

- G. If the quizmaster fails to call "interruption," a judge may do so. If neither call "interruption," the quizzer does not have to finish the question portion. If the response is ruled incorrect, the question will be reread for the other team even when "interruption" was not called. If the quizzer voluntarily chooses to complete the question portion, the response should be judged as on any other interruption.

- H. If a quizzer activates the equipment between the calling of “question” and the reading of the first word of the question, that quizzer should be charged a foul. The question should be restated with all quizzers eligible to respond.
- I. If a quizzer interrupts a question being reread for his team only, it is judged the same way as any other interrupted question.
- J. If the equipment indicates a tie between members of the same team, the head coach should decide which quizzer is permitted to respond.

IV. JUDGING ANSWERS AND COMPLETIONS

- A. A response is correct:
 - 1. When it contains all the basic information (the same question and/or answer in essence) called for on the Bible Fact-Pak card.
 - 2. When the answer portion to a quotation question is given word-for-word, without adding, deleting, changing, or repeating any word contained in the Bible Fact-Pak answer. The reference must also be given on quotation questions. If interrupted, the completion of the question portion may be given in essence.

NOTE: The reference may be given either before or after quoting the answer, or both. Repeating a word in the reference portion or question portion is permissible.

- 3. When the judges rule that the quizzer’s completion of an interrupted question, including quotation questions, is the same basic question, though in different words.
 - 4. When a mispronunciation of any word(s) is still clearly recognizable as the word(s) required, for either a non-quote or a quotation question.
 - 5. Once all correct information called for in a response is completely given. Any additional erroneous information is disregarded for both quotation or non-quotation responses.
- B. A response is incorrect:
 - 1. When the quizzer fails to accurately give the correct information before the calling of “Time.”
 - 2. When incorrect information is given in either the question or answer portion before the response is completed (quote or non-quote).
 - 3. When any word or portion of a word is omitted, repeated, added, or changed (except for mispronunciation) while quoting the verse portion to a quotation question.
 - 4. When mispronunciation, or failure to speak loudly or clearly, makes it impossible to recognize the words required for that response.

5. When the quizzer fails to complete an interrupted question portion in essence **before** giving the answer portion to any question.
6. When the judges rule that a quizzer's own coach or team member gave the quizzer obvious help.
7. When a quotation answer portion contains words that are NOT in the *Bible Fact-Pak* answer. This includes words that may exist in some Bible texts but are not used in the Fact-Pak answers. The exception to this would be words given after all correct information called for in a response is completely given; then any additional erroneous information is discarded.

NOTE: The ellipses (...) used in the *Bible Fact-Pak* answers are for the purpose of individual, family, or team study, not for official competition. In official competition, a quotation response must begin with the first word given on the card. Example: Question #372: "Mark 12:31 ... Love your neighbor as yourself..."

- C. Other rules in judging answers and completions
 1. *Bible Fact-Pak* question and answer portions that have words or phrases of similar meaning separated by the conjunction "or" require only one of those words or phrases to be ruled correct. (e.g., question #434: "What is symbolized, or pictured, by water baptism?" Question #220: "He was crucified, or nailed to a cross." Only one phrase is required to be correct.)
 2. *Bible Fact-Pak* question or answer portions that include the conjunction "and" require all words or phrases joined by the conjunction to be given in essence for a correct ruling.
 3. *Bible Fact-Pak* questions requiring a specific number (such as "give seven," or "name four") require only that number in the response for a correct ruling even though more choices are listed in the *Bible Fact-Pak* answer.
 4. *Bible Fact-Pak* answer portions may contain a word or words in brackets []. The word(s) in brackets are optional and not required for a correct ruling. For example, question #213: "[The Garden of] Gethsemane." Some words in brackets may be substituted for the previous, similar word. For example, "Jesus [Christ]" or Holy Spirit [Ghost]."
 5. Scripture references given in italics and parentheses following a non-quote-style *Bible Fact-Pak* answer are for study purposes and are not required as part of the response.

V. SCORING

- A. A correct response scores full point value of the question.
- B. An incorrect response deducts one-half the point value of the question.

- C. A quizzer correctly responding to 5 questions receives a 20-point bonus.
- D. A quizzer foul deducts five points from his score.
- E. A team foul deducts five points from the team's score.

NOTE: The quizzer must immediately leave the match, and cannot reenter that match, even in overtime, when any one of the following three situations occur: the quizzer has accumulated either three fouls, three incorrect responses, or five correct responses. A replacement for that quizzer may be made without calling a time-out.

VI. TIME-OUTS AND SUBSTITUTIONS

- A. Each team is permitted three 30-second time-outs to use at any time during the entire match. An additional time-out for each team will be allowed during overtime.

NOTE: Improperly conferring before a time-out is granted or after "Time" has been called is considered a team foul.

- B. Either the head coach or the captain may request a time-out.
- C. Requesting a time-out after a team has already called three time-outs (prior to an overtime period) is not a team foul. No points will be deducted, nor will the additional time out be permitted.

NOTE: Any unused time-outs may also be used during overtime.

- D. Quizzer substitutions may only be made during time-outs or immediately following the calling of "Time" (at the conclusion of the time-out) and before the calling of the next question. If substitutions are made during a time-out, they should be announced by the head coach at the conclusion of that time-out.

EXCEPTION: The replacement of a quizzer who must leave the quiz match can be made without calling a time-out.

NOTE: Upon the calling of "Time," the quizmaster may also query if any substitutions were made before proceeding with the next question.

- E. Upon the calling of "Time," all discussion among teams must immediately cease.

VII. FOULS

- A. The following are fouls: [(T) indicates a team foul and (Q) indicates a quizzer foul]
1. (T) A quizzer or coach improperly confers.

NOTE: Conferring must take place only during time-outs as granted by the quizmaster. An obvious attempt to communicate by verbal or nonverbal means at any other time is considered improper conferring. The exception is an assistant coach may show the score sheet, *Bible Fact-Pak*, or any form of *Bible Fact-Pak* questions to the head coach.

2. (Q) A quizzer activates the equipment between the calling of "Question" and the reading of the first word of the question.

NOTE: The phrase "Quotation Question" is not considered as part of the question. Interruption during this phrase results in a (Q) quizzer foul.

3. (Q) a quizzer begins to respond before being recognized by the quizmaster. However, the quizzer should be permitted to complete his response and be ruled "correct" or "incorrect" before the foul is assessed.
4. (Q) A quizzer begins to respond when another quizzer was recognized.
5. (T) A "coach's contest" is called by anyone other than the head coach.
6. (Q) A quizzer demonstrates unsportsmanlike conduct such as hitting the table or making noises or movements in an obvious attempt to distract the other team or assist a teammate.
7. (T) Help/Hindrance Foul. A team may be assessed a foul if it is determined there was improper help or hindrance from team members, coaches, or audience.

NOTE: The audience must remain quiet at all times and may not confer during any part of the quiz match with any member of either team or the officials.

- B. Assessed fouls are not disregarded if a question on which they occur is voided. The one exception is a foul assessed during the rereading of an interrupted question originally ruled "incorrect" but later ruled "correct" due to a coach's contest on the original reading.

NOTE: If a quizzer accumulates three fouls, that quizzer "fouls out" and must immediately leave the match and cannot reenter that match.

VIII. VOIDING QUESTIONS

- A. When a question is voided, another question of equal value is drawn from the Bible Fact-Pak or selected from the substitute questions typed on the official question sheet.

- B. The Quizmaster (or judges) should void a question and substitute another question of equal value when:
1. The point value, or any word of the question, as read by the quizmaster, differs from the Bible Fact-Pak.
 2. An official gives any information that would help a quizzier with his response.
 3. There was obvious help or hindrance from the audience, coaches, team members, officials, or a situation that unduly or improperly assisted the quizzier in responding, or sufficiently distracted him from answering. See rules C3 and C4 below for how to proceed.
 4. An active quizzier who is no longer an eligible quizzier has been permitted to answer a question(s), whether correctly or incorrectly. All questions read while the ineligible quizzier remained in the match must be voided and replaced.
 5. The equipment indicates a tie between members of opposite teams.
 6. It is proven that the equipment is not functioning. If it can be determined at what point the malfunction occurred, all questions from that point will be voided. If the point of malfunction cannot be determined, the quiz match will be started over or rescheduled.
 7. The judges reverse a decision of "correct" on an interrupted question.
 8. A quizzier from the same team other than the one identified by the quizmaster begins to answer (unless it is determined he was actually the first quizzier to respond and the quizmaster incorrectly identified the other quizzier). See rules D1 and D2 below for additional details.
- C. Substitute questions are read for both teams UNLESS:
1. A question is voided because of what occurs in the rereading or answering of an interrupted question. The new question is read only for the team to whom the interrupted question was being reread to.
 2. The quizmaster had identified the wrong quizzier on the initial reading of a question and the quizzier begins to answer. If both quizzers involved are on the same team, the new question is read only for that team. If the new question is interrupted and the response is ruled incorrect, the question will be reread to the opposing team.

Example: R1 buzzes in. The Quizmaster identifies R3 and R3 begins to answer. No foul is assessed. The question is voided and a new question is read to the red team only. If they interrupt it and get it incorrect, that question will be reread to the green team.

3. A question is voided due to a “help or hindrance” by an opposing coach, an official, audience, situation, or opposing team member. The new question is read only for the offended team.
 4. An interrupted question is voided because of “help or hindrance” from a coach or member of the same team. The new question should be read only for the other team. If this occurs during a question being reread, the question is voided, a foul is assessed, and there is no further reread.
- D. Handling/Rectifying Errors in Response/Identification
1. If the quizzer wrongly responding (a quizzer not identified by the quizmaster) is on the same team as the quizzer identified, the quizzer will be stopped, a foul is assessed to the quizzer who responded but was not identified. The question is voided and a substitute question is read only for the opposing team.
 2. If a quizzer from an opposing team, other than the one identified by the Quizmaster, begins to answer, the quizzer should immediately be stopped by the Quizmaster or a Judge. A 5-point foul will be assessed to that quizzer and the entire question, whether interrupted or not, will be reread to the quizzer that buzzed in. After the full question is read, the Quizmaster will identify the quizzer that buzzed in and give them 30 seconds to answer. If the quizzer answers incorrectly, it is not considered an interrupted question and will not be reread to the opposing team.

NOTE: Neither team may contest help or hinderance that the quizzer who incorrectly responded helped/hindered the quizzer who was later reread the question in its entirety. The only acceptable “Help or Hindrance” contest after this is for external circumstances (i.e. cell phone ringing, help from an official...)

3. If a quizzer is incorrectly identified by the quizmaster, and the quizzer who actually buzzed in first responds, the answer should be judged correct or incorrect, and no foul is assessed.
4. If a quizzer is incorrectly identified by the quizmaster, and begins to answer, the question is voided. No foul is assessed. The substitute question is read for the team that initially responded.

By showing a Christlike attitude, all officials will avoid sounding harsh or uncaring. Quizzers should be treated with kindness and understanding. Officials should announce errors and fouls in a calm voice. Should a quizzer become overcome by emotion, the quizmaster may call a 30-second official time-out.

IX. CLOSING THE MATCH

At the conclusion of the twentieth question or an overtime period, the quizmaster should query the coaches for any further point of order. If there is none, he should declare the match closed, pending the reading of the scores. Team members should remain in place but are permitted to quietly confer.

The scorekeeper will add up the scores and either the scorekeeper or Quizmaster will announce the following items from the official score in a similar fashion below, correcting all scoring discrepancies (this must be done before either team leaves the room).

- a. "The individual second high scorer with ____ points is (quizzers' name)."
- b. "The individual high scorer with ____ points is (quizzers' name)."
- c. All other points for individuals should then be announced.
- d. "The final score is (first place team) with ____ points and (second place team) with ____ points."

If there is a discrepancy, all individual scores, both positive and negative will be read to compare for accuracy. When the coaches agree with the accuracy of the official scores, they will initial the official score sheet and the scores will be considered final.

NOTE: It is important that both INDIVIDUAL and TEAM scores be verified.
--

If an error is discovered in the scores after the scores are finalized, it is up to the sectional or district coordinator to decide how to proceed.

X. COACH'S CONTEST

- A. Areas of Contest: A coach may contest when
 1. Calling attention to a possible rule violation (e.g., help or hindrance, improper procedure, etc.)
 2. Seeking a judge's ruling rather than the independent decision of the quizmaster concerning the correctness or incorrectness of an answer.
- B. Procedures for Contest:
 1. The contest must be initiated before the quizmaster calls the next question, before time-out is allowed, or before the match officially closes.
 2. Time-out will not be allowed or the match closed if either team expresses a desire to contest.
 3. A team may not contest "help or hindrance" based on the actions of its own team members, coaches or spectators.

4. The head coach shall state a desire to contest and be recognized by the quizmaster. Upon being recognized by the quizmaster, the coach, or the assistant coach, will have 2 minutes to prepare, present, or withdraw the contest. The presenter may only confer with one person – any team member or coach.
5. After the contest is presented, the judges (without conferring) cast a vote to accept or reject the contest. Each judge should keep their own coin covered until all judges have decided (XV D.2). If the vote is unanimous, it is carried out. If it is not unanimous, the judges confer and cast a second vote. The second vote need not be unanimous. If the contest is accepted, the decision is reversed and the score changed accordingly.
6. Each team is allowed two contests per match, even if it is withdrawn. Calling for a third contest is not a team foul, but it is not allowed.
7. In case of a reversed decision, the opposing team may contest. This will count as one of their two contests.

XI. TIE GAMES

- A. If there is a tie at the end of the twentieth question, the quizmaster will announce the tie and should reopen the match. A 10-point question will be asked. At the end of that question, if there is still a tie, a 20-point question will be asked. Questions will continue to be asked in this format (10-20-30) until the tie is broken.

NOTE: A 4th time-out and any remaining unused time-outs may be requested during the overtime period.
--

XII. UNUSUAL SITUATIONS

If unusual situations arise which are not clearly covered in the Guidelines, or if the judges disagree as to the interpretation of the Guidelines, they may choose to consult with the quiz coordinator. When doing so, the quizmaster should declare an official time-out, inform the teams they may confer, and with the judges, privately confer with the coordinator. They should briefly explain the situation to the coordinator without revealing the teams involved. The coordinator and officials are authorized to make as fair and equitable a ruling as possible. The quizmaster should then state the decision to the teams. Such special rulings are final.

XIII. POINT OF ORDER

A point of order attempts to correct a procedural error. The head coach or assistant coach has the right to call any of the following examples of the five proper points of order. A quizzer may call a point of order ONLY under examples 1 and 2.

1. The quiz equipment needs to be reset.
2. The quizmaster calls the number of the next question without rereading an interrupted question.
3. A quizzer remains illegally in the match.
 - a. A head coach or an assistant coach may call point of order if they believe a quizzer quizzed out, struck out or fouled out. The scorekeeper will then verify if one of these situations occurred.
 - b. If the scorekeeper does not agree, the scorekeeper will identify all the question numbers the quizzer got correct and incorrect along with any fouls they may have gotten. The Quizmaster and coaches will verify the accuracy and any discrepancies should be immediately fixed.
 - c. The scorekeeper will not disclose any scores for any individuals or teams until the match is closed.
4. A wrong point value is read by the quizmaster.
5. An eleventh 10-point, eighth 20-point or fourth 30-point question is called during any match. This point of order may be made immediately upon calling of the point value. For example, the quizmaster reads "Question. Question number sixteen for thirty points." The point of order should be made before the quizmaster starts to read the actual question. If it is not, it must then be made before the next question is called.

A point of order must be called before the call of the next question, time out permitted, or the match is closed. The only exception is failure to reread an interrupted question. This may be made before the calling of the questions following the question read in error. (e.g. question 4 is interrupted, question 5 is read in error. The point of order must then be made before the calling of question 6.)

XIV. GUIDELINES FOR COMPILING OFFICIAL QUESTION SETS FOR COMPETITION

- A. All questions are taken verbatim from the NLT Bible Fact-Pak.
- B. Teams should not be given access to official competition question sets prior to quizzing.
- C. Computer generated official sets follow the same guidelines as randomly drawn sets.

- D. Sets of questions may be compiled in the following way:
1. Randomly draw the first twenty questions for each round by separating the questions to be used by point value and thoroughly mixing them in a container. The quizmaster should then draw, at random:
 - a. Ten 10-point questions
 - b. Seven 20-point questions
 - c. Three 30-point questions

NOTE: Computer generated sets may be compiled using the Bible Fact-Pak CD-ROM.

2. Using the cards that have been randomly drawn, one of the officials should arrange them in preparation for the match as follows:
 - a. Have at least three 20-point questions in either half of the match.
 - b. Have at least one 30-point question in either half of the match.
 - c. The match should neither start nor end with a 30-point question.
 - d. The 30-point questions should not fall back-to-back.

The quizmaster should read the questions in the arranged order, assigning question numbers (1 to 20) as he reads them. The quizmaster should sit between the scorekeeper and the timekeeper so they can also see the questions, unless they have been given copies of the question sets.

3. If only a portion of the Bible Fact-Pak is being used in a particular match, the teams should be notified of the portion being used at least three weeks in advance.
4. It is permissible, at the conclusion of each quiz match, to return the used question cards to the container to be reused during the competition. Returning the cards to the containers will permit any of those cards to be randomly selected for repeated use throughout the competition and/or during the following match.

The decision to either permit or disallow repeated card questions should be announced in advance or during the orientation for each competition. When repeats are permitted, cards may be randomly selected for use throughout the competition and/or during the following match.

5. Sets of questions may be drawn (according to the preceding guidelines) and typed into sets by a neutral person before the quizzing begins. When sets are typed, they should include (in random order) a section of substitute questions and a section of overtime questions, each consisting of one question of each point value.

6. Additional substitute or overtime questions may be drawn from the Bible Fact-Pak container as needed, or selected from previous or extra matches on typed or computer-generated sets.

XV. GUIDELINES FOR QUIZ OFFICIALS

The following officials will be involved in a Junior Bible Quiz competition: a quizmaster, two judges, a scorekeeper, and a timekeeper.

A. SPECIFIC DUTIES OF THE QUIZMASTER

1. He has general oversight of the match.
2. Prior to the match he will answer any questions concerning procedure.
3. If prepared sets of questions are not available, he should compile a set of twenty questions for each match using the guidelines given in section XIII.
4. He will have the quizzers, coaches, and substitutes of each team and the officials introduce themselves.
5. He reminds the teams and audience of the need for quiet, allowing no conferring except during time-outs.
6. He makes sure someone offers prayer before the beginning of the match.
7. He attempts to keep the match running smoothly and pressure-free.
8. He should read each question 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 instance, "Question. Question number one, for ten points. How many books are there in the Bible?"

NOTE: "Question number" refers to the order of the questions in a particular match, not the number of the Bible Fact-Pak question. A quotation question should be introduced in the following manner: "Question. Question number one for twenty points. Quotation Question. How long will the Bible last?"

NOTE: It is important NOT to pause during any introductory remarks.

9. He should recognize the first quizzer to respond by calling the team color and quizzer's number. Quizzers are numbered from the inside out (3-2-1, 1-2-3).

NOTE: If the quizmaster should call an incorrect color or number when recognizing a quizzer, he or a judge may immediately correctly identify the proper quizzer ("Red 1 - correction, red 2," or "Red 1 - correction, green 1.")

10. If a quizzer interrupts by activating the equipment after the quizmaster has started to read the first word of the question (exclusive of introductory remarks), he should immediately stop reading and call, "Interruption (then recognize the quizzer by color and number)".

If a quizzer interrupts on the last word of a question, the quizmaster should finish that word. Hyphenated words and compound numbers (e.g., twenty-two or 22) are considered one word.
11. If interrupted before beginning to read the first word of the question, he should stop reading and assess a pre-response foul. The question will then be restarted with all quizzers eligible to respond.
12. If the quizmaster misreads any portion of the question, the question will be voided.
13. He should prevent the participants from violating the guidelines.
14. If a response (quotation or non-quotation) is obviously correct or incorrect, the quizmaster will announce the decision after the quizzer has finished his response, together with the plus or minus points. NOTE: The quizmaster should not interrupt the quizzer if he is obviously attempting to complete an answer – even if he has already given incorrect information.
15. If a response is not obviously correct or incorrect, he should permit the quizzer the full 30 seconds to attempt to complete the response.
16. If a response is not obviously correct or incorrect, he should request an independent decision to be cast by the judges, if present. This should be done using coins - "heads up" for correct, "tails up" for incorrect.
17. When the judges confer concerning the coach's contest, he should call for a second decision when he feels they have adequately discussed the situation (usually no more than 1 minute.)
18. At the conclusion of the twentieth question and overtime period, the quizmaster should query the coaches for any further points of order. If there is none, he should declare the match closed, pending the reading of the scores. Team members should remain in place but are permitted to quietly confer until the scores are announced.

When scores (individual and team) are agreed upon, the quizmaster will announce the top two scorers and the first- and second-place teams. Both coaches should initial the official score sheet. The quizmaster will then officially close the quiz match.

NOTE: Showing a Christlike attitude, all officials should avoid sounding harsh or uncaring. Quizzers should be treated with kindness and understanding. Officials should announce errors and fouls in a calm voice.

B. SPECIFIC DUTIES OF TIMEKEEPER

1. Timekeepers should time all responses, time-outs, five-second periods to respond to the question, and the contests. At the conclusion of each time period, "Time" should be called distinctly and loudly.
2. Time periods, and when to begin timing them, are as follows:

5 seconds to respond to a question - begins after the quizmaster finishes reading the last word of the question.

30 seconds to respond - begins after the quizmaster has recognized the quizzer by color and number. In the case of a tie between quizzers on the same team, time is begun when the head coach states which quizzer will respond.

30 second time-out - begins after the quizmaster officially grants a time-out.

120 seconds (2 minutes) to make a contest – begin timing after the quizmaster grants permission for the contest

C. SPECIFIC DUTIES OF THE SCOREKEEPER

1. He should obtain the names of the teams, quizzers, and substitutes before the beginning of the match.
2. He should write in the point value of the question as called by the quizmaster and check for the correct number of point values. (If prepared sets are used, this may be done before the match begins.)
3. If the quizmaster should call a wrong question number or point value, he should immediately call it to the quizmaster's attention.
4. He should record all quizzers' points, deductions, fouls, and bonuses.
5. He should keep record of time-outs and inform the quizmaster if a team calls a fourth time-out.
6. He should keep record of all coach's contests.
7. He should keep a running score, recording all bonus points as they are earned and recording all fouls as they are called.

8. He should immediately inform the quizmaster when a quizzier must leave the match.
9. He should mark all "interruptions" by circling the number of the question.
10. He should mark all "incorrect responses" by circling the point value to be deducted.
11. He should mark all fouls assessed by using the letter "F" on the score sheet and circling it. This will assist in distinguishing between incorrect responses and fouls.
12. At the conclusion of the match, the scorekeeper should tabulate individual and team scores. The completed tally sheet should be read by the scorekeeper or quizmaster to announce the scores.

D. GENERAL DUTIES OF ALL JUDGES

The quizmaster and judges have the following duties:

1. **Calling of fouls.** A foul should be called as it occurs, unless the quizmaster is reading the question or a quizzier is responding. In such cases, the foul should be called after the timekeeper has called "Time".
2. **Making decisions as to correctness of responses.** If the quizmaster determines a response to non-quotation questions is obviously correct or incorrect, he should state his decision without asking for the judges' help. However, if he is unsure, he should call for an independent decision by the judge(s) - without conferring. Each judge, including the quizmaster, using a coin, will indicate an independent decision by placing a coin "heads" up for correct, "tails" up for incorrect. Each judge will keep his coin covered until all three have decided. At that time, the quizmaster will indicate for each to uncover his coin and will then announce the decision. The decision need not be unanimous.

<p>NOTE: Coins are NOT flipped when voting.</p>
--

3. **Making decisions on quotation questions.** Judge(s) will automatically be asked to decide as to the correctness of a quotation question, unless the answer is obviously incorrect. Decisions will be made using coins by the procedure stated above.
4. **Judges' vote.** If a judge disagrees with the quizmaster's independent decision, he may request a vote of the judges by coin without conferring. (He does this by clearly stating, "Judges' ruling.") This must be done before a time-out is granted, before the next question is called, or before the match closed. Should the judges overturn the quizmaster's decision, it will be announced.

5. **Handling equipment problems.** Failure to reset quiz equipment is considered a malfunction and handled according to the guidelines for equipment malfunction.
6. **Incorrect identification of a quizzer.** If the quizmaster should call an incorrect color or number when recognizing a quizzer, he or a judge may immediately correctly identify the proper quizzer. ("Red 1 - correction, Red 2;" or "Red 1 - correction, Green 1.")

Guidelines for Master Seal Award Program

Discoverer Seal Award:	Correctly answering 20 of 30 ten-point cards drawn at random from card numbers 1-288.
Searcher Seal Award:	Correctly answering 25 of 30 ten-point cards drawn at random from card numbers 1-288; and, Correctly answering 15 of 20 twenty-point cards drawn at random from card numbers 289-480.
Achiever Seal Award:	Correctly answering 28 of 30 ten-point cards drawn at random from card numbers 1-288; and, Correctly answering 18 of 20 twenty-point cards drawn at random from card numbers 289-480; and, Correctly answering 6 of 10 thirty-point cards drawn at random from card numbers 481-576.
Master Seal Award:	Correctly answering 59 or 60 of 60 cards drawn at random, or from 30 random ten-point questions, 20 random twenty-point questions, and 10 random 30-point questions. The Master Seal must be done in the presence of three (3) adult judges, none of which is a parent of the quizzer. If the quizzer fails to correctly answer at least 59 of 60 questions, there must be a one-week waiting period between attempts.

Testing Instructions:

1. In order to test for the Bible Master Award levels, an approved tester (district coordinator, sectional coordinator, coach) should log in to the free Question Set Generator (biblefactpak.com) and then head to the page to generate questions. By selecting the option that matches the title of the test being given, a new set of questions that meet the national criteria can be generated. A tester may instead choose to randomly draw cards from the *Bible Fact-Pak* as long as it is confirmed that the *Bible Fact-Pak* is not missing any questions and cards are truly drawn at random.

2. There must be at least three people present to listen to the quizzier, including the tester. The other two people present will act as judges and may not be anyone directly related to the quizzier.
3. At no time should the quizzier be allowed to study from or review the set of questions that have been generated for testing.
4. Quizzers will be asked questions in the same fashion as if they were in a quiz match, but they are not required to activate any equipment or be identified before responding. Their response should be evaluated using the same criteria as used in a quiz match.
5. After the tester reads the question, or after the quizzier chooses to interrupt the question, the quizzier will have 1 minute to finish the question, if needed, and give the answer. Failure to complete the answer (and question, if needed) in this time limit will result in an incorrect response.
6. If a response is not clearly correct or incorrect, the tester must follow the general match rules as listed in the NYS JBQ Rule Book in section XV (Guidelines for Quiz Officials) Part D (General Duties of All Judges) numbers 2-4, pending the specific situation.
7. Each test should be administered in one complete sitting and only one test may be administered per day.

Upon successful completion of the Master Seal Award, please do the following:

1. Write a letter to our National JBQ Director at the General office in Springfield. Use a church letterhead with your pastor's signature. Indicate that the quizzier has successfully completed the Master Seal. Include details as to score, the date, the judges panel, etc.
2. Send a copy of the letter to the District JBQ Coordinator and to your Sectional JBQ Coordinator. (Current DBQC: Elisa Mikolajko, 200 Pinecrest Dr, Rochester, NY, 14617) See website for your sectional coordinator and his/her address).
3. Upon receiving the Master Seal Award from the National Office, send a copy of the letter to the District JBQ Coordinator at the above address.
4. We suggest having the certificate with seals in place professionally framed and presented to the recipient during a Sunday morning worship service, or during the trophy celebration at your sections final quiz meet.
5. The District JBQ Coordinator will honor recipients during the District Finals JBQ Competition.

Junior Bible Quiz Merit

Note: This merit is designed to reward a **Royal Ranger** or a **Missionette** who learns the Bible Fact-Pak and demonstrates that knowledge by successfully competing on a JBQ team.

- A. Compete on a B-level or higher JBQ quiz team.
- B. Score a minimum of 500 career points of quizzing during matches of league or higher quizzing.

- C. Quiz out by answering the maximum number of questions allowed per match at least three times in your JBQ career.
- D. Earn the Searcher Seal as described on the JBQ website.

(See <http://www.nationaljbq.org> for qualifications for the Searcher Seal. It is also described on the previous page of these guidelines.)