Turning Point Youth Ministries presents



2022 Champions: Arkansas Treasure From left to right: Shelby Coats, TJ Johnston, Gage Johnston, and Colby Leggitt

Bible Quizzing Guidelines

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The Purpose

What is quizzing? Quizzing is a lot of things but most importantly it is the arena that provides youth with the motivation to memorize God's Word. It is a tool that encourages young people to "hide God's Word in their hearts." It is where young people around the country study selected Scriptures for the opportunity to represent their church or conference in competition at FUEL each summer. It isn't about trophies. It isn't about the prizes. It's about building a bank of positive memories centered around the Word of God.

The Basics

Teams composed of three quizzers compete to answer twenty factual Bible questions asked by a quizmaster. The first quizzer to jump to his feet after the quizmaster begins to read a question gets to answer that question. The team with the most points after twenty questions is the winner.

The Material

The material will be selected from the 1995 edition of the New American Standard Bible by the quizmaster and announced by January 31st. If possible, we recommend that a series of lessons be presented on the quizzing material. This helps provide students with a background for the material, increases their understanding and improves recall and memorization.

The Team

Teams must consist of three quizzers. Each team may also select a substitute quizzer. All quizzers, including the substitute, must be attending FUEL as a student in order to participate.

Answers

The quizmaster begins each question as follows, "Question Number _____, Question."

The quizzers will jump from a seated position to their feet when they know the answer. (An electronic device will be used to determine which quizzer was first.) If no one jumps in ten seconds, the next question is asked.

From the time of recognition as first by the quizmaster, a quizzer has thirty seconds to answer the question.

No question or part of a question will be repeated after a quizzer is recognized.

If a quizzer jumps before the question is finished, she must complete the question to the satisfaction of the quizmaster and answer within the thirty-second time limit.

If a quizzer desires to change an answer within the time limit and before sitting down, she should clearly communicate her intent to do so, and the change must be finished within the thirty-second time limit.

The quizzer will return to her seat after answering the question or at the end of thirty seconds. Only after she has been seated will a ruling be made.

The quizmaster will decide whether an answer is correct or incorrect after the quizzer returns to her position on the bench. He may determine an answer is incorrect if the answer contains too much or too little information, if a quizzer quotes a verse or verses containing the answer yet fails to answer the specific question or when asked to repeat an answer, the quizzer changes the answer enough to alter the meaning. The quizmaster may discuss the answer with the judges but their deliberation should be limited to sixty seconds.

Bonuses

Bonuses vary in worth and are awarded when:

A quizzer correctly answers a bonus question (10)

- A quizzer quizzes out without an error (30)
- A team has three members that correctly answer one regular question (20)
- A team has four members that correctly answer one regular question (20)

Contests

A quizzer may contest a decision on the preceding question by standing and politely saying, "I wish to contest." Upon being recognized, the quizzer should briefly explain the reasons for the contest.

A quizzer may wish to contest an answer that has been ruled incorrectly or a question that is inaccurate and/or misleading. In both cases, the quizzer should provide Scriptural reference as support for the contest.

The quizmaster and judges will decide the validity of the contest and limit their discussion to sixty seconds.

If a contest concerning an incorrect ruling is upheld, appropriate corrections to the score will be made. If a contest concerning the validity of a question is upheld, that question will be thrown out and replaced with another.

If a team contests and is overruled twice, each subsequent overruled contest in the same match will result in a ten-point deduction.

Coaches and quizzers off-stage are not permitted to contest or suggest that a quizzer should contest. Therefore, contests will not be permitted after a time-out.

Errors

If a quizzer does not answer a regular question or toss-up question correctly, it will be counted as an error. (An incorrect answer on a bonus question does not result in an error.)

When a quizzer commits three errors she will be eliminated from the match and ten points will be subtracted from her team's total. She may be replaced without calling a time-out.

When a team commits its fourth error and each subsequent error, ten points will be deducted from its score.

An error on all questions after seventeen will result in an automatic ten-point deduction.

An error can only result in one deduction. (One error = One deduction)

An error on question number twenty (regular question or toss-up question) may not conclude a match. An error on a tie-break question or free question may end a match.

Fouls

If a person jumps after the quizmaster says, "Question," but before he starts the reading of the question, the quizzer is charged with a foul.

Talking, whispering or signaling after the quizmaster says, "Question," is also a foul. This continues until the quizmaster gives a ruling and while the judges discuss a contest.

Any quizzer placing his hands or feet on his chair or bench while jumping will be charged with a foul.

A quizzer who is sitting on their bench when recognized by the quizmaster will be charged with a foul.

If a quizzer starts to answer the question before she is recognized by the quizmaster, a foul will be called.

If a quizzer looks at his coach or bench while answering, or after answering but before sitting down, he will be charged with a foul. (This is to prevent him from innocently getting indication from his bench concerning the correctness of his answer.)

If a coach or team member is suspected of helping a quizzer, a team foul will be charged.

If a quizzer commits three fouls, she will be eliminated from the quiz and may be replaced by a substitute.

When a team commits four fouls and any subsequent fouls, ten points will be deducted from its score.

Questions

Questions should be grammatically correct.

Questions should not call for any interpretation or implications to be drawn from the Scriptures, but should call for some fact found in the text. Interpretation is to describe the meaning of the Scripture from the facts given.

Questions, as much as is practical, should be worded in the phrasing of the verse or verses from which they are taken.

Questions requesting more than one fact should be so stated. If the answer is divided into three parts, the question should begin, "What three . . ." or "Give three . . ."

Questions should have enough identifying words or phrases to designate exactly what answer is desired but no more than necessary. If this isn't possible, the question should begin, "According to . . ." In these "According to . . ." questions, the answer should accurately reflect the words used in that particular reference but does not have to be verbatim.

Questions may vary on their level of difficulty as long as the required answer can be given in thirty seconds.

Questions that ask the quizzer to "Quote," "Finish this verse and give the reference," or ask what someone said must be answered exactly according to the text.

In addition to factual questions, quizzers will also be asked to answer the following types of questions:

- "Quote"- Quizzers will be given a reference and asked to recite these verses. A list of memory verses will be provided.
- **"Finish this verse and give the reference,"** Quizzers will be given the beginning of a memory verse and they will be asked to complete it and give the reference. A list of memory verses will be provided.
- "Formulate a question and give a supporting reference for the following answer: The answer is ______."- This new question format was started in 2005. Quizzers will be given an answer and they will be asked to formulate their own question and give a supporting reference.
- "Put the following three things in the order they are mentioned within (the quizzing material). The three things are _____, ____, and ____."- This new question format was introduced in 2009. These questions require quizzers to place three things (people, places, events, etc.) from the selected material into the order they first appear in the selected text.
- "Give the gist of this group of verses. The verses are _____. This new question format is making its debut in 2022. These questions require quizzers to summarize the selected verses by retelling the events of the beginning, middle, and end.

For example, a quizzer may be asked to gist Matthew 12:1-5.

This is an example of a correct response: In Matthew 12:1-5, Jesus and his disciples were going through the grainfields and the disciples were picking and eating the heads of grain. The Pharisees confronted Jesus about this, but Jesus used the example of David and his companions eating the consecrated bread in the temple to refute them. This answer would be considered correct because it gives the gist of the selected verses by relating the events of the beginning, middle, and end.

This is an example of an incorrect response: In Matthew 12:1-5, Jesus and his disciples were hungry. They were going through the grainfields and were picking and eating the heads of grain. Then the Pharisees confronted Jesus about this. This answer would be considered incorrect because the quizzer omitted the ending events and therefore failed to give the gist of the entire selection.

This is another example of an incorrect response: In Matthew 12:1-5, Jesus and his disciples were hungry. They were going through the grainfields and were picking and eating the heads of grain. Then they went to the temple and ate the consecrated bread. This answer would be considered incorrect because the quizzer failed to give the gist of the entire selection while including information not found in the text.

Quizzing Out

A quizzer will have quizzed out when they have correctly answered an assigned number of regular or toss-up questions in a match.

In the two-team format, a quizzer must correctly answer five regular questions. In the three-team format, a quizzer must correctly answer four regular or toss-up questions. (Bonus questions will not be counted toward this number.)

A quizzer who quizzes out without an error will receive an additional thirty-point bonus and may be replaced without calling a time-out.

Scoring

Additions

Twenty points will be added for correctly answering a regular or toss-up question.

Ten points will be added for correctly answering a bonus question.

Thirty points will be added for quizzing out without an error.

Twenty points will be added for having three quizzers correctly answer one regular or toss-up question. *Twenty points* will be added for having four quizzers correctly answer one regular or toss-up question.

Subtractions

Ten points will be subtracted when a team commits an error on questions after seventeen.

Ten points will be subtracted when a quizzer commits a third error.

Ten points will be subtracted when a team commits a fourth error and for each subsequent error.

Ten points will be subtracted when a team commits a fourth foul and for each subsequent foul.

Ten points will be subtracted for each overruled contest greater than two.

NOTE: No more than ten points will be deducted for an incorrect answer.

Staff

The quizzing staff consists of a quizzing director and a quizmaster, two judges, a computer operator, and a recordkeeper per venue.

The quizzing director is responsible for selecting the material, writing questions, preparing matches, selecting additional staff members, and corresponding with coaches and quizzers throughout the year.

The quizmaster is responsible for studying the material, asking questions, making rulings, and corresponding with coaches and quizzers throughout the year.

The judges will be responsible for calling fouls during the match. They will also assist the quizmaster on questionable answers and contests.

The computer operator will run the NextGen Quizzing Software.

The recordkeeper will keep a hard copy of the match using a scoresheet.

Substitutions

Substitutions should be made during time-outs. If a team would like to make a substitution, the coach should inform the quizmaster at the beginning of the time-out.

Substitutions may be made, without calling a time-out, at any time for quizzers who have quizzed out, committed three errors, or committed three fouls.

Substitutions may be made during the official time-out after question ten. Teams may also substitute at a second official time-out that is called if a match is tied after question twenty.

Ties

If two teams are tied after question twenty, one question will be asked to break the tie. This question will not count toward a team's final score, but is used solely for the purpose of breaking the tie. A correct response results in victory while an error ends in defeat.

If three teams are tied after twenty questions, two questions will be asked to break the tie. These questions will not count toward a team's final score, but are used solely for the purpose of breaking the tie. A correct response on the first question will determine the match's overall winner while an error will eliminate that team from the tie. A second question will be given to the two remaining teams. If the first question was answered correctly, the second question will break the tie for second and third places; if the first question was answered incorrectly, the second question will determine first and second places. A correct response on the second question results in victory while an error ends in defeat.

Time-Outs

Time-outs may be called by a coach or any quizzer on the bench for consultation or substitution.

Time-outs will be limited to two per team per match. Time-outs will be sixty seconds long.

An official time-out will be called after question ten. In case of a tie, there will be another official time-out following question twenty.

Two-Team Format



Two teams compete at one time.

There are twenty questions in a match.

Quizzers will quiz out after correctly answering five regular questions. If they do so without an error, a thirty-point bonus will be awarded. They may be replaced by a substitute.

If three quizzers from one team correctly answer one regular question, the team will receive a twenty-point bonus. If four



quizzers from one team correctly answer one regular question, the team will receive another twenty-point bonus.

If a quizzer commits an error, the question will be re-read, as a bonus question, for the quizzer in the corresponding seat on the opposing team.

A quizzer committing three errors will be asked to leave the stage and should be replaced by an alternate. His team will be charged a ten-point deduction. Errors on all questions after seventeen and every team error after three will also result in a ten-point deduction. No more than ten points will be deducted for any one incorrect answer.

Quizzers are not permitted to talk or do anything to indicate that another quizzer is right or wrong. If they do so, a foul will be given to that quizzer. A ten-point deduction will be charged after four team fouls and every foul thereafter.

An error on a regular question may not conclude a match. An error on a tie-break question may end the match.

A match cannot end in a tie. One question will be asked to break the tie. This question will not count toward a team's final score, but is used solely for the purpose of breaking the tie. A correct response results in victory while an error ends in defeat.

Each team will have two sixty-second time-outs. There will be an official time-out after question ten. In case of a tie, there will be another official time-out following question twenty.

This is a double-elimination format.

Three-Team Format







Three teams compete at one time.

There are twenty questions in a match.

Quizzers will quiz out after correctly answering four regular or toss-up questions. If they do so without an error, a thirty-point bonus will be awarded. They should be replaced by a substitute.

If three quizzers from one team correctly answer one 20-point question, the team will receive a twenty-point bonus. If four quizzers from one team correctly answer one 20-point question, the team will receive another twenty-point bonus.

All three teams will jump on "regular" questions. If a team commits an error, the remaining two teams will jump on a "toss-up" question. If one of those two teams commits an error, the remaining team will be given a "free" question which is unnumbered.

A quizzer committing three errors will be asked to leave the stage and should be replaced by an alternate. His/her team will be charged a ten-point deduction. Errors on all questions after seventeen and every team error after three will also result in a ten-point deduction. No more than ten points will be deducted for any one incorrect answer.

Quizzers are not permitted to talk or do anything to indicate that another quizzer is right or wrong. If they do so, a foul will be given to that quizzer. A ten-point deduction will be charged after four team fouls and every foul thereafter.

An error on a regular question may not conclude a match. An error on a tie-break question or bonus question may end the match.

If two teams are tied after question twenty, one question will be asked to break the tie. This question will not count toward a team's final score, but is used solely for the purpose of breaking the tie. A correct response results in victory while an error ends in defeat.

If three teams are tied after twenty questions, two questions will be asked to break the tie. These questions will not count toward a team's final score, but are used solely for the purpose of breaking the tie. A correct response on the first question will determine the match's overall winner while an error will eliminate that team from the tie. A second question will be given to the two remaining teams. If the first question was answered correctly, the second question will break the tie for second and third places; if the first question was answered incorrectly, the second question will determine first and second places. A correct response on the second question results in victory while an error ends in defeat.

Each team will have two sixty-second time-outs. There will be an official time-out after question ten. In case of a tie, there will be another official time-out following question twenty.

This is a three round tournament format.

The first round is the preliminary round where all teams will quiz at least two times. First place receives five Olympic points, second place receives three Olympic points and third place receives one Olympic point. The six teams with the highest Olympic point totals will advance to the semi-final round. If there is a tie, match points will be used to determine which team advances. If there is a tie in match points, a five-question quiz-off will determine who advances (see "Sudden Death"). As these six teams advance they will begin the next round with a clean slate.

The second round is the semi-final round and will begin with the remaining teams selecting numbers to randomly determine their position in the first two semi-final matches. The winners of the first two matches automatically advance to the final round. The third match will include the two second place teams from the first two semi-final matches and the third place team with the highest match points. The winner of this match will advance to meet the other two teams in the final round. These three teams will advance to the final round with a clean slate.

The final round will consist of two twenty-question quizzes between the three remaining teams, with Olympic points being awarded as in the first round. If there is a tie in both Olympic points and match points at the end of two quizzes, the teams involved in the tie will participate in a five-question quiz off to determine our champion (see "Sudden Death").



Sudden Death

In cases where both Olympic points and match points are tied between two or more teams, these teams will compete in a five-question quiz off to determine the winner. If more than three teams are involved in this tie, they should be broken up and randomly assigned into tie-breaking groups of two or three teams, the winners of which will compete against each other.

There are five questions in a match.

Quizzers may neither quiz out nor err out.

A correct response will add twenty points to the team's score.

An error will subtract ten points from the team's score.

A team committing three errors will be automatically given second place in the match and may not answer any further questions (if applicable).

There are no bonus questions.

An error on one question will not prevent a team from jumping on the following question.

A question in which no team jumps will be discarded and a new question will be asked in its place.

If there is a tie at the end of five questions, one additional question will be asked to break the tie and determine the winner.

All-Star Quizzers

All-Star quizzers are determined by calculating the average score a quizzer earns during matches. This score includes points for correct responses, being the first to quiz out in a match and bonuses; the score also includes deductions for errors and fouls. The points awarded for correct responses and being the first to quiz out in a match increase minimally as a quizzer progresses in the tournament since the caliber of the competition has also increased.

The following formulas are used to calculate a quizzer's score in a one match.

Preliminary Round

5 x (# of correct responses) + 3 (1st quizzer to quiz out) + 2 x (# of bonuses) - 2 x (# of errors + # of fouls)

Semi-Final Round

6 x (# of correct responses) + 4 (1st quizzer to quiz out) + 2 x (# of bonuses) - 2 x (# of errors + # of fouls)

Final Round

7 x (# of correct responses) + 5 (1st quizzer to quiz out) + 2 x (# of bonuses) - 2 x (# of errors + # of fouls)

Consider this example. In the first round, Jenna answered four regular questions without an error and received a bonus. She was also the first quiz out in the match. Her score for that one match would be 25. In the same match Justin answered four regular questions, and one bonus question, but had one error. His score would only be 20. If this match had taken place in the finals, Jenna would have scored 35 and Justin 28.

All-Star Quizzers

1967

Ron Macy Richard Gainey Shelly (Gaspar) Millard Nancy (Foster) Rankin

1968

Ruth Kennedy Shelly (Gaspar) Millard Keith Moreland Donna Weidensall

1969

Ruth Kennedy Dennis Driskill Carol (Coulter) Scholtes Scott Strickland

1970

Ruth Kennedy Terry Kirkpatrick Ellen (Canfield) Laurent Keith Huffer

1971

Neil Richardson Ruth Kennedy Rick Williams David McClain Cathy (Smith) McAlister

1972

Michael Hoffman Donna Kennedy Greg Demmitt David McClain Rocky Logan Mike Montgomery Karen Holt Vickie (Ring) Bunkman

1973

Neil Richardson Vickie (Ring) Bunkman Kenny Cook Lynn Schmidt Karen Holt Greg Demmitt

1974

Renae (Sogge) Nordman Neil Richardson Greg Demmitt Vickie (Ring) Bunkman

1975

Neil Richardson Karen (Mitchell) Shaw Greg Demmitt Bob Morrison

1976

Renae (Sogge) Nordman John Raymond Karen (Mitchell) Shaw Lanny McAlister Vickie (Ring) Bunkman

1977

Karen (Mitchell) Shaw Vickie (Ring) Bunkman Lorene Armes Renae (Sogge) Nordman Mary Raymond

1978

Karen (Mitchell) Shaw Aaron Wells Lori Demmitt Gary Burnham Lanny McAlister

1979

Lanny McAlister Timothy Jones Gary Burnham Mary Raymond John Raymond

1980

Sherry Drang Dennis Cheatwood Lisa Eldred Becky (Roseberry) Bull Lori Demmitt

1981

Lisa Eldred Sherry Drang John Raymond Larry Cain Keith Davis

1982

Larry Cain Tammy (Partain) Franco Kenny McCaffery Lisa Eldred Cindy Perry

1983

Kenny McCaffery Brad Field Craig Fyfe Dan Reitberg Mark McClain

1984

Brad Field Craig Fyfe Chris James Jim Kennedy Tedd Epps

1985 Chris James Laura (Brown) Duncan Tracy Skelton Carol Shaw

Brad Field

1986 Dan Kennedy Chris Grim Chris James Matt Snyder Daniel Smead

1987 Lisa (Gainey) Stine Chris James Jason Brown Chris Grim Dan Kennedy

1988 Chris James Dale Harshman Lisa (Gainey) Stine Cindy Kay Lynette (Gainey) Lobell

1989

Chris James Lisa (Gainey) Stine Dale Harshman Zeke Durham Jason Brown

1990

Dale Harshman Chris James Heather Harshman Zeke Durham Lynette (Gainey) Lobell

1991

Dale Harshman Chris James Julie (Reye) Gallagher Chris Seiders Rhonda (Schoenherr) Ford

1992

Kirk Ross Adam Bolhous Dale Harshman Heather Harshman Justin Gaspar

1993

Denise (Enyart) Cramer Travis Ramsey Dale Harshman Michael Cisler Jacob Edwards

1994

Zeke Durham Hillary Harshman Denise (Enyart) Cramer Heather Harshman Travis Hamilton

1995

Stephanie (Cox) Bormes Denise (Enyart) Cramer Hillary Harshman Heather Harshman Mike Nelson

1996

Troy Huffer Hillary Harshman Melissa (Turney) New Amanda Hammer Stephanie (Cox) Bormes

1997

Melissa (Turney) New Hillary Harshman Michelle Bliss Craig New Michael Blackshire

1998

Amanda Hammer Jon Hoon Melissa (Turney) New Krystal Turney Hillary Harshman

1999

Amanda Hammer Jenny Kinchen Lynn Smith Jave Colburn Jay Laurent

2000

Jay Laurent Lynn Smith Hannah (Hoffman) Froelich Melissa (Turney) New Shawn (Cooper) Fletcher

2001

Jon Fletcher Nathan Benkert Reggie Whibbey Jon Hoon Stephanie Wilbanks

2002

John DeBold Reggie Whibbey John Hoon Nathan Benkert Veronica (Vance) Beisner

2003

Nathan Benkert Jon Fletcher Sarah Franco Joel Peterson Jeremy McCoy

2004

Sarah Franco Jon Fletcher Brittany Alwerdt Jenna Gillette Tyler Simpson

2005

Sarah Franco Jenna Gillette Morgan Glawe Ashley Spickler Graysen Pack

2006

Regina (Bernheisel) Brown Rachel White Sarah Franco Michelle LeBlanc Shylow Floyd

2007 Michelle LeBlanc Sarah Franco Karee Fletcher Brittany Alwerdt Shylow Floyd

2008

Michelle LeBlanc Nathan Egnew Shylow Floyd Apache Floyd Jordan Durham

2009

Rachel Franco Jill Goodrich Jordan Durham Shylow Floyd Calvin LeBlanc

2010

Chelsea Cummings Shylow Floyd Joel Fletcher Karee Fletcher Ryan Baldwin

2011

Nathan Egnew Andrew Cheatwood Annie Moore Shylow Floyd Karee (Fletcher) Gregory

2012

Mackenzie McClain William Killgo Shylow Floyd Andrew Cheatwood Megan Buckman

2013

Brady Hall Shylow Floyd Jennie Montgomery Luke Elwell Annie Moore

2014

Nathaniel Johnson Ryan Leggitt TJ Johnston Annie Moore Mason Landry

2015 Jordan Fletcher Nathaniel Johnson Jared Seiders Mason Landry Ryan Leggit

2016

Ryan Leggitt Jordan Fletcher Jeffrey Seiders Cameron Landy Misha Zhykhovich

2017

Ryan Leggitt Mason Landry Jeffrey Seiders Makayla Railton Colby Leggitt

2018

Misha Zhykhovich Ryan Leggitt Makayla Railton Jared Seiders Colby Leggitt

2019

Misha Zhykhovich Colby Leggitt Makenna (Cisler) Landry Blair Simon Parker Evans

2020 (COVID)

2021

Kaitlyn Hamilton Colby Leggitt Cody Nycum Gabe New Julia Simon

2022

Kaitlyn Hamilton Colby Leggitt Gage Johnston TJ Johnston Lila Bowler