

The Christian and Missionary Alliance
Official International
Bible Quizzing Rule Book

Revised 2018 (revisions are highlighted)

with

Western Canada District Quizzing Policies

*Western Canada Quizzing Policies 2018-2019 interspersed within the Rule Book.
When the Policy contradicts the Rule Book, the Policy will be what is followed.*

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Mission Statement of Bible Quizzing

“The mission of quizzing is to see visible evidence of the application of God’s Word in the lifestyle of each participant.”

Bible Quizzing is a ministry of the LIFE Office of the C&MA to assist teens to connect with God in a deeper way by Experiencing Him and Expanding His Kingdom.

It accomplishes this by:

1. Providing teens with an opportunity to be involved with systematic study, application and memorization of God’s Word.
2. Building character, instilling self-discipline and encouraging prayer and unity.
3. Equipping teens with the capacity to serve in other **areas of ministry.**

Purpose Statement for Western Canada: To see visible evidence of God’s Word in the lifestyle of each participant. It accomplishes this by:

- *Providing individuals with the opportunity to be involved in the systematic study and application of God’s Word.*
 - *Building character, instilling self-discipline and encouraging prayer and unity.*
 - *Equipping youth with skills necessary for service in His Kingdom.*
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Proposed Future Books

2019 – 2020	Hebrews/First and Second Peter <i>(469 verses)</i>
2020 – 2021	Matthew (excluding chapters 13, 23, 24, 25) <i>(858 verses)</i>
2021 – 2022	Romans & James <i>(540 verses)</i>
2022 – 2023	Acts (chapters 1-20) <i>(739 verses)</i>
2023 – 2024	Galatians/Ephesians/Philippians/Colossians <i>(503 verses)</i>
2024 – 2025	Luke (excluding 3:24-38, chapters 4, 5, 6, 7, 8, 12, 20) <i>(790 verses)</i>
2025 – 2026	First and Second Corinthians <i>(694 verses)</i>
2026 – 2027	John <i>(878 verses)</i>
2027 – 2028	Hebrews/First and Second Peter <i>(469 verses)</i>

Eligibility Requirements

Team Membership / Eligibility Requirements

The following rules are established for all inter-district and international competitions. Each district retains the right to set and enforce their own eligibility requirements for their district.

- A. All quizzers for **International competition must be 12 to 18 years of age by the meet registration date, or have been enrolled as a full-time high school student during the current quiz year.**
- B. Each district may establish eligibility rules for International team membership and specify the degree of involvement quizzers must have within a local church.
- C. A team will be composed of a maximum of five members: four starting quizzers and one substitute. These five shall constitute the team for International Finals. Any exceptions to this must be brought to the C&MA Quizzing Leadership Team (CQLT).
- D. Each team must have a coach and may also have an assistant coach. The international coach must be approved by their district office/committee **or by the District Bible Quizzing Coordinator.**
- E. In order to quiz at Internationals for a specific district, the quizzer must reside in that district or in a bordering community. Their home church must be from the district in which they quiz. Any exceptions to this must be brought to the **C&MA Quizzing Leadership Team (CQLT).**

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- F. *The WCD quiz program is for grades 6-12 (grade 6 is at each Church's discretion).*
 - G. *The minimum age of a youth allowed to join quizzing will be 11 years by March 1 of the current quizzing year AND in grade 6 (the quizzer is currently 10, but will turn 11 by March 1). The maximum age will be 18 turning 19 on March 1 or later.*
 - H. *The age/grade requirement for a quizzer to be eligible for the Great West team is to be in grade 7 and 12 years of age by March 1 of the current quiz year.*
 - I. *The age/grade requirement for a quizzer to be eligible for the International team is to be in grade 8 and 13 years of age by March 1 of the current quiz year.*
 - J. *A student is considered to be graduated upon receipt of a diploma or by completion of their designated grade 12 year which will be calculated based upon their registered grade of their first year of quizzing.*
 - K. *A quizzer is eligible to quiz for a maximum of 7 years.*
 - L. *All teams will have a minimum of 2 persons.*
 - M. *Churches may register up to the maximum number of teams required for the number of quizzers attending a given meet.*
 - 2-4 quizzers = 1 team
 - 5-8 quizzers = 2 teams
 - 9-12 quizzers = 3 teams

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- 13-16 quizzers = 4 teams
 - 17-20 quizzers = 5 teams, etc.

- N. *All quiz teams must have an organized church body overseeing them. The one exception to this will be if a Christian School wishes to have a Bible Quiz program and have an extra-curricular team that participates in Regional and District meets.*
 - O. *All quiz teams must provide confirmation of adequate screening of coaches, officials and other volunteers as required by their overseeing church body. This confirmation will be in the form of a letter of reference from the pastor or ministry lead (template found on the WCD quizzing website).*
 - P. *All quiz teams must provide proof of insurance for each meet.*
 - Q. *All participants must sign and submit a Freedom of Information Protocol (FOIP) form each year which allows first name and photos to be posted to various forms of public media, including, but not limited to: the WCD website, Instagram and Facebook pages, videos, news articles and print brochures. If someone does not wish to have their name or photo used, this should be specifically noted and a photo provided for reference. Every reasonable effort will be made to accommodate, but there is no guarantee that the individual will not be present in the background of a picture.*
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Competitive Levels

There are four levels of Bible quiz competition: local or interchurch, zone, district, and International Finals. Each district shall determine eligibility guidelines for all local, zone, and district competitions subject to approval by the district office.

Local or Interchurch Quizzing (Within a church or between several churches on an unofficial basis)

1. Any number from one to five may constitute a team.
2. Any number of teams may participate.
3. The person/people responsible for preparation of the quizzes used for competition will be assigned by the person in charge of sponsoring the competition.
4. If a church is unable to secure enough teens for study and competition within its own group, it may work with a neighboring church for competition on this level.
5. Follow all other rules as clearly as possible in order to educate for zone and higher levels of competition.

Zone Quizzing

1. The quizmaster and officials will be selected by the Zone/District Executive Committee/District Coordinator, or Designee.
2. The person/people responsible for preparation of the quizzes used for competition will be assigned by the District Coordinator or Zone Coordinator.

3. Follow rules as determined by district for zone quiz meets.

District Quizzing

1. Rules may be modified by each district to suit the needs of their district. Any change in the rules need to be approved by the District Coordinator or District Committee. The district office may grant exemptions for unusual circumstances in regard to district quizzing only.
2. The quizmaster and officials will be approved by the **District Committee or District Coordinator**.
3. The name and address of the District Coordinator must be sent to the Life Impact Office by October 1 of that quiz year.
4. For district finals, each quiz must cover the year's material in its entirety.

International Finals

1. All official rules will be in effect.
2. Each district will be allowed to send as many teams as the district feels will be competitive and that they are financially able to send. These will be the district International Teams.
3. All arrangements, promotion, and administration will be by the Life Impact Office.
4. Notification by each district of its intention to enter a team must be received by the Life Impact Office, on a form supplied by that office, no later than the date posted on the C&MA Quizzing website.
5. The names of the International Team, coaching staff, and all registration fees must be sent, when specified, to the Life Impact Office for that quiz year.

Quiz Officials

Officials for a sanctioned quiz may include a Quizmaster, Answer Judge(s), and a Scorekeeper(s).

Selection of Officials

1. The district Quizmaster and officials will be approved by the District Bible Quizzing Coordinator or Committee.
2. The International Quizmaster and officials will be appointed by the CQLT. To be considered for the CQLT appointment, all Quizmasters and officials must:
 - a. Be a regular church attender.
 - b. Have three years of district quiz mastering experience and be recommended by their district office or quiz committee.
 - c. Go through an evaluation process established by the CQLT **to determine that each official is qualified to perform their specific role.**

Quizmaster

The Quizmaster should:

1. Be thoroughly acquainted with all rules, procedures, and material of that quiz year.
2. Be impartial and render decisions consistently.
3. See that all officials are briefed regarding rules and procedures.
4. Read at a normal conversation rate. *Hesitating or reading too quickly must be avoided since either may cause inaccurate quizzing.*
5. Read all questions at the same rate of speed with the ability to stop reading the question at the exact moment a jump is made.
6. Keep the quiz moving at a consistent pace. *A quiz should not be rushed, but it is important to maintain the quickest pace which does not interfere with accuracy.*
7. Be open to a challenge and be willing to evaluate whatever the captains or co- captains feel is in error.
8. Facilitate a positive, uplifting environment throughout the quiz. Quizmasters should speak clearly and be enthusiastic about quizzing. To this end, quizzers should be called by name, the score should be announced often (when a score-board is not present), and bonuses and quiz-outs should be promptly recognized.
9. Identify the question type **of each question** and begin every question with, "question number ___, question".

The Quizmaster must:

1. Rule immediately upon an obviously correct or incorrect answer if there is no indication from the Answer Judge to the contrary. When an answer is in question (different than what is on the card), the Quizmaster will discuss with the Answer Judge; however, it is the Answer Judge who will determine the accuracy of its content and make a ruling accordingly.
2. During the 30-second answering period use the following prompts:
 - a. If a quizzer has provided all the information in the answer, except the identification of a pronoun present which is part of the answer, the Quizmaster will ask the quizzer to identify the specific pronoun, (example: "**Can you identify 'He'?**" or "**Can you identify 'They'?**") The Quizmaster is not allowed to say anything other than what the quizzer has already said when asking for the identification. A pronoun may need to be identified only if the identification (antecedent) is in context.
 - b. On a Chapter Verse Reference Question (CVR) or Chapter Only Reference Question (CR), if the quizzer has given all the information in both the question and the answer and the complete question was not read, the Quizmaster will ask, "**What is your question?**"
 - c. On a Finish the Verse (FTV), Quote, or Finish This (FT) type question, once the quizzer has quoted to the end of the required verse, if the quote is not yet correct, the Quizmaster will say, "**Again.**" This will occur as often as needed until the quizzer quotes the verse perfectly or the 30 second time limit expires. The Quizmaster is not allowed to say

- “again” until the quizzer has come to the end of the verse, each time through, as this would give the quizzer information about where their mistake was made.
- d. Once all of the information in both the question and answer have been given, but something needs to be fixed (eg. Unique word) the quizmaster will say **“Again”**.
 - e. On a Situation (SIT) type question, when the quizzer has completed the quotation required for the question the Quizmaster will say, **“Quote is complete.”**
 - f. On an INT or MA Question, if all of the information in the answer has been given, but the quizzer is missing information in the question, the quizmaster will say **“More”**.
 - g. On a Situation question, because the quotation is part of the question, the quizmaster will say **“More”** when required information from the quotation is missing.
 - h. On a Q, Q2, CVR, CVRMA, CR, CRMA question, if either the chapter or verse number were not completely pronounced when the quizzer pre-jumped, the quizmaster will say **“More”**. Note: On a CVR/CVRMA, CR/CRMA Question once the quizzer has provided all the information in both the question and answer the quizmaster will say **“What is your question”**. If the response to the question supplied by the quizzer is “More”, the quizzer should consider whether the quizmaster had completely pronounced the chapter or verse number.
3. Consult with the Answer Judge at any time they feel is necessary, provided it does not infringe upon the 30 seconds allotted the quizzer.
 4. On a Reference type question, if the quizzer gives a question that is different than the one on the card, the quizmaster and answer judge must ensure that the question given is the exact same type as the one on the card.
 5. If an explanation of a ruling is requested by a captain, the Quizmaster will ask if any team wants to challenge before the explanation has been given.

Quizmaster Replaced

When deemed necessary, the Quizmaster or any official may be replaced from their position during a meet by the C&MA Quizzing Leadership Team.

Answer Judges

1. There shall be at least one Answer Judge in addition to the Quizmaster in every International final. In a local, zone, or district quiz this number may vary.
2. All conferring among Quizmaster and Answer Judge(s) shall be done privately. The spokesperson will announce the decision. The head Answer Judge shall be the spokesperson for the group.
3. No comment other than “correct” or “incorrect” need be announced by the head Answer Judge in making a decision. However, at the discretion of the Answer Judge and Quizmaster or at the request of the captain, a statement may be made by the spokesperson. If an explanation is requested by a captain, the right to challenge has been forfeited for that question. The Quizmaster will ask if any team wants to challenge before the explanation is given.

4. Answer Judge will watch the Quizmaster's questions for accuracy of reading.
5. When an answer given is in question, the Answer Judge will determine the accuracy of its content and make a ruling accordingly.
6. Answer Judge will check the 2011 NIV scripture when asked to verify the accuracy of the written answer.
7. All questions are checked for accuracy, construction, and distribution by the head Answer Judge prior to the quiz.
8. Ensures the quizzer is recognized by the Quizmaster when their light comes on.
9. The Answer Judge may call a foul or rule infraction related to jumping.
10. On a reference question, if a quizzer gives a question other than what is on the card, the Answer Judge and Quizmaster must ensure that the question given is the exact same type as the one on the card. Example: CVR - 1Cor 8:5 They gave what? A. Themselves. If quizzer supplies "They what?" as their question, they have changed the question type to a CVRMA (Exceeded our expectations; gave themselves first).

Scorekeeper

1. At least one Scorekeeper will tabulate the results of each question on official score sheets in every International Final. They shall keep a running score of each quiz.
2. The official Scorekeeper for the International Finals will be appointed by the CQLT.
3. Points will be accurately tallied on individual quizzers for each team by the statistician appointed by the CQLT.
4. The Scorekeepers will tally and immediately announce when a quizzer has erred out, quizzed out, or fouled out.
5. The Scorekeepers will keep record of all time-outs.
6. To determine eligibility for re-substitution, the Scorekeeper will keep record of the number of questions a substitute quizzer has remained out.
7. One Scorekeeper shall be the spokesperson for the group, have the score sheets signed by the coaches at the conclusion of each quiz, and report to the statistician.

Quiz Meet Regulations and Guidelines

Platform Protocol

1. Quizzers will be seated facing the audience and quizmaster.
2. Hands of the quizzers must not touch any part of the chair or floor while jumping.
3. Feet of the quizzers are to be on the floor while jumping.
4. A line-up card showing the seating order of each quizzer should be given to the Quizmaster or Scorekeeper before the start of each quiz.
5. No verbal or non-verbal communication is permitted between quizzers, coaches, or the audience from the time the Quizmaster calls question until points have been awarded.

6. Only a coach from a team presently seated on the platform, or the meet director may confer with the officials.
7. Spectators are not allowed to confer with the coaches or officials during a quiz.
8. Coaches may have quiz material(s) on the platform during a time-out or prior to a quiz.
9. Quizzers will not touch the officials table.
10. Push-button quizzing can be provided by a district, if needed by physically disabled quizzers.

*11. Footstool Use – Quizzers whose feet do not touch the floor, when in the jump position, are allowed to use an aid in jumping. They may use a book or box large enough to allow their feet to touch the ground. **Please note that the bench seats are lower to the ground and quizzers who may qualify to use an aid when quizzing on the chairs may not qualify to use one when on the bench seats.*

Team Captains

1. Only the team captain or co-captain may challenge a decision, or respond to a challenge. If both the captain and co-captain have errored out, another quizzer can be designated **by the coach** to respond to or initiate challenges.
2. Scorekeepers must be notified which quizzer is captain and co-captain before the quizzers take their seats to begin the quiz.
3. The team captain and co-captain may change during a given competition but not during a quiz.

Jumping and Pre-jumping

1. Failure to answer correctly after jumping and being recognized by the Quizmaster will constitute an error.
2. If a quizzer's light comes on after a question has been called and before the question has discernibly begun, a foul will be called. The quizzer is ineligible to answer that numbered question, including A and B questions.
3. If a quizzer's light comes on after the Quizmaster has discernibly begun reading the question, this will be considered a pre-jump, and the quizzer will be given an opportunity to answer.
4. The first quizzer to rise and trigger their light, provided there has been no foul, will be recognized.
5. If, in the judgment of the officials, a deliberate attempt is made to forfeit a question, an error will be charged and 10 points deducted from the team score. The next question will be numbered the same.

Tie Jump

1. When members of the same team tie, the captain will select one quizzer to answer without any type of verbal or nonverbal communication.
2. When quizzers of two or three teams tie, the question will be replaced with a question of the same type on which all eligible members of the tied teams may jump. The question number remains the same.

3. When a quizzer errs on the tie-jump question, it will be treated as a regular question and the quiz will continue as normal.

Correct Answers

1. An answer is correct when:
 - a. It contains the information requested. If the Quizmaster did not complete the reading of the question, the quizzer's answer must include the information in the remainder of the question as well as the answer. It is not required to be in question and answer form, except in the case of a reference question. The quizzer's answer must include all unique words included in both the question and the answer. ***A unique word is a word appearing in only one verse in the quizzing material being studied.***
 - b. The quotation is word-for-word as found in the 2011 NIV in Finish-The-Verses, Finish-This, and Quote Questions. In these questions the quizzers may go back to correct their answers if done in the 30-second time limit. The quizzer may not **continue into or** change to another verse. The quizzer is required to make one full correct rotation of the verse to be correct. However the quizzer can be called correct if they have made a mistake only in one area of the verse AND correct the mistake making it abundantly clear to the Quizmaster and Answer Judge that they know where their mistake was, and what the corrected words are.
2. Mispronounced names are still recognizable as the answer.
3. Only the first answer of the quizzer will be considered correct, however, if the information given by the quizzer is within the context of the material and is not incorrect, the quizzer will be allowed their full 30 seconds to give the additional information necessary to satisfy the question and the answer. Example" INT - Who has been making it grow: A. God. If the quizzer said "Apollos" they have given incorrect information (even though the name "Apollos" is in context) and would be called incorrect. If they had said "I planted the seed", "Apollos watered it", they have not given any incorrect information, are in context and will be given the 30 seconds to supply the correct answer required.
4. All material given by a quizzer must be from the context of the question. Context shall be limited to five verses before or after the verse. **On all question types,** a quizzer cannot automatically be ruled out of context by a single word, even if it is a unique word. Rather, the quizzer must say a complete thought or phrase that conclusively puts them out of context as ruled by the Answer Judge.
5. Deity Rule
 - a. The correct person of the deity must be given. *The quizzer may not move between persons of the deity when answering.*
 - b. If a quizzer refers to any person of the deity as either "God" or "Lord", these must be clarified by the quizzer within 30 seconds when the text requires a more specific answer. "Jesus" and "Christ" **are interchangeable (but refer to the person of the Son)** and the quizzer will be called correct.

- c. If a pronoun is used in the text to name the deity, any of the names for that person of the deity within context may be considered an acceptable answer when clarifying.
- d. When there is a special name of the deity given in the text, which imparts specific character qualities or attributes to that person of the deity, the specific name must be given in the quizzer's answer. (i.e. "The Lord God Almighty", "The Bread of Life", "Spirit of the Living God".) The quizzer may not state other such names which are not in context, even if they refer to the same person of the deity. **Example: Jesus refers to himself as "the bread of life" in John 6 and "the good shepherd" in John 10. Even though these terms refer to the same person, if the quizzer substitutes one for the other they would be out of context and called incorrect.**
- e. When a quizzer gives other names for the same person of the deity, used within context, these should be allowed to be clarified within 30 seconds when a more specific answer is needed.

Incorrect Answers

1. An answer is incorrect when:
 - a. Incorrect information has been given.
 - b. The information given is incomplete.
 - c. The time limit has elapsed before the complete answer is given.
 - d. Any word is omitted or added in a Finish-The-Verse, Finish-This, or Quote Question or the wrong verse is begun.
 - e. If the wrong person (i.e. Father, Son, Holy Spirit) in the deity (God) is given.

Fouls

The following shall be considered fouls:

1. Team members (quizzers, coaches) communicating with each other, other teams, or with the audience between the time the question type is introduced and points are awarded.
2. The use of the hands to assist in jumping. Hands may not touch any part of the chair or the floor from the time "Question" is called until the Quizmaster recognizes the first one up.
3. When electronic equipment is used, if any light goes on after the Quizmaster calls "Question" and before they begin to read the question.
4. During a Reference question or Quote question, when electronic equipment is used, if any light goes on after the Quizmaster calls "Question" and before they begin to read the chapter "number."
5. Starting to answer before being recognized by the Quizmaster.
6. Having more than the designated team members, one coach, and an assistant coach on the quiz platform during a time-out.
7. If a captain or co-captain confers with their coach or other quizzers prior to issuing a challenge. In addition, the challenge will not be allowed.
8. Infraction of the rules, in spirit as well as letter, as discerned by the quiz officials.

Foul penalties and implications

1. Three fouls by a quizzer eliminate that quizzer from the quiz. The quizzer must leave the platform. Their seat will continue to be ineligible to jump for the entire numbered question including A and B. Three fouls by a quizzer will constitute a deduction of 10 points for the individual and team.
2. The fourth team foul and each subsequent foul will constitute a deduction of 10 points from the team score.
3. Fouls may be called by any quiz official: the Quizmaster, Answer Judge, or Scorekeeper.
4. A foul must be called before the Quizmaster calls for the next question.
5. If the officials fail to call a foul, a coach or team captain may call it to the attention of the Quizmaster. If in the Quizmaster's (and/or the Answer Judge's) opinion a foul might have been committed, the Quizmaster will give due warning to the violating team. **A foul may not be charged and points deducted when the quizmaster receives such help from a coach or captain.**
6. The quizzer upon whom a foul is called becomes ineligible to answer that numbered question, including the A and B questions.

Time Limits

1. Quizzes are to start at the scheduled or announced time. Any team that is late does not receive the starting 20 points awarded for being on time.
2. If the late team is currently quizzing in another location which is running over the time limit, they are not required to forfeit the quiz, or lose 20 points.
3. Any team more than 10 minutes late (after the scheduled or announced time for the quiz) forfeits the quiz.
4. If an individual quizzer is late, the quiz will start on time. The coach has the option to put the late quizzer in during a time-out, but the team will forfeit the 20 points the team starts with. The coach also has the option to keep the quizzer out of the quiz and keep the 20 points, but must notify the quizmaster at the beginning of the quiz, of their decision.
5. Quizzers have five seconds in which to jump after the question is completed.
6. A quizzer has a total of 30 seconds to complete their answer after being recognized.

Time-Outs

1. Each team is allowed two, one-minute time-outs. **Only one of those time-outs may be taken during questions 18-20.**
2. Captains, co-captains or coaches may call for a time-out.
3. Only the coach, assistant coach, and substitute may converse with the team during a time-out.
4. Time-outs may be called prior to bonus questions.

Substitutions

1. Substitutions may be made only during the time-outs.

2. A quizzer being removed from a quiz must stay out for at least three numbered questions, including A and B, before re-entering the quiz, except in the event of a quiz-out or error-out. When a quizzer is returned to competition, the quizzer may be substituted for any chair.
3. A quizzer who has answered four questions correctly, excluding bonus questions, may remain in the quiz to answer bonus questions.
4. A quizzer who has answered four questions correctly, has fouled out, or erred out, may be substituted for without time-out. (NOTE: Quizzers who quiz out, foul out, or error out may not return.)
5. If a quizzer errors out or fouls out, the quizzer must leave the platform immediately.
6. The quizzer who quizzes out has the option to remain on the platform. However, if the quizzer remains, a later substitution will require a time-out, and that quizzer may not return to the platform.

Types of Quizzes

Three-Team Quiz

1. There will be 20 numbered questions in a quiz.
2. Each question will be read only once.
3. All questions have a value of 20 points when two or three teams are eligible.
4. In the event the quiz ends in a tie, additional units of three overtime questions each will be used until the tie is broken. **Two-team rules will apply in overtime if only two teams are involved.**

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- A. *There is no overtime quizzing during preliminary quizzes.*
 - B. *Use when teams are tied at the end of the regulation quiz during finals, or elimination quizzing. If the tied teams move on to the same quiz, they can choose to not break the tie.*
 - C. *Quiz with sets of three additional numbered questions until the tie is broken.*
 - D. *If one team errs, the next question is a 10 point bonus to the opposing team which completes that numbered question.*
 - E. **Individual scoring – overtime questions are not included in individual scores.**
 - F. **Team scoring – team scores are recorded as of question twenty for the quiz, with placement determined by overtime results.**
 - G. *If a quizzer is quizzed out or erred out they remain as such for overtime.*
 - H. *There will be no additional time outs past the two given per team per quiz. **The Quizmaster will give teams a time out following question twenty, prior to starting overtime quizzing.***
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5. During preliminary rounds of tournaments, if the meet director decides not to break ties in order to keep the tournament on schedule, this will be permitted. If two teams tie for first place, they will each get first place team points and the other team will get third place team points. If two teams tie for second place, both teams will get second place team points.

6. A toss-up question is the result of an error by one team. The two remaining teams will have the opportunity to jump, but the team making the error is ineligible for that question.
7. If question 1 to 15 is erred, the next numbered question will be a toss-up question.
8. If toss-up question 2 to 15 is erred, then the next numbered question is awarded as a 20-point assigned bonus to the team who has not erred. This bonus question goes to the corresponding chair of the team that has not erred.
9. If question 16 is erred, the toss-up question will be question 16A. If 16A is erred, then 16B is awarded as a 20-point assigned bonus question to the team who has not erred. This bonus question goes to the corresponding chair of the team that has not erred.
10. If question 16 is a toss-up question and is erred, 16A is awarded as a 20- point assigned bonus question to the team who has not erred. This bonus question goes to the corresponding chair of the team that has not erred.
11. Error points begin at question 17.
12. The first error committed, beginning at question 17, results in a toss-up question, which is numbered 17A, for the two remaining teams. If there is an error on 17A, the next question will be 17B and will be a 10-point bonus for the team that has not committed an error. This process applies for the remainder of the quiz. Three teams must be enlisted to jump on questions 17, 18, 19, and 20.
13. Districts have the ability to decide at the district or zone level if they would prefer to use a jumped-on Bonus. The bonus question would then be jumped on by the team who has not erred, including quizzers who have quizzed out.

Our district will use jumped-on bonuses at all times.

Tie-Breaker Quiz *Not used in our district.*

1. In the event three teams are involved, a 20-question tie-breaker quiz will be used.
 - a. *The above rules for a three-team, 20-question quiz applies.*
2. In the event two teams are involved, a 15-question tie-breaker quiz will be used with the following guidelines:
 - a. If an error occurs on questions 1 through 11, the next numbered question is a 20-point assigned bonus to the team who has not erred. This bonus goes to the corresponding chair of the team that has not erred.
 - b. If questions 12, 13, 14, or 15 are erred, the bonus question will remain on the same question number and will not be counted in the basic 15 questions. Both teams must jump on questions 13, 14, and 15.
 - c. All bonus questions up to and including 12B are worth 20 points.
 - d. All bonus questions from 13 to the end of the quiz are worth 10 points.
 - e. Error points begin at question 13.
 - f. **A quizzer will be ineligible to jump when the quizzer has answered three questions correctly or committed three fouls or three errors.**

Two-Team 20-Question Quiz *Not used in our district.*

There will be 20 questions in a quiz. Each question will be read once.

1. All questions have a value of 20 points when two teams are eligible.
2. If a question is missed, a bonus question will be read for the corresponding chair on the other team.
3. The bonus question will be the next numbered question, except for questions 16 and following.
4. All bonus questions throughout the whole quiz are 10 points.
5. Both teams must be eligible to jump on questions 17 to 20.
6. A quizzer will be ineligible to jump when the quizzer has answered four questions correctly or committed three fouls or three errors.
7. In the event the quiz ends in a tie, additional units of three overtime questions each will be used until the tie is broken.

Two-Team 15-Question Quiz (Regulation Quizzing)

A. Use this format when there are only 2 teams present for the quiz.

B. A regulation 20 Question quiz is used, but the first 5 questions will not be asked. Their number and question type will be announced before proceeding to Question #6, which will be the first one asked.

C. When one team errs, the next question is a toss-up for the other team. This will be a jump for the team. There are no bonuses.

Question Types and Content Distribution

Preparation of Questions

1. All questions will be based on the New International Version (NIV 2011) of the Bible. For the International Finals, questions must be written covering the entire material for the quiz year.
2. Questions for the International Finals will be the responsibility of the CQLT. The head Answer Judge is responsible for the correctness of questions.
3. Questions must be word-for-word as it appears in the 2011 NIV.

Question Type Distribution

1. Question Type minimums must be met in the numbered questions (1-20)
2. Question Type maximums cannot be exceeded, including A and B questions.
3. Overtime questions will be asked in groups of 3 to break a tie. For each group of 3 questions the numbered questions will all be of a different type. Question Type maximums can be exceeded in overtime.

Types of Questions

Interrogative Questions

1. Questions should not be overly long and should be clear and precise.
2. An Interrogative Question must be worded exactly as it appears in the text and must contain a completed unique word, or 2 or 3 word unique phrase in the first five words.
 - a. A *unique word* is a word that appears only once in the material or more than once if that unique word is only found in a single verse.
 - b. A *unique phrase* is two or three words – the sequence of which distinguishes them from the rest of the material.
3. Interrogative Questions drawing from the context of Scripture without a direct unique word or unique phrase are invalid.
4. The seven permissible interrogatives are who (or a form of it), what, why, where, when, which, and how. One of these interrogatives must be in each Interrogative Question, either at the beginning or end.

Minimum and Maximums - Interrogatives

1. **There shall be a minimum of eight and a maximum of fourteen Interrogative Questions in each quiz during a Narrative year (Gospels and Acts).**
2. **There shall be a minimum of nine and a maximum of sixteen Interrogative Questions in each quiz during an Epistle year.**

Finish the Verse Questions

1. Will be direct quotes from Scripture and must be quoted word-perfect.
2. Must be strong enough to stand on its own without requiring additional verses to explain it.
3. Must be of spiritual value or be significant to the chapter.
4. The quizmaster may give no more than five words of the verse.
5. Quizzers may go back and correct their answers if done in the 30-second time limit. The quizzer may not quote from any but the required verse or verses. On Finish the Verse questions, the quizzer will be required to make one full correct rotation. However, the quizzer can be called correct if they have made a mistake only in one area of the verse AND correct the mistake making it abundantly clear to the Quiz Master and Answer Judge that they know where their mistake was, and what the corrected words are.

There are four forms of Finish the Verse questions.

1. **Finish the Verse (FTV)** – begins at the beginning of a single verse and finishes at the end of that verse. Should be strong enough to stand on its own without another verse to explain it.
2. **Finish This (FT)** - begins in the middle of a verse and finishes at the end of the verse. A FT must start at the beginning of a sentence or the beginning of a quotation. Should be strong enough to stand on its own without another verse to explain it.

3. *Finish these two verses (F2V)* – begins at the beginning of a verse and continues to the end of the next verse. Used when a verse is not strong enough on its own and needs another verse to explain it, or can be used when two verses combined form an even stronger thought.
4. *Finish This and the Next (FTN)* – begins in the middle of a verse and finishes at the end of the next verse. A FTN must start at the beginning of a sentence or the beginning of a quotation. Used when part of a verse is not strong enough on its own and needs another verse (or part of a verse) to explain it, or can be used when two verses combined form an even stronger thought.
5. A pair of verses being used as a F2V (or FTN) does not preclude them from being used as a FTV (or FT) if they meet the remaining criteria.
6. FT questions should not start out with an insignificant introduction such as “He replied” or “He said to them”. These verses, if spiritually significant, should be used as FT or FTN type questions. For example, Luke 11:28 says, **He replied, “Blessed rather are those who hear the word of God and obey it.”** This verse could be used as an excellent FT question starting with “Blessed rather are those who...”.

Minimum and Maximums – Finish the Verse

1. **There shall be no less than three and no more than four Finish-the-Verse Type Questions in each quiz during a Narrative year (Gospels and Acts).**
2. **There shall be no less than three and no more than four Finish-the-Verse Type Questions in an Epistle year.**

Quote Questions

1. Quote Questions are questions in which the quizmaster gives only the book, chapter, and verse reference for the verse. It must be quoted word-for-word directly from Scripture. The quizzers will answer this question as they would answer a Finish the Verse Question.
2. Will be direct quotes from Scripture and must be quoted word-perfect.
3. Must be strong enough to stand on its own without requiring additional verses to explain it.
4. Must be spiritually significant.
5. Quote Questions should be read: “Quote (book name), chapter (number), verse (number)”, *i.e.*, “Quote John chapter 1 verse 12.”
6. A second form of Quote Questions is “Quote these two verses (Q2V). The reference will be given for two consecutive verses. The quizzer will have to give the reference to both verses and quote from the beginning of the first verse to the end of the second verse.
 - a. ‘Quote these two verses’ should be verses that make more sense when quoted together.
Example: Gal 5:22-23
7. On Quote Questions, the quizzers will be required to make one full correct rotation. However, the quizzer can be called correct if they have made a mistake only in one area of the verse AND correct the mistake making it abundantly clear to the Quizmaster and Answer Judge(s) that they know where their mistake was, and what the corrected words are.

Minimum and Maximums - Quotes

1. There shall be no less than two and no more than three Quote Questions in each quiz during a Narrative year (Gospels and Acts).
2. There shall be no less than three and no more than four Quote Questions in an Epistle year.

Reference Questions

– used to distinguish the exact same word or phrase from different passages.

1. All Reference Questions **must** be read: “According to (book name), chapter (number), verse (number)” i.e., According to *John chapter 12 verse 6.*”
2. Reference Questions may refer to chapter and verse or chapter only.
3. The Quizmaster shall specify whether **chapter and verse (CVR)** or **chapter only (CR)** are required.
4. Chapter-Only and Chapter-Verse Reference Questions: A question is required if a jump is made prior to the complete reading of the question. To be counted correct, the quizzer must:
 - a. Stay in context (5 verses up or down on a CR, within the same verse on a CVR).
 - b. Provide a question of the exact same type as the one on the card (CR, CVR, CRMA, CVRMA). **The Quizmaster and/or Answer Judge must check to confirm this.**
 - c. Provide a question whose wording and meaning is similar to the content and wording of the question on the card.
 - For greater clarity, we have provided the following example: Q. CVR - According to Luke 23:37, King of what? A. The Jews. The quizzer can give the question “King of what?” or “King of whom?”, as “Jews” could be referring to either nation (what) or people (whom).
 - In this case the quizzer could also give “King of the what?”.
 - d. In the question they give, the quizzer needs to have the determining word or phrase from the Quizmaster’s card. In the 50/50 example, “What men?”, and “Lawless what?”, the questions are not similar.

If the quizzer pre-jumped, the question they are to provide must meet the following requirements:

1. *The sum of information of the quizzer’s question and answer must exactly match the sum of information of the Quizmaster’s question and answer. On a 50/50 question, either answer will be accepted.*
2. *The question type must be exactly the same type that was announced.*

Example #1: From the phrase... “Lawless men”, two questions could be made: “What men?” and “Lawless what?”. The answer for both questions would be the same (“Lawless men”). The sum of the information in both questions and the answer is “lawless men”, so no additional information is included or excluded, in the question and answer. There would have been no way for the quizzer to know which question was needed, making this a true 50/50 question and either answer will be accepted.

5. They may be selected from any of these types:
 - a. **Chapter Reference:** the exact word or phrase appearing only once in a chapter.

- b. **Chapter and Verse Reference:** the exact word or phrase appearing more than once in a chapter.
- c. **Multiple Answer Reference:** same as “a” and “b” above except the answer is a multiple answer. The exact word or phrase appearing elsewhere does not necessarily have to be a multiple answer to write this question type.

Minimum and Maximums - References

1. **There shall be no less than three and no more than six Reference Questions per quiz in a Narrative year (Gospels and Acts).**
2. **There shall be no less than three and no more than seven Reference Questions per quiz in an Epistle year.**
3. **CVR/MA and CR/MA questions count as Reference Questions and do not count as MA questions**

Multiple Answer Questions

1. Must have more than one answer to the interrogative.
2. The clarification of a single answer or identification of a singular pronoun is not a multiple answer.
3. Multiple-Answer Questions must be worded exactly as they appear in the text and must contain a completed unique word phrase, or unique word in the first five words.
4. A negative and positive answer to a question is not a valid MA.

Minimum and Maximums – Multiple Answers

1. **There shall be no less than one and no more than two Multiple Answer Questions per quiz in a Narrative year (Gospels and Acts). CVR/MA and CR/MA questions do NOT count as MA questions.**
2. **There shall be no less than one and no more than two Multiple Answer Questions per quiz in an Epistle year. CVR/MA and CR/MA questions do NOT count as MA questions.**

Situation Questions

1. Used only when narrative material is available (Four Gospels and Acts).
2. Must be a direct quote from Scripture by a person or an entity.
3. The quotation required by the question writer must be reasonable in length, not exceeding two consecutive verses. The quizzer is not required to repeat the quotation word-perfect but must be substantially close without leaving out key components of the quotation.
4. Ask for who said it, to whom, how, why, when, where, or about whom. No other interrogatives are permissible. *A maximum of three situation questions may be asked about the quote.*
5. Must start at the beginning of a quotation or the beginning of a sentence within the quotation. When a Situation question comes from a quotation that runs for more than 2 verses, the beginning of the Situation question must start within the first 2 verses of the quotation.
6. The answer to the Situation Question must be in context.

7. A situation question can combine two separate quotations as long as no words are added and the two quotes flow easily from one to another. For example, Matthew 4:19 says, **“Come, follow me”, Jesus said, “and I will send you out to fish for people.”** This example could be written, Who said it? **“Come, follow me, and I will send you out to fish for people”**. Answer: Jesus.

Minimum and Maximums - Situations

1. **There shall be no less than two and no more than four Situation Questions in a quiz in a Narrative year (Gospels and Acts).**
2. **There shall be no Situation Questions in a quiz in an Epistle year.**

During overtime, all of the numbered questions will be of a different question type.

Invalid Questions

Invalid Questions – Questions should be declared invalid by the Quizmaster or Answer Judge(s) if:

1. The answer requires interpretation by the quizzer.
2. A Multiple Answer, Reference, Finish the Verse, Situation, or Quote Question is not preceded by a statement to that effect.
3. The question is ambiguous, tricky, or misleading.
4. The question might have two different or conflicting answers.
5. The question is multiple-choice.
6. The written question is not word for word as taken from the 2011 NIV.
7. The question is not preceded by the Quizmaster calling, "Question."
8. The question is a Cross-Reference Question (meaning the question and answer or, in the case of a Multiple Answer Question, both answers must come from the same verse or consecutive verses).
9. An Interrogative or Multiple Answer Question does not contain a unique word or complete 2 or 3 word unique phrase within the first five words of the question.
10. A Finish the Verse Question begins with the same first five words as another Finish the Verse Question, or a Finish This Question begins with the same first five words as another Finish This Question or if a Situation Question begins with the same first five words as another Situation Question.
11. When a question is deemed invalid and thrown out, it must be replaced with the exact same type of question. (*i.e. Interrogative replaced with Interrogative, CVRMA replaced with CVRMA, etc.*)
12. If the question is not answered. Example: If the question asks “What is good?” and the answer states what is not good, the question is not answered and is tricky or misleading.

Challenges and Protests

Challenging

If there is reason to believe the quizmaster or judges have applied the rule book incorrectly, there has been mispronunciation by the Quizmaster, or if there has been an invalid question, the team captain or co-captain may challenge the judgment call subject to the following rules:

1. A challenge must be made immediately at the time of the Quizmaster's decision and before the next question is called. If a time-out is called immediately after a ruling, and a quizzer stands to challenge, the challenge may be done prior to the time-out.
2. Only the team captain or co-captain may challenge.
3. The captain or co-captain may not confer in any way with their coach or teammates before challenging. Such a conference will constitute a foul and the loss of the right to challenge.
4. Once a team has requested an explanation of a ruling, and that explanation has been given, all teams lose the right to challenge.
5. The judges' ruling on a challenge may not be challenged.
6. If the challenge is accepted, points or error points that were awarded for the initial ruling of the judge will be deducted. Points or error points which reflect the new ruling of the judge will be recorded. A new question of the same number will be given if the question is ruled illegal.
7. Any question, including toss-up and bonus, is open to challenge.
8. Ten points will be deducted from the challenging team's score on the second and each subsequent overruled challenge.
9. When a challenge is made, the Quizmaster must give each team's captain or co-captain an opportunity to speak to the challenge before making a ruling on the challenge. Whichever team is being challenged against will have the right to speak last.

Protesting

Any coach (none other) may place a quiz under protest under the following conditions:

1. When the coach feels a logistical rule has been broken by the officials. Any rules regarding judgment calls on questions must be challenged by a captain/co-captain before they may be protested. An example of a logistical rule being broken is when the quizmaster did not allow the full 30 seconds for the quizzer to answer when the quizzer was in context and had not given any wrong information.
2. It must be made before the next question is called.
3. The coach may not confer with anyone except his or her assistant coach, or the sub.
4. The Quizmaster, officials, and coaches will leave the room and attempt to come to an agreement. If no agreement is reached within 10 minutes, the meet director will arbitrate and determine the just solution.
5. If a protest is launched after question number 20 is completed it must be done immediately after the ruling is announced and before the quizzers leave the platform.

6. If an accepted protest leads to a reversal of a challenge, the change in status of that challenge will be noted by the scorekeeper.

Scoring

Team Points

Twenty Points Earned

1. A team with all of its registered members present at the scheduled time for quizzing will receive 20 bonus points.
2. Each correct answer is worth 20 points.
3. All toss-up questions are worth 20 points.
4. If, in the first 15 questions, two teams error on consecutive questions, a 20- point bonus question will be awarded to the third team on the next numbered question.
5. If question 15 is erred, question 16 becomes a toss-up for the other two teams.
 - a. If both questions 15 and 16 are erred, 16A becomes a 20-point bonus.
6. If question 15 is answered correctly and 16 is erred, 16A becomes a toss-up and 16B will be a 20-point bonus.
7. When a quizzer errs on the tie-breaker question, it will be treated as a regular question and the quiz will continue as normal.

Ten Points Earned

1. When the third, fourth, or fifth quizzer on the same team jumps and correctly answers a question in the same quiz, a 10-point team bonus is awarded.
2. When three teams are competing, all bonus questions numbered 17 through the end of the quiz are worth 10 points. These will always be on the "B" questions.
3. When two teams are competing, the bonus is worth 10 points but is the next numbered question on questions 1 to 15. On questions 17 to 20 both teams must be jumping.

Ten Point Deductions

1. Beginning on question 17, 10 points will be deducted for each team error.
2. Two errors made by the same quizzer will be a 10-point team and individual deduction.
3. The third team error and each subsequent error will constitute a deduction of 10 points from the team score.
4. Three fouls made by the same quizzer will be a 10-point team and individual deduction
5. The fourth team foul and each subsequent foul will constitute a deduction of 10 points from the team score.
6. Ten points are deducted for a team's second overruled challenge and/or protest and each subsequent overruled challenge and/or protest. When an overruled challenge is protested and the protest is accepted, that challenge is considered an accepted challenge.

7. Never will more than 10 points be deducted from the team score for a single infraction (error, foul, or overruled challenge).
8. If, in the judgment of the officials, a deliberate attempt is made to forfeit a question, an error will be charged and 10 points deducted from the team score. The next question will be numbered the same.

Tie Score

In the case of a tie score, (when ties are being broken) quizzing will continue with sets of three additional questions until the tie is broken. Scoring will continue as above.

Team Placement Points

Team placement points for determining positions shall be awarded as follows:

1. First Place: 10 points, plus 1 point for each 10 points over 100.
2. Second Place: 5 points, plus 1 point for each 10 points over 60.
3. Third Place: 1 point, plus 1 point for each 10 points over 30.

In case of a tie, points are awarded according to the team score at the end of question 20.

Individual Points

Points Earned

1. Each correct answer is worth 20 points.
2. All toss-up questions are worth 20 points.
3. Four correct answers by a quizzer, without error, earns a 10-point individual bonus.
4. No individual points are added for bonus questions answered.
5. No individual points are added for questions answered during overtime

Points Deducted

1. When a quizzer makes a second error within a quiz 10 points are deducted from their individual score. An additional 10 points are deducted for their third error.
2. Three individual fouls will result in a 10 point individual deduction.
3. Individual points are not deducted when a quizzer makes an error during error point deductions (questions 17-20) unless it is his second or third individual error.
4. No individual points are deducted for errors on bonus questions.
5. No individual points are deducted for questions errored on during overtime.

Individual Scoring for Western Canada

- 1. Meet individual Scores – Each quizzer will receive a meet average calculated by dividing the sum of their individual points earned in all quizzes (excluding finals) by the quizzer’s team’s total number of quizzes. This meet score is used for determining trophies and placements for each district meet.*
 - 2. Meet Contribution to District Score – The contribution of an individual quiz meet for a quizzer’s Year Score will be an average of the quizzer’s best five championship quizzes of the meet.*
 - A quizzer’s team must be registered in the senior division to receive a district score contribution for the meet.*
 - Only senior division preliminary, WXYZ intermediary and championship elimination quizzes will be included.*
 - Team finals are included.*
 - If a quizzer has fewer than five eligible quizzes, their district score will be a straight average of the eligible quizzes.*
 - If a quizzer has more than five quizzes, their lowest scores will be dropped.*
 - 3. District Score – The meet contributions are weighted as follows...*
 - Regional #1 – 0% (just for fun)*
 - District #1 – 15%*
 - District #2 – 20%*
 - District #3 – 25%*
 - Finals – 40%*
 - 4. Missed Quiz Meets – If a quizzer misses a meet due to a circumstance beyond their control, with permission from the District Committee, this will be considered excused and their district score will be calculated without this meet. If a quizzer is absent because of a choice or other commitment, the quizzer receives a zero for that meet. Special circumstances need to be evaluated by the Committee prior to the tournament in question.*
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Scholarships

Awards (*Life Impact Scholarships*)

1. Members of the championship team at the International Finals will receive a \$200 scholarship from the Life Impact Office to the Alliance College of their choice. Alliance colleges will add an additional \$650 to the scholarship upon enrollment.
2. Members of the second-place team will receive a \$500 scholarship from the Alliance College of their choice upon enrollment.
3. Members of the third-place team will receive a \$200 scholarship from the Alliance College of their choice upon enrollment.
4. The top 15 quizzers at the International Bible Quiz Finals will receive a \$500 scholarship from the Alliance College of their choice upon enrollment.

Guidelines

1. A quizzer may accept only one scholarship award each year if they are a winner in more than one category. The scholarship of highest value will be awarded. This restriction does not apply to the Floyd Meier Scholarship.
2. A quizzer may earn a new scholarship at each year's finals, thereby accumulating scholarships.
3. All college-financed scholarships will be equally divided between fall and spring semesters.
4. All quizzers who have received scholarships must begin using their scholarships within 2 years of graduating from high school.

Awards and scholarship amounts will be announced annually. In addition to these scholarships, Alliance colleges may also offer additional scholarships to international, district, and local participants. Please contact the individual colleges for details.

Floyd E. Meier Bible Quiz Scholarship – approximately \$1000

This is an annual scholarship awarded to a high school junior or senior. It is for Bible quizzers who have exhibited excellence in quizzing, have financial need, and are planning on full-time Christian service. Applications should be submitted by May 1 and will be processed in May. The Meier scholarship is open to quizzers from any district. A quizzer does not have to attend Internationals to be eligible. Any quizzer may apply for the Meyer scholarship by applying online www.cmabiblequizzing.org.

If you would like to contribute to this scholarship, please contact the Life Impact Office – wakeleys@cmalliance.org.

Ambrose University

Ambrose University offers a CMA Canada Quizzing Scholarship for \$1,000 for 3 participants and the International Top Quizzer Scholarship for \$1,500 for 1 participant. These scholarships are available to any current grade 12 student that can be verified by their Quiz coach that they have participated and are applying to Ambrose University for the fall semester.*

**cannot be combined with CMA Canada Quiz Scholarship \$1,000*

Rules for Tournaments

The tournament brackets are based on three things: A preliminary round, an elimination round (at the discretion of the meet director), and championship quizzes.

Preliminary Round

(Preliminary Round Brackets follow below.)

The teams will all receive team points as follows:

1. First place in a quiz: 10 points, plus 1 point for every 10 points over 100
2. Second place in a quiz: 5 points, plus 1 point for every 10 points over 60
3. Third place in a quiz: 1 point, plus 1 point for every 10 points over 30
4. In case of a tie, points are awarded according to the team score at the end of question 20.

Elimination Round

When more than nine teams are involved, at the determination of the meet director and announced before the meet begins, there may be XYZ quizzes, following these guidelines:

1. If there are 10 to 14 teams, the top 9 should be placed into a final nine championship bracket after the opening round, for the elimination round, and the remaining teams dropped.
2. If there are 15 to 20 teams, the top 6 teams should be placed in the championship bracket, the next 9 places (7 through 15) should quiz in the intermediate quizzes given below (XYZ) and the remaining teams should be dropped.
3. If there are more than 24 teams, the top 6 should be placed in the championship bracket, teams 7-15 should quiz in the XYZ quizzes to determine places 7-15. Teams 16-24 will quiz in XXYYZZ intermediate quizzes given below to determine their placement.

A Consolation final 9 bracket will be used for positions 10-15 (determined by XYZ quizzes) and places 16-18 determined by XXYYZZ quizzes. If you are in the XYZ quizzes, you cannot move below position 15, regardless of how low their XYZ quiz score was. Likewise, those in the XXYYZZ quizzes cannot move above position 16, regardless of how high their intermediate quiz scores were.

XYZ Quizzes

Quiz X: Teams 7, 12, 15
Quiz Y: Teams 8, 11, 14
Quiz Z: Teams 9, 10, 13

XXYYZZ Quizzes

Quiz XX: Teams 16, 21, 24
Quiz YY: Teams 17, 20, 23
Quiz ZZ: Teams 18, 19, 22

There will be a tie-breaker quiz for positions 6, 15, and 24. Ties for positions 7 through 14 will be broken in accordance with the following priorities:

1. Head-to-head competition in previous quizzes.
2. Total points scored in preliminaries.
3. Least number of errors.

Points earned in these quizzes should be added to the points earned in the opening round by each team. The highest three teams, based on the point system above, are then placed in the above bracket. The next six teams are placed in the lower bracket.

Elimination Round Brackets:

Teams will be placed in the elimination round brackets according to their placement after the preliminary round. Several options for elimination round brackets follow.

Championship Quizzes

A team must win twice to become the champion team. All three teams will continue to quiz until one team wins twice.

1. If the same team wins the first two championship quizzes.
 - a. And each of the other teams takes a second and a third, the final placement for second and third place will be determined by #5 *Clarification* (below).
 - b. And another team takes two thirds, then the team with the two firsts takes first place, the team with the two seconds takes second place, and the team with the two thirds takes third place.
2. If no team takes two firsts in the first two championship quizzes, then all three teams advance to the third championship quiz.
 - a. If the winner of either the first or second quiz wins the third quiz, that team is the champion team. Second and third places will be determined by #5 *Clarification* (below).
3. If the winner of either of the first two quizzes does not win the third quiz, then all three teams advance to a fourth quiz.
4. If a fourth quiz is necessary, the winner of that quiz is the champion team. Second place will be given to the remaining team that has the most seconds in the four Championship Quizzes. If this is a tie, then #5 *Clarification* (below) will be applied.
5. Clarification for second and third place:
 - a. Second place will be determined as follows:
 - i. The team that scored the most points in the Championship Quizzes; or if there is a tie,
 - ii. The winner if the two teams quizzed earlier; or
 - iii. The team with the highest average points in the final nine; or if there is a tie,
 - iv. The highest standing in the preliminary round.

Further Rules Pertaining to Internationals

Questions:

1. A question can be used multiple times in the International Finals.
2. Preliminary rounds will come from full International question file.
3. Elimination round will come from full International question file.
4. Finals will come from full International question file.

Brackets:

1. The preliminary round will consist of 9 preliminary quizzes.
2. Elimination round bracket C will be used.
 - a. A team must be beaten twice to be eliminated.
 - b. A team must win twice to become the champion team.

Officials:

1. A statistician will be responsible for keeping individual quizzers' scores. This individual shall not be a regular scorekeeper.
2. Team coaches whose teams are not involved in the quiz shall serve as answer judges and scorekeepers if needed.

Equipment:

1. Electronic jump-seat equipment must be used for all competitions. A back-up set must be on hand at all times.
2. An unofficial scoreboard must be maintained in full view of the audience at all times or the score read at the beginning of each time out.
3. A tape recorder must be used in all rooms.

Future Information:

1. Material for the next quiz year will be announced
2. Dates and location (if known) for the next Finals, will be announced at the International Finals.

Tournament Brackets

Preliminary Round Brackets

The following are pairings for preliminary round quizzing with three quizzes per team. (In quizzes with four to six teams, some teams compete with each other twice.)

Four teams

1. ABC 2. DAB 3. CDA 4. BCD

Five teams

1. ABC 2. DEA 3. BCD 4. EAB 5. CDE

Six teams

1. ACF 2. BDA 3. CEB 4. DFC 5. EAD 6. FBE

Seven teams

1. ACG 2. BDA 3. CEB 4. DFC
5. EGD 6. FAE 7. GBF

Eight teams

1. ABC 2. DEF 3. GHA 4. GCE 5. ADF 6. BEH
7. FHC 8. GBD

Nine Teams

1. ABC 2. DEF 3. GHI 4. ADG 5. BEH 6. CDH
7. AEI 8. BFG 9. CFI

Ten Teams

1. ABC 2. DEF 3. GHI 4. JBF 5. ADG 6. BEH
7. CFI 8. JEG 9. CDH 10. IJA

Eleven Teams

1. ABJ 2. BCK 3. CDA 4. DEB 5. EFC 6. FGD
7. GHE 8. HIF 9. IJG 10. JKH 11. KAI

Twelve Teams

1. ABK 2. CFE 3. GIJ 4. EDB 5. FHI 6. AJL
7. EGH 8. ACD 9. KJH 10. LCB 11. DFG 12. ILK

Thirteen Teams

1. CFG 2. IHE 3. GJK 4. LIM 5. BKA 6. DMC
7. BEF 8. HGD 9. FJI 10. KLH 11. AJM 12. CBL
13. DAE

Fourteen Teams

1. ADE 2. CFG 3. EHI 4. ILM 5. GJK 6. KNA
7. BMC 8. LKH 9. FIJ 10. DHG 11. BEF 12. JMN
13. ABL 14. NCD

Fifteen Teams

1. BEF	2. GJK	3. EDA	4. DCO	5. NBC	6. ALO
7. CFG	8. FIJ	9. IML	10. HGD	11. MJN	12. LKH
13. ABM	14. IHE	15. ONK			

Sixteen Teams

1. CFG	2. ADE	3. DGH	4. LOP	5. EBF	6. KON
7. PDC	8. HEI	9. HKL	10. BCO	11. FIJ	12. NAB
13. ILM	14. GJK	15. JMN	16. MPA		

Seventeen Teams

1. CDL	2. EGO	3. HFM	4. KIP	5. NJQ	6. FAL
7. BMG	8. DOI	9. HCN	10. EKQ	11. JPB	12. MNO
13. DEF	14. ABC	15. GHI	16. JLK	17. PQA	

Eighteen Teams

1. AJR	2. BPK	3. FIM	4. DGN	5. CLQ	6. EOH
7. GMA	8. JDP	9. HBN	10. ICO	11. KEQ	12. LRF
13. BAC	14. DFE	15. GHI	16. JKL	17. MNO	18. PQR

Nineteen Teams

1. IOS	2. HFN	3. LCP	4. EGM	5. AJQ	6. KRD
7. CIN	8. BMH	9. FLQ	10. JDO	11. EPK	12. RSB
13. GHI	14. DEF	15. ABC	16. JKL	17. MNO	18. PQR
19. SAG					

Twenty Teams

1. HSO	2. TGP	3. CJM	4. NFQ	5. BIR	6. ELS
7. KDT	8. HCN	9. JPB	10. FAL	11. DOI	12. EQK
13. RMG	14. ABC	15. DEF	16. GHI	17. JKL	18. MNO
19. PRQ	20. STA				

Twenty-one Teams

1. DAG	2. JMP	3. BHE	4. KNQ	5. LRO	6. CFI
7. SPA	8. HUR	9. TLQ	10. MDI	11. SCJ	12. FKU
13. ETN	14. OGB	15. PQR	16. TSU	17. DEF	18. ABC
19. GIH	20. KJL	21. MON			

Elimination Round Brackets with Championship Finals

Tournament Bracket "A"

This bracket is based on the "winner-move-up" philosophy and is designed to select the best team out of a possible nine teams through winning rather than losing. The teams are then arranged in order (from first to ninth place) by points. The winners of quizzes A, D, and F meet in quiz G for the championship.

In this bracket the top three teams are involved in a triple elimination, the middle three teams in a double elimination and the last three teams in a single elimination. This way only those teams that have earned the right through winning will advance to the final quiz.

BRACKET A - This bracket does not require each team to lose to be eliminated.

- Quiz A: Teams 1, 2, 3
- Quiz B: Teams 4, 5, 6
- Quiz C: Teams 7, 8, 9
- Quiz D: Second Quiz A, Third Quiz A, First Quiz B
- Quiz E: Second Quiz B, Third Quiz B, First Quiz C
- Quiz F: Second Quiz D, Third Quiz D, First Quiz E
- Quiz G: Winner Quiz A, Winner Quiz D, Winner Quiz F
- Quiz H: Same Three Teams in Quiz G
- Quiz I: If winner of Quiz G does not win Quiz H, Quiz I will have the winners of Quiz G and H (only). The other team will be eliminated

Tournament Bracket "B"

Each team in the final nine must lose twice. A team may make the finals by actually winning only one quiz in this tournament bracket.

BRACKET B

- Quiz A: Teams 1, 6, 7
- Quiz B: Teams 2, 5, 8
- Quiz C: Teams 3, 4, 9
- Quiz D: First Quiz A, First Quiz C, Second Quiz B
- Quiz E: First Quiz B, Second Quiz A, Second Quiz C
- Quiz F: Third Quiz A, Third Quiz B, Third Quiz C
- Quiz G: Third Quiz D, Third Quiz E, First Quiz F
- Quiz H: Second Quiz D, Second Quiz E, First Quiz

Championship Quizzes

- Quiz I: First Quiz D, First Quiz E, First Quiz H
- Quiz J: Second Quiz I, First Quiz I, Third Quiz I
- Quiz K: Second Quiz J, First Quiz J, Third Quiz J - (if needed)

* If the same team took third place in Quiz I and J, then Quiz K will be a two-team quiz to determine first and second place.

Quiz L: Third Quiz K, First Quiz K, Second Quiz K - *(if needed)*

Tournament Bracket “C”

This bracket is a combination of brackets A and B. A team must win at least two quizzes to obtain a position in the finals.

BRACKET C

Quiz A: Teams 1, 4, 9

Quiz B: Teams 2, 5, 7

Quiz C: Teams 3, 6, 8

Quiz D: First Quiz A, First Quiz B, Second Quiz C

Quiz E: Second Quiz A, Second Quiz B, Second Quiz C

Quiz F: Third Quiz A, Third Quiz B, Third Quiz C

Quiz G: Second Quiz D, Third Quiz D, First Quiz E

Quiz H: Second Quiz E, Third Quiz E, First Quiz F

Quiz I: Second Quiz G, Third Quiz G, First Quiz H

Championship Quizzes

Quiz J: First Quiz D, First Quiz G, First Quiz I

Quiz K: Second Quiz J, First Quiz J, Third Quiz J

Quiz L: Second Quiz K, First Quiz K, Third Quiz K - *(if needed)*

* If the same team took third place in Quiz J and K, then Quiz L will be a two-team quiz to determine first and second place.

Quiz M: Third Quiz L, First Quiz L, Second Quiz L - *(if needed)*

Western Canadian District Policies

Awards: (may include)

Team and Individual Awards

Team Awards:

Top three teams in each division

Individual Awards:

Top ten individual in each division

Top true rookie

Top ten year-to-date at finals

Club Awards

Clubs are 50, 100, 150, 300, 500, and Text

Club 50, 100, 150, 300, 500, and Text certificates will be awarded at Finals

To qualify for the award, the verses must be quoted three times each a minimum of one week apart.

5, 6, and 7 year pins – will be handed out yearly.

Grade 12 – quizzers will be acknowledged.

Quizzers who move between Districts will be awarded pins based on their accumulated years in Quizzing.

Registration

Online Registration:

Registration must be completed by midnight of the specified deadline. For the first district meet, all quizzers' registration information must be included, even if they are not attending the meet.

Registration for Quiz Divisions:

Teams will register for either the Senior or Rookie division.

To be eligible for the Rookie division, a quizzer must be (a) in their first year of quizzing, or (b) a second year quizzer in grade 7 or 8. This division is for development and encouragement. Strong quizzers in this division should be encouraged to move up to the senior division after their first year.

Billet Registrations:

Billeting information will be collected with registration and will be forwarded to the appropriate host church so they can make the necessary arrangements.

Any last minute changes in billets (quizzers who cannot come after having booked a billet) should be phoned to the host church before the team leaves their church. Any delays must also be phoned in. The host church must provide a last minute contact number where a person, not a machine, can be reached. Any team that would like to find their own billeting with friends or family in a host city is encouraged to do so.

Billeting information must be sent in by the specified date or the host church is not required to provide billets.

Only coaches, quizzers, officials, and essential personnel will be provided with billeting.

Any other special requests must be clearly stated such as allergies that would impact billeting arrangements, married couple, etc.

Churches need to list if they are traveling by bus or private vehicle as well as the number of vehicles available for driving billets and which adults are drivers.

Billeting will not be provided to spectators. Spectators are responsible to find their own accommodations for meets.

District Dues:

Yearly fees for all churches are \$250 per team (with no cap) based on the number of teams registered at the first District Meet.

Team Meet Fees:

In addition to the district dues, a meet fee may apply if the facility charges rent.

Payment:

Payments of any kind sent directly to the District office, regarding quizzing (material, meet fees, etc) will need to have a verification of the payment sent to the District Coordinator. Please mark clearly on the payment what the payment is for.

WCD C&MA 333 – 30 Springborough Blvd. SW, Calgary, AB T3H 0N9

Regional Quizzes:

There will be no initial brackets for Regional #1. Based on preliminary scores, teams will be seeded into two brackets for the afternoon. Teams should be made up of a mix of quizzers of varying abilities. This meet is a time to mentor and encourage youth to join the quiz program. This meet is for “fun” with no impact on individual scores.

Great West:

The top 25 quizzers in the Senior division (district score ranking, up to and including District meet #3, completing a minimum of Club 150 and meeting the age and grade requirements) will be eligible to participate in Great West. The coaching staff has the right to send a quizzer home at the parent’s expense if deemed necessary.

International Teams:

The International Team(s) will be selected from among individuals who submit an International Application Form. Applicants will be evaluated by a number of factors including: YTD District score; Great West participation and performance; head to head International evaluation quiz at Finals and the criteria listed on the International application. The coaching staff has the right to send a quizzer home at the parent’s expense if deemed necessary.

The number of teams selected for Internationals will not be decided until Finals. The selection of more than one team will only be possible if there are enough financial and human resources available.

The Committee will select the coach(es) and assistant coach(es) based on the following requirements:

Coach at Great West of the current quiz year.

Available for entire Internationals period, beginning with practice week, through to the return home of the team.

Selection Criteria include relationship, experience, age, rapport with quizzers and other factors as deemed appropriate.

Bible Quizzing Leadership Team – CQLT

Website: cmabiblequizzing.org

Email: leadershipteam@cmabiblequizzing.org

C&MA Quizzing Leadership Team (CQLT)

A C&MA leadership team will give oversight to quizzing and coordinate policies and procedures in both Canada and the U.S. as follows:

A. Responsibilities

- The CQLT will promote, coordinate, and provide general oversight for Alliance Bible Quizzing including but not limited to:
- Finding ways that quizzing can support and integrate into local church, district and national ministries
- Promoting and growing quizzing in districts in Canada and the U.S.
- Developing and maintaining uniform policies, including choice of translation
- Facilitating the provision of resources to strengthen quizzing (including coordinating question writing, editing, distributing the same)
- Developing and managing an annual program budget
- Planning and giving oversight to the International Quizzing Competition
- Facilitating communications among quizzing leadership
- Maintaining records and databases as necessary
- To establish task groups as necessary

B. Composition

The CQLT shall consist of six persons; with no more than one representative from any one district, if possible, chosen from among the district team leaders and/or adult coaches of district quizzing teams. At least two members of the CQLT shall be chosen from Canadian team coaches and at least two members shall be chosen from among U.S. team coaches to ensure the interests of Alliance churches and districts in each country are represented. The director of Life Impact Ministries shall serve ex officio as a resource to the leadership team to coordinate programming and appropriate support for the International Quizzing Competition. The national youth director of each country or an equivalent representative may participate in any meeting of the CQLT.

C. Term

Members will serve for a three year term, with a gap of at least one year before being eligible for re-election with the exception of the director for LIM who serves ex officio as a non-voting member.

D. Election

An election for team members shall be held annually. Normally two new members will be elected each year. Each district may nominate a person for the CQLT and CQLT will create a short list of at least 2 names per vacancy for elections. Nominees must attend an Alliance church and must have the approval of the District quizzing point person, the District Superintendent or his appointee, and the nominee's pastor. Ballots will be sent to every district quiz program. Each

participating district shall be entitled to one vote for each vacancy. If a representative is needed from one country, then the person from that country with the highest vote will be elected followed by the person with the highest amount of votes.

E. Meetings

Normally the CQLT will meet three times annually, with at least one face to face meeting.

F. Chair

The CQLT will elect one of its members to serve as chair for the next year.

District Committee:

The Committee consists of 3 or more members to oversee the ministry. This is an appointed position, not an elected position.

Qualifications: Adult leaders with a minimum of two years quizzing experience, who demonstrate a clear and positive Christian testimony, and who view and promote quizzing as a growth level discipleship ministry.

Committee members require a written reference from their home church. This will be the District Coordinator's responsibility.

Sub Committees:

Additional sub-committees will be made up of varying numbers of members to work on specific needs such as Great West, Meet locations, Finals, Meet preparation, Question Writing, etc.

Members may be coaches, officials and/or parents.

Interested persons should contact a District Committee member to express interest in helping on a committee.

Hosting Meets:

Each church will be responsible to host a meet on a 2-3 year rotation basis, depending on the number of churches in the program. It will be the responsibility of the host church to help with meet hosting responsibilities as well as to find a facility to host the meet if their church is unavailable.

Communication:

The primary forms of communication are the website and email.

A newsletter will be emailed out before each quiz meet detailing what needs to be sent in for each meet.

ONE contact person per church shall be responsible for receiving quizzing information. The contact person is responsible for passing on necessary information to all other coaches/officials in their group.

Exceptions to any of these policies must be approved by the district committee.

Additional information about the CQLT, its scope, and its relationship to LIM can be found on the C&MA Bible Quizzing Website.

Any amendment to the Alliance Bible Quizzing rule book must be approved by a majority of the members of the CQLT.