

**INTERNATIONAL
QUIZ
MANUAL**
the Missionary Church

2007-2008

Integration- Leaders and coaches in the Quiz program need to continue to work at creative ways of making sure our youth can not only recall the Biblical facts that they need to, but additionally that they understand and are putting into practice what they’re learning in their study sessions. The Holy Spirit himself will also fulfill that role. In other words, He will call those memorized Scriptures to mind at the precise time we need them.

Positive Peer Pressure- Another term for this concept would be that of accountability. The Bible Quiz team becomes a small group within the church’s youth program, but that does is not necessarily a negative, even the Sonlife strategy, encourages the development of a leadership or ministry team within the youth program. Within the Bible Quiz team there is the opportunity for positive peer pressure as we hold each other accountable and challenge one another to do our very best for Jesus Christ.

Leadership- Typically what you will find is that Bible Quizzers are some of the “cream of the crop” within a local church’s youth program. The reason for that is simple; spending hour upon hour in God’s Word will ultimately shape young hearts and encourage them to grow in conformity to their Lord and Savior Jesus Christ. As a result, there have been countless individuals who have come up through the quiz program to become Pastors, Missionaries or other key lay leaders within the local church.

Endurance- Bible Quizzing is challenging, it’s not easy to persevere from September to June in the study of God’s Word, and as a result many will fall along the way side. We would like to see the attrition rate improve, but not at the cost of watering down the standards of the program. This means that young people will have to make choices. It is highly unlikely that they can attend school, play in the band, join the drama troupe, hold down a job, play on the school’s sports teams and still be a successful quizzier. We all make choices, based on what’s important to us; it’s no different when it comes to Bible quizzing.

CONTENTS

PURPOSE	3
IMPORTANCE	3
QUESTIONS QUIZZERS ASK	4
TYPES OF QUESTIONS	5
SUGGESTIONS FOR COACHES	6
RULES	7
QUIZ COMMITTEE	15
RESOURCES	16
QUIZ BOOK SCHEDULE	17
QUIZ STUDY SCHEDULE	18
QUIZ INVITATIONAL CALENDAR	18
QUIZ FINALS DATE	18
QUIZZING CORE VALUES	19

THE CORE VALUES OF BIBLE QUIZZING

Discipline- Because of the daily study schedule that is necessary in order to be successful in Bible quizzing, young people who are active in the program learn what it means to establish regular patterns in their lives that will help them attain their goals. Not surprisingly, students that are involved in the program will typically reap benefits in other areas of their lives as well.

Information- One of the greatest strengths of the Quiz program is that it gets our young people into the Word of God. Few discipleship programs, if any, can match the amount of learning of biblical facts that occurs within quizzing, and that is crucial in light of the coming “apostasy.” There are numerous warnings throughout the NT regarding those who will be led astray simply because they don’t have a handle on the truth. The Bible Quiz program combats that trend.

Social Relationships- The Quiz program offers our youth the opportunity to build solid friendships not only with their fellow team members, but additionally with other young people from other churches and in other districts. Many of the lasting and most meaningful memories one can have, as a teenager will occur while participating in Bible Quizzing with other youth.

Competition- We believe this is a strength of the Quiz program, because of that the Quiz committee doesn’t want to lower the standards just so everybody can feel good about them-selves. “Lowering the bar” only encourages mediocrity. Admittedly, the Bible Quiz program will not necessarily appeal to every young person, yet at the same time, there is a certain element of youth in any given church who will enjoy and excel in the program if they’re given the opportunity.

2007 - 2008 QUIZ SCHEDULE

October	Galatians 1-3
November	Galatians 4-6
December	Ephesians 1-3
January	Ephesians 4-6
February	Philippians 1-3
March	Philippians 4 & Colossians 1-2
April	Colossians 3-4 & Philemon
May	All

2007-2008 INVITATIONAL CALENDAR

North Central District	January 25-26	St. Mark
Michigan District	February 22-23	Colonial Woods
East Central District	March 28-29	Pleasant View
Central District	April 25-26	TBA
Canada East District	May 3-4	New Dundee
International Finals	July 10-12, 2008	Bethel College

TEAM SANCTION FEES

\$35 sanction fee per team must be sent to:

U.S. Ministries/Quizzing
P.O. Box 9127
Fort Wayne, IN 46899-9127

A \$20 invitational registration fee per team is sent to the host district.

BIBLE QUIZZING

Our mission is to ignite a passion in Missionary Church youth ministries that enables students to MEET Jesus (winning), to KNOW Jesus (building), and to SERVE just like Jesus (equipping).

PURPOSE

- To learn God's Word.
- To develop Christian character.
- To participate in good Christian competition.
- To develop group unity through the Holy Spirit to accomplish a goal.
- To use a fun way of studying the Bible daily.
- To meet other youth who are quizzers.
- To travel to many tournaments, conventions, etc.
- To win in order to bring honor and glory to Christ.
- To help people grow spiritually.
- To help people become more disciplined.
- To equip people to reach others for Christ.

IMPORTANCE

- The Word can cleanse our ways (Psalm 119:9).
- The Word that is hidden in our hearts may be used to keep us from sinning (Psalm 119:11).
- The Word gives us direction in life (Psalm 119:105).
- The Word can refute Satan and aid in dealing with temptation (Matthew 4:1-11).
- The Word can refute heresies (I Peter 3:15).
- The Word can help us in witnessing (Acts 2:14-40).
- We are told to study the Word to show ourselves approved of God, thus we can rightly divide the word of truth (II Timothy 2:15).
- The Word of God is the only offensive weapon in the Christian's armor (Ephesians 6:11-18).

QUESTIONS PROSPECTIVE QUIZZERS ASK

A. *How much work is involved in being a quizzer?*

1. Quizzing is like a high school sport, only harder. It may require eleven months of the year.
2. Quizzing requires daily work from a half hour to four hours.
3. Quizzing requires obedience when a coach says work.
4. Quizzing requires faithfulness at all practices.
5. Quizzing requires giving up some things. (One real problem we all face is doing too many things and none of them well.)

B. *How do I go about studying?*

1. Find a regular time each day (early morning works for some).
2. Make the quiz book like another class that you have to prepare for.
3. Study the material only from one Bible the entire year.
4. First read the entire book through.
5. Then read the particular chapter through until you understand its meaning (usually three times).
6. Then learn or memorize by phrases, a verse at a time, then four or five verses, then the whole chapter.
7. Read over and over by phrases. Look for key words.
8. Fill out the questions your coach has given you, being careful to give the answers as written in the Bible and giving references with your answers.
9. Have someone ask you questions for practice.
10. As you cover new chapters, always review the old chapters.

QUIZ BOOK SCHEDULE

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

2008-2009 Luke

2009-2010 I & II Corinthians

2010-2011 John

2011-2012 Hebrews, I & II Peter

2012-2013 Matthew

2013-2014 Romans & James

2014-2015 Acts

Note: The cycle then repeats.

RESOURCES

Web-Site

MCUSAquizzers.homestead.com

Web-Site Manager

Verle Lloyd
506 W Compromise St.
Berne, IN 46711-1424
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Question Writer

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andy@quizcoach.com
www.quizcoach.com

Question Editor

Quiz Statistician

Duane Culp
4568 Newcroft St.
Commerce Twp, MI 48382
(248)521-2991 Home
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Quiz Questions

Quiz Specialties
Nazarene Publishing House
PO Box 527
Kansas City, MO 64141

Quiz Materials

Quiz Specialties
Nazarene Publishing House
6401 The Paseo
Kansas City, MO 64131
(800)877-0700

World Bible Quiz Association
144 Oakdale Road
North Versailles, PA 15137
(412)824-8245
www.wbqa.org

Gospel Publishing House
1445 Boonville Avenue
Springfield, MO 65802
(417)862-2781, ext 4041

Quiz Equipment

Al Ford
513 Harbor Walk Drive
Fort Wayne, IN 46819
(260)747-1351

Stephen Burry
1525 Old Colonial Drive
Berne, IN 46711
(260)589-8412

Steve Kirkman
703 N. Rembrandt
Royal Oak, MI 48067
(248)398-1161

TYPES OF QUESTIONS

Direct

Whom has God lifted up?
the humble (Luke 1:52)

When did Zechariah return home?
when his time of service was complete (Luke 1:23)

Of whom was Joseph a descendant?
David (Luke 1:27)

To where did Mary hurry?
to a town in the hill country of Judea (Luke 1:39)

Reference

According to Matthew 1:1, who was the son of David, the son of Abraham?
Jesus Christ

Situation

Who said it, to whom as it said, "Do not be afraid, your prayer has been heard."
the angel to Zechariah (Luke 1:13)

Finish the Verse

His mercy extends to those ...
... who fear him, from generation to generation. (Luke 1:50)

Verse Quote (Either one, two or three verses)

Quote Luke 1:32 &33.

He will be great and will be called the Son of the Most High. The Lord will give him the throne of his father David, and he will reign over the house of Jacob forever; his kingdom will never end.

SUGGESTIONS FOR COACHES

- A. Gather the youth informally to introduce quizzing to them (a breakfast meeting, pizza party, etc.). Emphasize they are under no obligation.
- B. Inform them of the book to study.
- C. Inform them of the rules and procedures for a quiz.
- D. Set up practice schedules and times to suit your teens.
- E. Explain the necessity of obeying the coach and attending practices.
- F. Make the first practice an encouraging one. Use the easier questions and then compliment them on the great job. They'll be more apt to keep at it.
- G. Suggest a minimum of a half hour a day in study.
- H. If you can make good questions, do so.
- I. Make copies of each chapter for each quizzier.
- J. At each practice, give them questions to fill out. Explain the chapter to them and give them until the next practice to complete them.
- K. Start practice by covering the new material. However, spend most of your practice reviewing everything to date.
- L. Use any method necessary to explain a chapter so they understand it. I recommend using various versions of the Bible. Also, Bible commentaries are helpful.
- M. Have them learn the material by phrases. Ultimately they should have the material memorized. Make them read over and over by phrases. Soon they will be doing it in their sleep.
- N. When they start signaling, realize they aren't good until they begin signaling before the question is completed. If they learn by phrases, they will be able to finish the question. Anticipation of the key word is very important.
- O. Get them involved in competition. Start a league even if it is only within your church.
- P. Make sure that if your teens do not memorize all the material, they do memorize the "Finish this Verse" and "Quotes" that are available from the Educational Ministries Office. Eighty points can easily make the difference in a quiz.

QUIZ COMMITTEE

Quiz Director

Gary Aupperle
429 East Dustman Road
Bluffton, IN 46714-1208
(260) 824-1844 Work
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(260) 824-1955 Fax
gkaupp@yahoo.com

Canada East Quiz Director

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(519) 662-6133, x277 Work
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Central Quiz Director

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(260) 589-8774 Fax
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East Central Quiz Director

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North Central Quiz Director

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3611 Evesham Court
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lsdsimmons@aol.com

Member At Large

Gerald Fourman
Mail to:
Angela Studebaker
3 Laura Circle
P.O. Box 123
Laura, OH 45337
(937) 232-7058 Cell

P. FINALS

1. In Regional, District and International Quizzing Finals, a tape recorder shall be used.
2. No team shall draw more than one bye in any double elimination quiz-off.
3. All districts or pending districts may enter the top six experienced teams and top four rookie teams from their district finals in the International Quiz Finals. In the event that one of these teams is unable to participate in the International Finals, the district may send an alternate team. Each district may send a maximum of eight One-on-One quizzers and four entrants for the Quoter competition.
4. All team members must be *pre-registered by the deadline* for registrations and are encouraged to be present during the entire International Finals.
5. Any team which is registered but withdraws after the registration deadline or does not complete competition at the International Quiz Finals will become ineligible for the International Quiz Finals the following year.
6. Tie-breaker guidelines. When a tie occurs the winner or top-seed will be determined by:
 - a. Head-to-head competition
 - b. Total points scored
 - c. Points against

In multiple ties, the guidelines will be used to determine one position at a time.

Example: Three teams finish round robin quizzing with 5-2 records. Team A beat Team B with 760 points. Team B beat Team C with 900 points. Team C beat Team A with 700 points. Head-to-head does not break the tie. Total points breaks the tie putting Team B in first position. To determine the second position, you move back to the top of the tie breakers. In head-to-head Team C gets the second position, having beaten Team A, even though Team A had more points.

RULES

A. TEAM REQUIREMENTS

1. Each team should be composed of four regulars with an unspecified number of substitutes. There shall be a maximum of seven team members participating in any single quiz. No team can start a quiz with less than two quizzers. A local church may field more than one team, if they so desire.
2. A team shall be composed of young people in attendance weekly in at least one service other than quizzing in the local Missionary Church they are representing. Exceptions will be made for college students desiring to quiz for their home church. Any exceptions and questionable situations may be approved on the district level and must be communicated in writing by March 1 to the Denominational Quiz Committee for ratification.
3. The same team members and coaches (coach and/or assistant coach) that compete in District Finals will compete in International Finals.
4. The quiz year will be from August 1 to July 31.
5. A team shall be composed of unmarried young people who must turn at least 12 during the quiz year and remain under 21 years of age during the quiz year.
6. Each team shall have a coach and may have an assistant coach. Also, a team member shall be selected as the captain.
7. The coach or assistant coach must submit to the Quizmaster a team line-up (name and number in quizzing order) prior to the quiz. (Suggestion: The line-up should be submitted at the automatic time-out of the previous quiz.)
8. A rookie team will consist of only quizzers in their first or second year of quizzing. No post-high school youth at the beginning of the quiz year may participate on a rookie team anytime during the quiz year regardless of whether they are 1st or 2nd year quizzers. If a quizzers quizzes any part of a quiz year, it will constitute a year of experience.

B. CAPTAINS

1. A captain must be on the platform at all times during the quiz. In the event of his leaving the quiz, an acting captain will be appointed.

2. In the event of a tie in signaling on the same team, the captain will select one to answer.

C. TIME-OUTS

1. Only captains and coaches may call a time-out.
2. The Quizmaster will recognize coaches and captains calling a time-out. No time-out may be called after any information concerning the new question is given.
3. Each team is permitted three time-outs per quiz.
4. A time-out will be of 45 seconds duration.
5. Only coaches may converse with teams during time-outs.
6. An official time-out may be called by the Quizmaster and will not count against a team's time-outs. There is an automatic time-out after the 15th question and before a sudden-death question.

D. SUBSTITUTIONS

1. A quizzer being substituted may return to the quiz unless he has been removed because of five correct answers or three errors.
2. Coaches may substitute quizzers only during time-outs.
3. At the discretion of the coaches and/or captain, a substitute may replace a quizzer leaving the quiz with five correct answers or three errors. This is an official time-out for the replacement of the quizzer only.
4. Once a line-up has been submitted in a quiz, a quizzer cannot change positions unless he is removed from the quiz for at least one question.
5. After the quiz begins, if the quizzers are not seated according to the line-up, a penalty of -10 points and two time-outs will be charged to correct the situation.
6. Substitutions must be reported to the official scorer. Failure to do so will result in the deduction of ten points from the team score.

E. SIGNALING

1. Judging to determine the first quizzer signaling shall be by an electronic judging device. In the event of an equipment malfunction during a quiz, the Quizmaster will start the quiz over. In the event a switch has not been turned on, the Quizmaster will return to the point of the quiz when the switch was turned off.

3. Question #4 will be a specialty question.
4. Each quizzer is allowed one time out per quiz. In the case of a tie after question #7, there will be an automatic time out.
5. The quiz will end once a winner is determined.

N. QUOTER COMPETITION

1. THE PRELIMINARIES - Quoters will be placed in the competition according to district ranking. A modified spelling bee format will be employed (using quotes only) until 8 or fewer quoters remain, each of whom will have quoted an equal number of correct quotes. When a quoter errs, he/she is eliminated. Each quoter is allotted 30 seconds per question and may correct the verse. After the 6th round there will be no opportunity to correct.
2. THE SEMI-FINALS- The remaining quoters will compete on quiz equipment with the first two quizzers correctly answering 5 "Quote" or "Finish this Verse" questions (without three errors) will proceed to the finals.
3. THE FINALS- The two remaining quoters go head-to-head in a seven question quiz. All questions are either 'Quote' or 'Finish this Verse.' Otherwise, rules for One-on-One quizzing will apply.

O. ALL-STAR COMPETITION

1. Each district is allowed to select a total of 7 All-Stars: four starters and three substitutes.
2. We will run a round-robin tournament, with each quiz lasting just 15 questions (3 speciality questions and an automatic time-out after question 10). Each quizzer will be allowed a maximum of 4 correct answers or 1 error. All other rules, including perfect quiz-outs (after 4 correct instead of 5) and error rules (after 3 team errors instead of 4), will apply. The team with the best record after round-robin quizzing will be the winner. In case of tie, tiebreaker rules will apply (P-6 in manual).
3. There will be no time-outs, except at question 10; however, free substituting of quizzers is allowed.

7. Three errors by any quizzer, not including bonus errors, will disqualify the quizzer from jumping. If the quizzer chooses to remain on the platform, he may answer bonus questions only. If he leaves the quiz, he may not return during the quiz.
8. After four team errors, each error will count an additional 10 points against the team (i.e. 5th error = -20 from score).
9. For individual statistics the following will determine an individual's average: correct answers (20), errors (-10) and perfect quiz out (10).

J. PERFECT SCORE

1. Any quizzer with five correct answers may leave the quiz platform for the duration of the quiz. If he has a perfect score (no errors) and he chooses to leave the quiz, a bonus of ten points will be added to the team score.
2. If the quizzer chooses to remain on the platform, he may answer bonus questions only, and the team will not receive the bonus points mentioned above. This choice must be made at the time a perfect score is reached.

K. BONUS POINTS ON 20TH QUESTION

1. Bonus points are doubled if an error is made on either the 20th question or any overtime questions. This means twenty points are awarded to the opposing team if the bonus question is answered correctly on the last question of the quiz.
2. Unless the score is tied, the 20th question ends the quiz. In the event of a tie after the 20th question, the quiz will be decided by a sudden-death question.

L. DIMENSIONS OF QUIZ BENCHES

When benches are used the following specifications should be observed:

1. Height--Benches should be 18" high, from the floor to the top of the bench.
2. The hinge for the seat should be at the front of the bench.
3. The switch should be at the rear of the seat at least 7" from the front of the bench.

M. ONE-ON-ONE QUIZZING

Basic team rules apply with the exception of:

1. Seven questions, with 20 bonus points for question #7.
2. In the case of a tie, there will be a one question sudden death playoff.

2. When seats are used, the feet of the quizzers must be on the floor and hands must not touch any part of the chair or bench. Exceptions will be granted for quizzers with physical limitations.
3. From the time the first quizzer signaling has been recognized by the Quizmaster and has reached the microphone, the quizzer has a total of 30 seconds to start and finish his answer. The quizzer must not take unnecessary time reaching the microphone. If a quizzer who has not been recognized by the Quizmaster gives a portion of the question or answer, it will be considered his error. Ten points will be deducted and the Quizmaster will give a bonus question in its entirety to the quizzer of the corresponding position on the other team.
4. If the quizzer signals after the Quizmaster calls "Question" and before the question is finished, the quizzer must finish the question to the satisfaction of the Quizmaster before answering. Situation questions do not need to be finished. Time required to finish the question is counted against the 30-second time limit. Any information already given by the Quizmaster is on record as being correct.
5. The quizzer has only one try at the answer. The Quizmaster must accept his first answer. If the question is missed, an error is charged and ten points are deducted from the team score. If no part of the answer is given, the Quizmaster then gives the question in its entirety to the quizzer of the corresponding chair on the other team. If any part of the answer is given, a new bonus question shall be given. If a "Quote" or "Finish this Verse" question is missed, and no part of the answer is given, the same question may be asked as a bonus question. If any part of the answer is given, a new bonus "Quote" or "Finish this Verse" question will be given. In case of a situation question, a regular bonus question will be asked. (Example: if a part of a "Quote" is missed, a new "Quote" will be given as a bonus. If a part of a "Finish this Verse" is missed, a new "Finish this Verse" will be given as a bonus, by giving the first five words.) Ten points will be awarded to the team for a correct answer on the bonus question. No error points are charged for an error.
6. If no quizzer on either team signals within five seconds after the question is completed by the Quizmaster, no points will be awarded for that question.

F. TIE IN SIGNALING

1. In the event that opposite teams tie in signaling, no bonus question is given to any team.

2. If the tie occurs on the same team the captain will select one to answer.
3. If the tie occurs on opposite teams, both will answer. Total points will be awarded or subtracted each team according to the answer. Points are not split or divided.

G. QUESTIONS

1. No question or part thereof will be repeated after any quizzer has signaled.
2. The decision of whether an answer is right or wrong will be made by the Quizmaster and the judges, if the Quizmaster needs their help.
3. When a question is "Finish this Verse" or "Quote," the answer must be word perfect from the verse(s) that the Quizmaster wanted. If the quizzer has incorrectly completed the "Finish this Verse" or "Quote," the Quizmaster will say, "Please correct it." At that time or whenever the quizzer realized the error, the quizzer may go back to the beginning of the "Finish this Verse" or "Quote" and correct it within the remaining time.
4. On "Finish This Verse" questions, the answer must be completed from the point at which the quizmaster has stopped reading, or, started at the beginning of the verse.
5. Each quiz will contain two "Finish this Verse" and two "Quote" questions. These questions will fall on the 4th, 8th, 12th, and 18th questions of each quiz.
6. When a quizzer gives an answer which could be correct but is not the answer which the Quizmaster wanted, if the quizzer can give a reference for his answer, and if the answer is found within five verses preceding or following the reference in the same chapter within an additional 30 seconds, it shall be scored as a correct answer. Captain may not request that a quizzer give a reference nor should the quizmaster ask for one.
7. There is to be no verbal communication between quizzers, coaches, or audience from the time the Quizmaster calls "Question" until the points have been awarded.
8. A quiz shall not end with a situation question.
9. A situation question may not be used as a bonus.

H. CHALLENGING

1. A question cannot be challenged. Only the answer can be challenged. (however, a quiz master's judgement concerning how a quizzer has finished a question may be challenged.)
2. A challenge will be considered only when it is presented with Scripture pertinent to the reference to the question on the quiz master's sheet if no reference is provided by the quizzer. If a quizzer provides a reference, the content of the challenge must come from within five verses of the reference provided by the quizzer.
3. When an answer is challenged, it will not be charged as a time-out.
4. The decision of the Quizmaster on any answer may be challenged by the captain, subject to the following rules:
 - a. A challenge must be made immediately at the time of the Quizmaster's decision.
 - b. The captain cannot confer with other team members or coaches before challenging.
 - c. Only the captain or acting captain may challenge.
 - d. Once a decision has been made by the judges, no further challenge is allowed by that team.
 - e. In the event the answer is challenged and judged incorrect the bonus question will be a new one.
5. Procedural checks do not require a reference.

I. SCORING

1. A correct answer is given twenty points.
2. Five correct answers (not including bonus answers) by any quizzer without an error is given a ten-point bonus to the team total if the quizzer chooses to leave the quiz.
3. Error points (minus ten) will be deducted from the team total.
4. When any four team members have answered questions correctly, a twenty-point bonus will be added to the team score. Bonus questions do not count on this.
5. When four team members have answered questions correctly, each additional team member answering a question correctly will add another twenty-point bonus to the team total. Bonus questions do not count on this.
6. Bonus points are always added to the team total, including bonus question points.