



# BIBLE BOWL

AND

# JUNIOR BIBLE BOWL

## How Book



The Salvation Army  
USA Eastern Territory  
Territorial Youth Department  
Revised October 2011

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# ***Senior Bible Bowl***

## **I. Purpose**

The Bible Bowl program was instituted in 1979 to enhance the Corps Cadet program and to get young people into God's Word. Intensive Bible study and Bible memorization help our youth grow as Christians. As they apply the truths they have learned to their everyday lives it is anticipated that their understanding of God's values and principles will deepen.

## **II. Objectives**

- To excite young people with the Word of God and its relevance to their daily lives.
- To plant the Word of God in the hearts and minds of young people.
- To help Salvationist young people develop Bible study habits that will continue with them throughout life.
- To encourage fellowship with other Christians.

## **III. Membership**

Any active Salvationist or young person in the 7th through the 12th grade, who attends the Corps regularly and claims Jesus as Savior is eligible to participate in Bible Bowl.

## **IV. Program**

This is not a mandatory program, but it is the desire of the Army that every corps would seriously consider conducting the Bible Bowl program and encourage young people to participate.

A young person must be committed to the Bible Bowl program. It takes many hours of study and memorization of the Scriptures, as well as a good attitude and the ability to work with peers as a team.



## V. Quiz Material Cycle

2011-2012	Hebrews and 1 & 2 Peter
2012-2013	Matthew
2013-2014	Romans and James
2014-2015	Acts
2015-2016	Galatians, Ephesians, Philippians, Colossians, Philemon
2016-2017	Luke
2017-2018	1 & 2 Corinthians
2018-2019	John



## VI. Procedures

### A. **Team Requirements**

A Bible Bowl team consists of the following:

- a minimum of four (4) players
- a maximum of seven (7) players

*(The additional three (3) places are allotted for alternates)*

- One (1) Coach
- One (1) (optional) Assistant Coach

A corps may have more than one team but must meet all of the above criteria. If a corps does not have enough players from which to compose a team, it may combine with one or two corps to make a team. A maximum of three (3) corps may combine to form a team.

Once a team wins the Divisional Play-off, no change may be made in team membership.

Each team must designate a Captain when submitting their names to the Scorekeeper. The Captain must sit in the first chair at the table with the team.

## **B. Materials**

Materials and quiz supplies can be order from Acmequiz Products at 1 (800) 420 ACME or [www.acmequiz.com](http://www.acmequiz.com). It is highly recommended that teams obtain the licensing needed to use the Quizmaster program. This software is a very cost-effective and an indispensable study tool. In addition, as a minimum, team members should have the Digging Deeper Study Guide materials and the Scriptures. There are other useful items, such as the Quizzer's 3-in-1 (the highlighted Scriptures, exhaustive concordance, and study lists), the CD recording of the Scriptures, and videos. Additional supplies are available from Nazarene Publishing House at 1 (800) 877 0700 or [www.barefootministries.com](http://www.barefootministries.com).

## **C. Statistics**

In order to maintain uniformity in recording Bible Bowl activities, please note the following policy:

ALL BIBLE BOWL ACTIVITIES (MEETINGS, PRACTICES, SCRIMMAGES, ETC.) SHOULD BE RECORDED UNDER YOUTH DEVOTIONAL --LINE 2325.

This decision is based on the premise that the study of God's Word accompanied by prayer and Christian fellowship is an essential element of "devotional meetings" and therefore fits best in the category "Youth Devotionals."

## **D. Levels of Competition**

### **Format 1 -Three levels of competition:**

1. Divisional Play-off
2. Regional Play-off
3. Territorial Play-off

Winners of the Divisional play-off advance to Regional Play-offs. The regions would break down in the following format:

Western Region: Swoneky, NEOSA, Western PA Empire  
Central Region: Pendel, New Jersey, GNY  
Northern Region: NNE, SNE, MASS,

The winner of each Regional Play-off advances to the Territorial Play-off.

The Territorial Play-off is held during Commissioning Weekend.

### **Format 2 -Two levels of competition:**

1. Divisional Play-off
2. Territorial (Round Robin) Tournament

In this format, there are no regional play-offs. The winner of each Divisional play-off advances to the Territorial (Round Robin) Tournament .

## **VII. Scholarships**

In 1989 a scholarship program was instituted with respect to those young people who have participated in the Bible Bowl program. The scholarship is available for those Bible Bowl players who respond to God's call for Salvation Army Officership and make application to the School for Officer Training. Recommendation for scholarship is made by the Divisional Youth & Candidates' Secretary with documentation of years of participation included. This information is recorded on the Corps Cadet Record Sheet held at DHQ.

The scholarship is awarded as follows:\$200.00 for three years of participation  
\$300.00 for five years of participation .

The Bible Bowl Scholarship can be found on the last page of the How Book.

## **VIII. Official Rules**

### **Platform Rules**

1. Players will be seated facing the audience.
2. Players will be identified by numbers placed in front of the players and at the audience edge of the table.
3. A captain will be identified and be seated in the first chair of the team grouping.
4. Players must stay seated on their chairs with their hands flat on the table, body or hands may not be poised over the signal block or leaning over the table. Thumbs must be under or on the side of the table, hands flat on the table, and elbows in a relaxed natural position.
5. The buzzers are to be on the table in front of a team member 12 inches from the edge of the table.
6. Buzzers will be securely taped to the tables so that they will not move upon being hit.

7. When the question is asked, the first buzzer to light allows that player the opportunity to answer the question. All other players are locked out.
8. The announcer will indicate which team member is to respond to the question. The player CANNOT answer the question until called upon. It will be considered a foul if they answer prior to being acknowledged.
9. The game will consist of two twenty (20) minute periods with a suggested intermission of twenty (20) minutes.
10. The winning team is the team with the most points following the end of the second twenty (20) minute period.
11. At a point in time when a team is winning by a spread of 500 points, upon mutual consent of the Divisional Youth Secretary, Coaches and Quizmaster, that team will be declared the winner and the remaining teams will compete for second place.
12. In the event the Signal System malfunctions during a toss-up question, the question must be discarded. No points will be awarded, and a new question will be asked to all teams in play.

### **Toss Up Questions**

1. Distribution of chapters will be determined by the Territorial Bible Bowl Director. The Territorial Bible Bowl Director will supply questions for all scrimmages including Divisional, Regional and Territorial Playoffs.
2. The Quizmaster will read all the questions.
3. The order of the questions for each quiz will be determined before the tournament. Once the quiz begins, no change in the order of questions will take place.
4. A toss-up question is valued at ten (10) points.
5. A toss-up question will be asked only once unless it is interrupted and/or missed by one of the teams or in the event only two teams are playing. If it is interrupted the question will be tossed out and a new question will be given.

6. An entire Scripture verse(s) quote is not acceptable as the answer to a question unless it has been specifically called for or unless the entire verse is necessary to give the full essence of the answer. A portion of a verse is not considered a quote.
7. After the Quizmaster has asked the question, the player signaling first will answer the question after being identified by the announcer.
8. After a question is read, if no player buzzes in within five (5) seconds, the question is considered closed.
9. If a question has been asked and is answered incorrectly, the team that answered incorrectly is considered out of play until the next all play toss up question is asked. If neither the quizmaster nor the judges are able to hear the answer, it is considered incorrect. The quizmaster can refer to the judges if she/he is unable to hear the question, but eliminates her/himself from the discussion once it has been turned over to the judges.
10. When two teams are competing, and a question is not answered correctly, the Quizmaster will give the opposing team an opportunity to answer the question. He will read the same question again, and the team will have five (5) seconds to signal before answering. If the question is answered correctly, points will be given and the team will be given an opportunity to answer a bonus question.
11. When three teams are competing and the player signaling first does not answer a question correctly, that question will be discarded. The remaining two teams will then be given an opportunity to answer the next question in order. If the question is not answered correctly, the Quizmaster will give the remaining team an opportunity to answer the question. She will read the same question again, and the team will have five (5) seconds to signal before answering.
12. When four teams are competing and the player signaling first does not answer a question correctly, that question will be discarded and a new question will be directed to the remaining three teams. If that question is answered incorrectly, it will be discarded and a new question will be asked of the remaining two teams. If that question is not answered correctly, the same question will be asked of the last team.

13. If the toss-up question is not answered correctly as the "end of play signal" is given, the other remaining teams will have opportunity to answer another question.
14. If the button is pressed before the complete question is read, thus interrupting it, and it is answered correctly, the answer will be accepted and points awarded without the completion of the question.
15. In the event of a tie game, the contest will be decided on the basis of the correct answer to the next toss-up question.

### **Bonus Questions**

1. Following each toss-up question answered correctly the team will be given opportunity to answer a bonus question.
2. Bonus questions will be valued at twenty (20), thirty (30) and forty (40) points. The greater the point value the greater the degree of difficulty.
3. The team captain will select the point value for bonus question desired.
4. The bonus question will be read only once unless interrupted by some noise which disrupts its hearing. If interrupted, the quizmaster will repeat that same bonus question.
5. The team may confer on a bonus question answer for 10 seconds and at the signal an answer will be required.
6. The team captain or a person he asks to act as spokesman will answer the question. The team captain must announce what team member will answer, if other than he.
7. If no answer is forthcoming immediately or the answer is incorrect, the quizmaster will so indicate.
8. If neither the quizmaster nor the judges are able to hear the answer, it is considered incorrect.

## Fouls

The following shall be considered fouls:

- Talking among players, between coach and players, or between audience and players between the time "Question" is called and points are awarded.
- A player not in proper starting position (seated on the chair and hands on proper place on the table) between "Question" and recognition of player.
- Answering the question before being recognized by the announcer.
- Challenging an answer while the team is out of play.

There will not be a penalty for the first foul, BUT on each foul thereafter ten (10) points will be deducted from the team score.

1. A foul during play made by a member of the team answering the question negates any points awarded to that team and removes that team from the next question. Play will continue in the same manner as if the question had been answered incorrectly.
2. Calling of a foul will stop the clock automatically.
3. Fouls are called by the Procedure Judge or Quizmaster **only** and must be done by the end of play before proceeding to a new question.

## Tie Game

1. In the event of a tie game the contest will be decided on the basis of the correct answer to the next toss-up question.
2. In the event of three or four teams quizzing, only the tied teams will participate in the tie-breaking question.

## Time Outs

1. The quizmaster may call an official time-out for any of the following reasons: if there is a discussion between the quizmaster and the judges relative to an answer; during prolonged response from the audience; malfunction of the Signal System; or if requested to do so by the team captain.
2. There may be no discussion between players or between coaches and players during an official time out.

3. Only captains are allowed to request a regular time-out.
4. In the event of an emergency (ie: bloody nose or illness) any team member may motion to the quizmaster that a time out is needed. The quizmaster will determine if it will count as an official time out or a team time out. There will be no foul given in such a case.
5. Regular time-outs may not be called between a toss up and bonus question.
6. The quizmaster will recognize captains requesting a regular time-out.
7. Each team is permitted two (2) time-outs per half.
8. Each time out will be sixty (60) seconds in duration.
9. Only the coach, assistant coach, Corps Officer and DYS (Divisional Bible Bowl Director) can converse with a team during a regular time-out and no other person is to talk to the team and/or be present at the table during the time-out.
10. Coaches may substitute players only during a time-out or at half time.
11. All teams may confer during regular time-outs.

### **Challenges**

1. A team member may not challenge if his/her team is out of play. If they do challenge while out of play a foul will be issued.
2. If the quizmaster rules that a toss-up or bonus question is incorrect and a team member believes the answer is correct, he/she may immediately challenge. The player making the challenge must state why the answer given is the correct answer.
3. If the quizmaster rules that the answer to a toss-up or bonus question is correct and an opposing team member believes it is incorrect, he/she may immediately challenge and must state what they feel is the correct answer.

4. When the quizmaster is challenged in regard to her decision on either a toss-up or bonus question, she will call an official time out and refer the challenge to the judges, who will determine whether or not the answer is correct.
5. Once the judge's rule on the answer to a toss-up or bonus question, if a team member still disagrees, he/she may explain their reason to the judges. The judges, at their discretion may reconsider their decision.
6. Once the judges have heard the explanation for the challenge and have made their decision, that decision is final.
7. There will not be a penalty for the first incorrect challenge, BUT on the second incorrect challenge and for every incorrect challenge thereafter, ten (10) points will be deducted from the team's score.
8. If a question arises in regard to procedures, a team member may call "question". The ruling of the quizmaster must be accepted as final on all procedural questions.
9. If the quizmaster calls time out in response to a question regarding procedures by a team captain, the team will not be charged a regular time-out. However, a coach may not enter the discussion unless invited to do so by the quizmaster.
10. If the coach wishes to enter the discussion concerning procedures and has not been previously invited to do so by the quizmaster, it will be necessary for his team captain to call a regular time out.
11. A challenge will be considered as an "official time-out". If the challenging team withdraws the challenge, a time-out will be charged to the challenging team.

### **Captain**

1. The captain will act as player/spokesman for the team.
2. The captain, co-captain, or person he/she shall designate will be responsible for answering the bonus questions. The team captain must announce what team member will answer, if other than himself.

3. The captain will select the point value for the bonus question.
4. Time out may be called by the captain only, except in the case of an extreme emergency.
5. If the captain leaves the quiz, the co-captain or designated person will then become captain. If the captain returns to the quiz he/she may again serve as captain.
6. The captain will be the team representative in discussion with the quizmaster.
7. If a team captain wishes the quizmaster to call an official time-out, he/she must indicate so by stating "question."

### **Coaches**

1. Coaches may not call time-outs, but may wish to signal to the captain to do so if it is felt a time-out is necessary.
2. Coaches may substitute players during half-time or during the time-out.
3. The coach will meet with the quizmaster and other officials prior to the quiz to review the rules.
4. The coach may converse with the team during a regular time-out.
5. An infraction of Bible Bowl rules or improper conduct during a game may result in the following:
  - a. A verbal warning issued to the offending person by the quizmaster.
  - b. If a second infraction occurs, the quizmaster will have the option of dismissing the offending person from the room for the remainder of the game.

### **Quizmaster**

1. The quizmaster is in general charge of operations and as such she asks the questions and signals the start of the quiz.

2. She should be thoroughly familiar with all the questions and answers.
3. The quizmaster must be totally impartial.
4. She must have the ability to enforce all the rules in the game in a fair and judicious manner.
5. It is recommended that the quizmaster be familiar with the responsibilities of each quiz official and that he meet with all coaches and quiz officials prior to the tournament to come to an agreement on the interpretation of rules and other quiz details.
6. It is the responsibility of the quizmaster to see that adequate and efficient judges, scorekeeper and timekeepers are present for the tournament.
7. The quizmaster will provide all the judges with copies of the questions and answers immediately prior to the quiz. This will enable the judges to review them.
8. The quizmaster should ask for a periodic score count if the score is not visible to both players and spectators.
9. In the event of a need for a ruling on a question or challenge, the matter may be referred to the contest judges, whose decision shall be final.
10. If an answer is sufficiently clear to leave no doubt as to its accuracy or error, the quizmaster may declare "correct" or "not correct" without referring to the judges. The quizmaster may request the assistance of the judges at her discretion.
11. The quizmaster may call a foul for any infraction of rules by the team.
12. The quizmaster will recognize only the captain of the team if questions arise regarding equipment, procedures, or any questions not relating to the toss up or bonus question.
13. The quizmaster may call an official time-out if there is a discussion between himself and the judges relative to an answer, during prolonged response from the audience, malfunction of the quizzing system or if requested to do so by the team captain.

### **Panel of Judges**

1. There shall be three (3) contest judges. Judges may not be related to team members.
2. One of the three (3) shall be the spokesman for the group.
3. The judges will be provided with a set of the questions and answers by the quizmaster immediately prior to the quiz so that they may review them.
4. The judges will meet with the quizmaster and coaches before the quiz and review the rules, procedure and other quiz details.
5. The judges may not challenge the quizmaster.
6. The quizmaster makes the decision as to whether an answer is "correct" or "incorrect". Unless challenged by a player, the quizmaster's decision stands. If challenged by a player, the judges will be asked to rule on the answer to the question at that point.
7. No comment other than "correct" or "not correct" will be announced by the judge in a decision, unless comment is absolutely necessary.
8. The decision of the judges is final on all Bible questions and answers.
9. Any discussion between the quizmaster and the judges concerning answers to questions is to be called by the head judge. The quizmaster may initiate procedural questions.

### **Procedures Judge**

1. A procedure judge should be appointed to help the quizmaster in determining fouls during play.
2. This judge should be seated where he/she can see all the players.
3. The procedure judge calls fouls and this must be done by the end of play and before proceeding to a new question.

### **Announcer**

1. The announcer observes the players and electronic board during the asking of the question.
2. The announcer must properly identify and announce the number of the player who first signals readiness to reply to each toss-up question.
3. If a player begins to answer the question before being recognized by the announcer, a foul will be called.
4. The announcer needs to be attentive to all time signals of the timekeeper in order to comply with time regulations of the quiz.
5. The announcer may also operate the quizzing system.

### **Official Scorekeeper**

1. The scorekeeper is responsible for tabulating points so the score can be seen throughout the quiz.
2. Each team may wish to appoint a non-team-member scorekeeper so that tabulation of points remains correct. There should also be someone to flip the scoreboards that the audience sees.
3. In cases of questions concerning point totals, the facts should be discussed at the half and/or the conclusion of the quiz. The ruling of the quizmaster must be accepted as final.
4. Bonus points should always be announced when teams are qualified to receive them.
5. Points deducted from the total score must be announced.
6. Each question must be scored as follows: toss up questions are valued at ten (10) points; bonus questions are valued at twenty (20), thirty (30), or forty (40) points.
7. The scorekeeper must be ready to give the score to the quizmaster if requested to do so.

## Timekeeper

1. The timekeeper must use a stopwatch or a clock with a sweep-second hand.
2. The timekeeper has the responsibility of signaling the start and end of the period of play.
3. The timekeeper will receive the "start signal" from the quizmaster and then start the clock.
4. The timekeeper will signal the end of the period of play after twenty (20) minutes have expired. This will be the same procedure for the second half.
5. The end of play signal must be given immediately at the end of the twenty (20) minutes.
  - a. If time is called while the quizmaster is asking a toss up question, the quizmaster will stop and the half is finished.
  - b. If time is called while the player is answering a question, whether it is a toss up or a bonus question, the player may complete the answer to that question.
  - c. If a toss up question is answered as time is called and the answer is correct, opportunity will be given to answer the bonus question even though time has officially ended.
  - d. If the toss up question is not answered correctly when time is called, the other remaining team will have opportunity to answer another question and will follow through according to rule.
6. Any infringement of time limits should be announced by the sounding of the timekeeper's horn or bell, or by calling "time".
7. The timekeeper should keep track of time-outs (each team allowed two per half), which are sixty seconds in length.
8. The timekeeper, quizmaster and announcer must work together to determine each starting and stopping point.
9. Five seconds after the toss up question is asked, if no one has answered, the question is considered closed. Ten (10) seconds after the bonus question is asked, if no answer is immediately given, the question is considered incorrect. The QuizBot system keeps track of these time

intervals.

10. The timekeeper should keep track of the overall time of the game, which consists of two periods of twenty (20) minutes each.
11. During all official time outs, the clock will be stopped.

### **Quizbot System and System Manager**

1. The quizzing system manager will see that the system is up and in working order at least thirty minutes before the Bible Bowl and that it is in working order during the period of play.
2. There will be two (2) extra buzzers in case any buzzer breaks down during the Bible Bowl. It would be safe to have a whole extra system on hand just in case the system breaks down.
3. The quizzing system will provide one buzzer for each player on each team and they will be located on the table one foot in front of each player.
4. To signal the desire to answer a question, a team member must hit the buzzer in front of him. When a buzzer is pushed:
  - the light on the announcer's box lights
  - a distinctive tone is sounded
  - the remaining buzzers are blocked and cannot sound.

# ***Junior Bible Bowl***

## **I. Purpose**

The Junior Bible Bowl program was instituted in 1999 as an elective project for the Honor Junior Soldier Course. It is not limited, however, to the Honor Junior Soldier Course.

## **II. Objective**

- To plant the word of God in children's hearts and minds.
- To excite children with the word of God.
- To help children develop Bible study habits that will continue with them throughout life.

## **III. Membership**

Children in grades 1-6 may participate, (typically ages 6 -12).

## **IV. Program**

This program is a Bible study geared for children. The lessons and activities are fun and are designed to aid children in the understanding and application of God's Word to their lives. The game of Junior Bible Bowl is an incentive to memorize scripture verses and to remember the Bible stories.

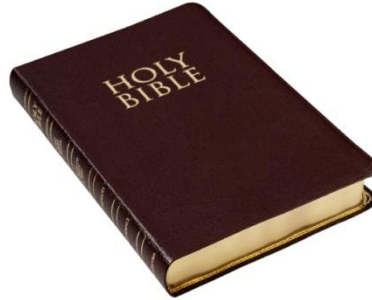
Unlike Senior Bible Bowl, children do not compete against each other. As stated in the Children's Quizzing Procedures put out by the Church of Nazarene, *"the competition is based on the philosophy that every child should have an opportunity to answer every question and receive recognition for the knowledge the child has gained."* Awards are given for individual scores. They are as follows:

Bronze	70-80% correct
Silver	80-90% correct
Gold	90-99% correct
Gold All Star	100% correct

A certificate of recognition should be given to each participant.

## V. Quiz Material Cycle

2011-2012	Matthew
2012-2013	Acts
2013-2014	Genesis
2014-2015	Exodus
2015-2016	Joshua, Judges, Ruth



## VI. Procedures

### **A. Team Requirements**

Each team will consist of 3 -5 players between the ages of 6 & 12

### **B. Materials**

You may purchase Children's Quizzing Bible Study materials from Nazarene Publishing House by calling (816) 333-7000 ext. 2242 or online at [www.nph.com](http://www.nph.com)

The main materials needed are the Leader's Guide, which includes lesson suggestions, as well as practice questions, and the Pupil Book. Each book contains twenty lessons. Also available are award pins and ribbons.

### **C. Levels of Competition**

There are two (2) levels an individual can choose from: Simple (RED) or Advanced (BLUE). The Simple level has a comprehension level of grades 1-3; the Advanced has a comprehension level of grades 4-6.

The competition takes place within the corps. If there is other corps with Junior Bible Bowl teams, competition may take place between the different corps.

Practice competition should take place regularly to cover each lesson's material. At the end of all 20 lessons, a tournament competition is held covering all the lessons.

#### ***D. Items Needed to Play***

- Index cards or signs numbered 1 -4 for each child.
- Competition questions taken from pupil and teacher books.

#### ***E. Rules of Play***

Players sit by teams. The questions and multiple-choice answers are read twice. Each child holds up the numbered index card/sign, which corresponds to the correct answer. Points are awarded to each child with the correct answer.

Red (simple) Level Play:

- 15 multiple choice questions per game
- 2 possible answers per question

Blue (advanced) Level Play:

- 20 multiple choice questions per game
- 4 possible answers per question





# BIBLE BOWL SCHOLARSHIP APPLICATION FORM

*The Salvation Army Eastern Territory*  
Available to Accepted Candidates only

## FOR COMPLETION BY APPLICANT

Name \_\_\_\_\_ Maiden Name \_\_\_\_\_

Address \_\_\_\_\_

Corps \_\_\_\_\_ Division \_\_\_\_\_

*(Corps and Division in which you participated in Bible Bowl)*

List years during which you participated in Bible Bowl. \_\_\_\_\_

*(Please list only the years in which you completed the season.)*

Signed \_\_\_\_\_ Date \_\_\_\_\_

*(Candidate)*

\*\*\*\*\*

## DIVISIONAL ENDORSEMENT

We certify that this information is correct according to the divisional records and recommend that the scholarship be granted under the approved classification.

Signed \_\_\_\_\_ Date \_\_\_\_\_

*(Divisional Youth Secretary)*

Signed \_\_\_\_\_ Date \_\_\_\_\_

*(Divisional Commander)*

Please attach copy of Corps Cadet record sheet, or some other proof of participation.

\*\*\*\*\*

## APPROVED

Scholarship awarded \_\_\_\_\_

Signed \_\_\_\_\_ Date \_\_\_\_\_

*(Territorial Youth Secretary)*

Recipients of this reward receive \$300 for 5 years of participation and \$200 for 3 years participation. These funds will be credited against the SFOT tuition.