



**OFFICIAL
QUIZ
GUIDELINES**

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General Information

Statement of Purpose

The purpose of the Junior Bible Quiz (JBQ) ministry is to:

1. Encourage, by systematic memorization and study, an in-depth understanding of God’s Word among children and their parents, leading to daily application of the Word – “LEARN God’s Word, LOVE God’s Word, LIVE out God’s Word, and LEAD with God’s Word.”
2. Provide an opportunity for the discipleship of children so that they will reflect the Spirit of Christ in attitude, word, and action.
3. Cultivate, through competition, a proper attitude toward winning and losing.
4. Provide opportunities to expand Christian friendships.

Purpose and Use of the Junior Bible Quiz Guidelines

The information contained in this document serves as the official guidelines for all Junior Bible Quiz participants. The JBQ Guidelines are the final authority over all official competitions. While this document attempts to offer rules, guidelines, and examples on a variety of JBQ topics, it neither covers every situation nor answers every question. The following information is offered as assistance in using the JBQ Guidelines:

1. Numbered guidelines are not a list of options to choose from and are not a specified hierarchy (e.g., guideline 1 is not more important than guideline 5 and “a” is not more important than “b”) unless the guideline indicates this is the case. In some cases, there is a chronological order that must be followed to the conclusion of the guideline(s).
2. In many situations, a number of guidelines must be considered together in order to make a just ruling.
3. Any reference to a quizzier *buzzing in*, answering, being at the quiz table, etc., refers to an *active quizzier*.
4. Examples are not all-inclusive but give guidance regarding proper use of the guidelines.
5. Definitions in the glossary are fully enforceable guidelines that have been moved out of the main body of the text to enhance the overall flow of the document. Glossary words are italicized throughout the guidelines.

Competition Structure

1. Preliminary competitions for each quiz season are sponsored by each *district* in the Assemblies of God through various league and *district* competitions. Each *district* has different levels of competition and competition structure. Contact the *district* JBQ coordinator for specific dates, times, and locations of competitions (<https://kidmin.ag.org/ministries/JBQ/findcoordinators>).
2. Regional Tournaments are offered to the top finishing teams from each *district*. For more information, contact the *regional coordinator* (<https://kidmin.ag.org/ministries/JBQ/findcoordinators>).
3. Other invitational tournaments are available throughout the season. The longest standing invitational is the National JBQ Festival which invites the top teams from *district* and *regional* competition. For more information on the Festival, go to: <https://www.nationaljbqfestival.com/>.

Quizzer Eligibility

All qualified participants must be enrolled in the sixth grade or lower and also be twelve or younger as of September 1st of the year the quiz season begins. Parents should exercise caution with young children. Consult your *district JBQ coordinator* for final decisions on eligibility of children not yet enrolled in the first grade. Each participant must attend their local church. Churches may have more than one team (see “Churches with multiple campuses” below). The length of years that a quizzer is allowed to quiz depends on when they begin quizzing (e.g., a first grader who enters their first year of competition will be allowed to quiz for six consecutive years. A fourth grader who enters their first year of competition will be allowed to quiz for three consecutive years).

Quizzers without a Junior Bible Quiz Ministry or Team

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

Team Eligibility

JBQ team *membership* consists of a *head coach*, a maximum of two assistant coaches and between two and eight quizzers. Each team should provide two officials and a functional buzzer set for each competition. Teams should contact their *district JBQ coordinator* for registration instructions at the start of the new quiz season. This will ensure the *district coordinator* understands your church’s intent for the entire quiz season (including post league meet competition). For information on *district coordinators*, visit <https://kidmin.ag.org/ministries/JBQ/findcoordinators>

Non-Assemblies of God Churches, Christian Organizations, and Unique Junior Bible Quiz Groups

Teams from non-Assemblies of God churches, other Christian organizations, or unique JBQ groups may compete officially in all levels of official competition. All non-AG teams must agree to quizzing under the Assemblies of God doctrinal statement AND must have *district* approval in order to compete in official *district* and *regional* competition.

Churches with multiple campuses

Churches with multiple campuses who have JBQ teams meeting at the different campuses must determine whether these teams represent one church or are separate entities. Your church’s intent must be declared to the *district coordinator* at the beginning of the quiz season and cannot change for that season.

License

All Junior Bible Quiz participants, by their use of the Bible Fact-Pak, grant permission to the General Council of the Assemblies of God and to Assemblies of God Children’s Ministries to publish the registrant’s name and/or image without compensation to the participant for the purpose of promoting Junior Bible Quiz and the Assemblies of God Children’s Ministries.

Match Guidelines

Match Preparation

1. All questions shall be taken from the current official *Bible Fact-Pak*. Scripture quotations from the NLT *Bible Fact-Pak* are taken from the New Living Translation, ©1996, 2004, 2015 by Tyndale House Foundation.
2. Each *quiz match* consists of a set of twenty questions containing ten 10-point questions, seven 20-point questions, and three 30-point questions (unless overtime is necessary).
3. Official question sets can be generated through: <https://biblefactpak.com> with the following stipulations:
 - a. At least three 20 point questions shall be in either half of the *match*.
 - b. At least one 30 point question shall be in either half of the *match*.
 - c. A *match* shall neither start nor conclude with a 30 point question (*matches* which require overtime may conclude with a 30 point question).
 - d. 30 point questions shall not be asked consecutively.
4. No question shall be repeated within a given *match*, but may be repeated during the *Quiz Meet*.
5. The decision to either permit or disallow repeated questions shall be announced in advance or during the orientation for each *Quiz Meet*.
6. If only a portion of the *Bible Fact-Pak* is being used in a particular *Quiz Meet*, the teams shall be notified of the portion being used at least three weeks in advance.

Team Privileges and Restrictions

1. Teams may quiz with one quizzier with the quiz *coordinator's* approval.
2. Teams must comply with the schedule set by the *coordinator* or risk forfeiting the affected *matches*.
3. A designated *head coach*, assistant coach, or a *captain* must remain so for the entirety of a *match*.
4. At the beginning of each *match*, a quizzier is either *active* or *inactive*.
5. Two to four *active eligible quizziers* may be at the quiz table to begin the *match*. Coaches and *inactive quizziers* should be seated behind *active quizziers*.
6. Both teams have the option to replace *active quizziers* during a *time-out*. The *head coach* should announce that a new *active quizzier* has entered the *match* when the *time-out* is completed.
7. If a quizzier has *quizzed out*, *struck out*, or *fouled out*, the *head coach* may immediately replace that quizzier with an *inactive eligible quizzier* without using a *time-out*.
8. Communication during a *match* is restricted as follows. Violation of these guidelines will result in a foul:
 - a. *Verbal communication* is only allowed per the guidelines for *Coach's Appeals* and *time-outs*.
 - b. All coaches and *inactive quizziers* may *non-verbally communicate* at any time among themselves, as long as they do not hinder the *match*.
 - c. No form of communication is allowed between *active quizziers* or between *active quizziers* and team *members* except as permitted under the guidelines for *Coach's Appeals* and *time-outs*.
 - d. Communication is not allowed between team *members* and the audience anytime during the *match*.
 - e. The audience may quietly communicate solely with others in the audience only during a timeout.
9. Coaches and *inactive quizziers* are permitted full use of the *Bible Fact-Pak* and Guidelines in any medium.

Electronic Equipment

1. Electronic quiz equipment must be used for all *matches*, and each *active quizzier* will have a quiz pad. Quizzers must activate the pad (*buzz in*) with either their hand(s) or arm(s).
2. Audio and video equipment may be used to record a *match* but must first be approved by the Quizmaster, the *head coaches* of both teams, and the quiz *coordinator*.
3. Audio and video materials are not permitted to be viewed or listened to by the teams or the officials during the duration of the *match*.
4. Other electronic devices may be used to record the score and other Junior Bible Quiz related data as long as they do not create a *hindrance* as determined by the Quizmaster.

Scoring, Quiz Outs, Strike Outs, and Foul Outs

1. Each quizzier correctly answering a question will be awarded the full point value. After answering six questions correctly, a quizzier has *quizzed out*, is awarded ten bonus points, and must leave the *match*.
2. Each quizzier incorrectly answering a question will lose half of the point value of the question. After answering three questions incorrectly, a quizzier has *struck out* and must leave the *match*.
3. An *active quizzier* receiving a foul loses five points (see individual quizzier fouls, pages 8&9). After receiving three fouls, a quizzier has *fouled out* and must leave the *match*.
4. A team loses five points for each foul caused by someone other than an *active quizzier* (see team fouls, page 9).

Question Reading, Interrupting, and Answering

1. Immediately after “Question” has been called and during the reading of the question, the hands of all *active quizziers* should be above the table with palms down and in contact with the table, pad, or other hand. Violation of this guideline is not a foul unless there is obvious *help* or *hinderance*.
2. A quizzier should not *buzz in* during the *opening remarks* of the question.
3. If the Quizmaster *misreads* the question, guideline 6 from “Officials’ Guidelines” page 10 will be followed.
4. Quizzers have five seconds to *buzz in* after the Quizmaster finishes reading the question.
5. When a tie is indicated between quizzers on the same team, the *head coach* will choose which quizzier will *respond*.
6. A quizzier who *buzzes in* should not begin to *respond* before being *identified*. Correct or incorrect information given before being *identified* will be disregarded.
7. After the quizzier who *buzzes in* is *identified*, thirty seconds is allowed to complete the question (if *interrupted*) and give the answer.
8. A question is *interrupted* when the quizzier *buzzes in* before the formation of the last word of the question.
9. If a question is *interrupted*, the Quizmaster will immediately stop reading, call “*Interruption*,” and identify the quizzier who *buzzed in* (see Officials’ Guidelines #8, page 11).
10. If a quizzier *buzzes in* on or after the formation of the last word of the question, the Quizmaster will finish that word. The Quizmaster should not call, “*Interruption*.” and should identify the quizzier who *buzzes in*.

11. If the Quizmaster or a Judge fails to call “*Interruption*” before the quizzer who *buzzed in* is *identified* and begins *responding*, then the quizzer does not have to complete the question.
- If the *response* is ruled incorrect, either team may call “*Point of Order*” before the reading of the next question to determine if the question was *interrupted*.
 - The Quizmaster and Judges will consult, and if they agree, the question will be *reread* to the opposing team.
12. An *interrupted* question that has been initially ruled incorrect will be *reread* to the opposing team unless the question was being read to only one team. This will occur before any *Coach’s Appeal* or *time-out* is granted.
13. If the Quizmaster fails to *reread* an *interrupted* question (e.g., question 5) and proceeds to the next question (e.g., question 6), either team may call a “*Point of Order*” between the conclusion of that question (e.g., question 6) and *response* and the calling of the next question (e.g., question 7). The question must then be *reread*. If it is not noticed prior to the calling of the second question following (e.g., question 7), it will not be *reread* at all.
14. When an *interrupted* question has been initially ruled correct and is later ruled incorrect due to *Coach’s Appeal*, the following guidelines apply:
- The Quizmaster will ask if there are any further *Coach’s Appeals* on that question. Then,
 - If following all *Coach’s Appeals*, the initial response is determined to be incorrect, the Quizmaster will read a substitute question to the opposing team.

Time-outs

- A thirty-second *time-out* may be requested by the *head coach* or *captain* between the conclusion of any question and before the next question is called. When requested, the Quizmaster should query both teams, “Are there any *Points of Order* or *Coach’s Appeals*?” The *time-out* will not be granted until all *corrective procedures* have been completed.
- Each team will be granted three team *time-outs* per regulation *match*.
- All *members* of both teams are allowed to *verbally communicate* during a *time-out*.
- If a tie exists at the end of a *match*, the Quizmaster will reopen the *match* and declare a one-minute *time-out* for both teams. Any remaining team *time-outs* may be used in overtime.
- Each team will be granted one additional *time-out* during the overtime period.

Fouls

Each foul is a loss of five points. There is no limit to the number of fouls a team can receive. Assessed fouls remain even if the question on which it occurred is later voided. (The exception is a foul assessed during the *rereading* of an *interrupted* question originally ruled incorrect, which after any and all *Coach’s Appeals*, the team that originally *interrupted* the question is now ruled correct.)

Individual Quizzer Fouls

- A quizzer *buzzes in* during the *opening remarks* of the question.
- A quizzer begins to *respond* before being *identified*.
- A quizzer begins to *respond* when another quizzer was *identified*. (For the exception, see guideline 10c from the “Officials’ Guidelines,” page 11.)

4. An *active quizzer* gives *help* to a *member* of their team who has buzzed in.
5. An *active quizzer* improperly communicates. If two or more quizzers are communicating, each will be assessed a foul.
6. The Quizmaster and Judges determine by a majority vote that flagrant hand or body movement by an *active quizzer* was an attempt to distract the opposing team, draw the opposing team into reacting, or signal their teammates.
7. The Quizmaster and Judges determine by a majority vote that an un-Christlike or unsportsmanlike attitude was expressed by an *active quizzer*.

Team Fouls

1. A coach or *inactive quizzer* improperly communicates.
2. During a *Coach's Appeal*, the head coach does not stop at the calling of "time."
3. A coach or *inactive quizzer* gives *help* to an *active quizzer* on their team.
4. A *Coach's Appeal* is obviously used solely as a *time-out*.
5. A *Point of Order* is used to request the judges reverse a ruling on any *response*.
6. The Quizmaster and Judges determine by a majority vote that an un-Christlike or unsportsmanlike attitude was expressed by a coach or *inactive quizzer*.

Conclusion of the *Match*

1. When the *match* has been "officially closed," both teams may communicate quietly until the score is read or until the *match* is reopened in the event of a tie.
2. No corrective procedures are allowed on any issue after the *match* has been declared closed.
3. The official score will be announced by the scorekeeper or quizmaster. The top two scorers will be announced, followed by each quizzer who scored in the *match*, and concluding with the total scores of both teams (see Closing the *Match* #2, page 12). Teams should check for errors and notify the officials if any are found. If a *head coach* fails to challenge the score during this time, they cannot do so later.

Overtime

1. In the event of a tie after the twentieth question, the *match* will go into overtime. The Quizmaster will announce that the *match* is "officially reopened" and then declare a one-minute *time-out*.
2. Following the *time-out*, three additional questions, one of each point value, shall be asked in random order in the first overtime period.
3. Should there still be a tie at the end of the first overtime period, there shall be as many one-question, 20-point, sudden-death overtime periods as needed to break the tie.
4. An *interrupted* overtime question answered incorrectly must be *reread* to the opposing team.
5. Once overtime has been declared, any foul occurring before or during the reading of any overtime question is considered part of the overtime and the overtime questions are still read.
6. Any remaining *Coach's Appeals* may be used during the overtime period. No additional *Coach's Appeals* will be awarded for the overtime period.
7. Any remaining *timeouts* may be used during the overtime period. Each team will be granted one additional *time-out* for the overtime period.

Officials' Guidelines

The Officials for each *match* should include one Quizmaster (who also serves as a Judge), two Judges, one Scorekeeper (may be one of the Judges), and one Timekeeper (may be one of the Judges). All officials should be prepared to serve as a Judge.

Quizmaster

General Duties

1. Supervise the quiz room, read the questions, serve as a Judge, and grant a *Coach's Appeal* or *time-out*.
2. Appoint someone to *identify* the quizzers who *buzzes in*.
3. Call an official *time-out* to handle special situations which are not generally part of the *match* (e.g., official score error, illness, etc.), and determine if teams will be allowed to *communicate verbally*.

Opening the Match

1. Confirm that the correct teams are present; have the quizzers test their quiz pads and introduce themselves; identify the *head coach*, any assistant coach(es), the *captain*, and *inactive quizzers* on each team.
2. Request that all cell phones and electronic devices (with sound) be silenced.
3. Introduce the officials, ask someone to pray, and then call the *match* "officially open."

Quizmaster and Judges

The Quizmaster and Judges should have their own JBQ Guidelines and be familiar with them. It is recommended that they should also read through all of the JBQ Guidelines regularly.

Duties During the Match

1. The Quizmaster will begin each question by announcing "Question," "Question number ___ for ___ points." (and "Quotation Question." where applicable).
2. The Quizmaster will read each question in its entirety unless it is *interrupted* (including *reread*, substitute, and overtime questions).
3. The Quizmaster should read loudly, clearly, and without pausing for punctuation (being consistent in their reading style).
4. If a quizzer *buzzes in* during the *opening remarks* of the question:
 - a. A foul will be assessed at that time.
 - b. The question will be *reread* for the same team(s), and *interruption* of the question is permitted.
5. The Judges will listen carefully to the reading of the question and should immediately call, "*misread*" if the Quizmaster *misreads* the question.
6. If the Quizmaster *misreads* a question but catches their mistake and stops, or if a Judge calls "*misread*," the question will be thrown out and a substitute question will be read to the team(s) (see Voiding Questions. Page 17).
7. The Quizmaster will proceed to the next question by calling, "No response." if an *active quizzer* does not *buzz in* within five seconds after reading the last word of the question.

8. The Quizmaster will follow the procedures below for all questions:
 - a. If a quizzer *buzzes in* before the formation of the last word of the question, the Quizmaster will immediately stop reading, even in the middle of the word, and call “*Interruption.*” and *identify* the quizzer.
 - b. If a quizzer *buzzes in* on or after the formation of the last word of the question, the Quizmaster will finish that word and *identify* that quizzer.
9. If a quizzer who *buzzes in* begins to respond prior to any *identification* being made:
 - a. The quizzer should immediately be stopped by the Quizmaster or a Judge.
 - b. Correct or incorrect information given before the quizzer is *identified* must be disregarded.
 - c. The quizzer will be properly *identified* and then the time reset for thirty seconds.
 - d. An individual foul should be assessed after the response is ruled correct or incorrect.
10. If an official *identifies* a quizzer who did not *buzz in*:
 - a. The Quizmaster or a Judge should immediately *identify* the quizzer who did *buzz in* and then reset the time.
 - b. No foul will be assessed to the incorrectly *identified* quizzer if they begin to *respond*; however, the question will then have to be voided. The substitute question will be read to the team who buzzed in.
 - c. No foul will be assessed to the quizzer who originally buzzed in if they begin to *respond* before being correctly *identified*. Guidelines 9a, b, c, d above will not be applied.
11. If a quizzer who did not *buzz in* and was not *identified* begins to respond, the Quizmaster or a Judge should immediately stop the quizzer from responding. A foul will be assessed at that time and,
 - a. If the quizzer was on the same team as the quizzer who buzzed in, the question, whether *interrupted* or not, will then be *reread* to the team which did not commit the foul, unless it was being read to only one team.
 - b. If the quizzer was on the opposing team, the question will be voided and a substitute question will be read for the team which did not commit the foul (see Voiding and Replacing for One Team. Page 17).
12. If the Quizmaster fails to call “*Interruption,*” a Judge should do so before the quizzer who buzzed in has been *identified*.
13. Unless the Quizmaster is 100% certain that the completion of a question and/or answer is correct or incorrect, the *response* should never be called “correct” or “incorrect” before the calling of “time.”
14. If a Judge believes a Quizmaster erred in a decision, the Judge should quietly ask the Quizmaster for a Judges’ ruling. The normal voting procedure will then take place. (See guideline 15 below.)
15. If the Quizmaster requests that the Judges assist with a ruling or a Judge has asked for a Judges’ ruling, they will immediately vote independently without discussion.
 - a. This vote is based on: the completion of the question (if *interrupted*) and the answer given by the quizzer together with the applicable guidelines.
 - b. Using a coin, they will select heads for correct and tails for incorrect, revealing their decision at the same time. The majority vote will stand as the ruling, and the Quizmaster will announce the result.
 - c. When only a Quizmaster and one Judge are present in a room and there is a split vote, the Quizmaster and Judge may discuss their vote and then vote again. The final decision is made by the Quizmaster (the Quizmaster can use their own vote or the vote of the Judge).
16. The Quizmaster will *reread* to the opposing team an *interrupted* question that has been ruled incorrect, unless the question was being read to only one team.

17. The Quizmaster will pause between questions to give teams the opportunity to request a *Coach's Appeal* or *time-out*. Before granting a *time-out*, the Quizmaster should ask both teams, "Are there any *Points of Order* or *Coach's Appeals*?"

18. Fouls should be called by the Quizmaster or Judges as close as possible to the infraction of the guideline, but in such a way as to not hinder the proper flow of the *match*. They must not assess a foul while the quizzier is answering a question or when the head coach is presenting a *Coach's Appeal*. A foul should be assessed at the conclusion of either situation before the calling of the next question.

Closing the Match

At the conclusion of the *match* the Quizmaster will:

1. Ask both teams, "Are there any *Points of Order* or *Coach's Appeals*?" and if they decline, then declare the *match* "officially closed." The Quizmaster should reopen the *match* only if it is tied.
2. Have the following items announced from the official score in a similar fashion as below correcting all scoring discrepancies (this must be done before either team leaves the room).
 - a. "The individual second high scorer with ___ points is (quizzier's name)."
 - b. "The individual high scorer with ___ points is (quizzier's name)."
 - c. All other individual points should then be announced.
 - d. "The final score is (first place team) with ___ points and (second place team) with ___ points."

Scorekeeper

1. Obtain the names of the teams and *eligible quizzers* before the beginning of the *match*.
2. Record the individual score and the running team score, which includes:
 - a. Adding the full point value of the question for each correct *response*.
 - b. Deducting half the point value of the question for each incorrect *response*.
 - c. Adding ten bonus points for each quizzier who answers six questions correctly.
 - d. Deducting five points for each team or quizzier foul. Fouls should be denoted by placing an "F" in the appropriate scoring block.
3. Circle the question number of each *interrupted* question.
4. Record the *time-outs* and notify the Quizmaster if a team requests a fourth team *time-out*.
5. Record the *Coach's Appeals* and notify the Quizmaster if a team has used their allotment of two.
6. Notify the Quizmaster if any quizzier has answered six questions correctly, answered three questions incorrectly, or received three fouls.
7. At the conclusion of the *match*, give the score to the Quizmaster.

Timekeeper

1. Timekeepers should time all *responses*, *time-outs*, five-second allowance to *buzz in* on the question, and *Coach's Appeals*. At the conclusion of each time period, "Time" should be called distinctly and loudly if the quiz equipment is not signaling the end of the time period.

2. Time periods are as follows:
 - a. **5 seconds to *buzz in on a question*** – begins after the Quizmaster finishes reading the question.
 - b. **30 seconds to *respond*** – begins after an official *identifies* the quizzer (not when the quizzer *buzzes in*). In the case of a tie between quizzers on the same team, time begins when the *head coach* states which quizzer will *respond*.
 - c. **30 seconds for a *time-out*** – begins after the Quizmaster grants the *time-out*.
 - d. **30 seconds for a *Coach's Appeal*** – begins after the Quizmaster allows the appeal.
 - e. **60 seconds prior to an overtime period** – begins after the Quizmaster announces a tie *match* and declares the overtime.
3. The Timekeeper's actions involving the starting and calling of "time" are matters of judgment and may not be *appealed* (except when obvious the Timekeeper neglected to reset the time for a quizzer who was misidentified OR if the timer was clearly started prior to a quizzer being identified).
4. It is acceptable for the official time to be kept by a countdown timer built into the quiz equipment or by a stand-alone countdown timer. The sound made by the equipment may be used to replace the calling of "time" by the Timekeeper. In such cases, an official Timekeeper is not required.

Answering Guidelines

What Makes a *Response Correct*

1. The *response* contains the basic information (the same question [if *interrupted*] and answer) in *essence* required by the *Bible Fact-Pak*.
2. The first *response* given completely contains the information required even though additional, irrelevant (cannot be counted as correct, but is not incorrect) information is given before or during the *response*.
3. The first *response* given completely contains the information required even though incorrect information is given after the required answer has been completed.
4. Mispronunciations of any word (especially proper names of individuals and geographical locations) are still recognizable as the information required.
5. A quizzer gives the *response* in *essence*.

Quotation Questions

1. The quizzer follows all the applicable guidelines for "What Makes a *Response Correct*."
2. The answer to the verse portion of a Quotation Question is a *perfect quotation*. Once the answer is correctly *quoted*, any additional Scripture *quoted* will not be incorrect.
3. The answer to the reference portion is given completely (book, chapter, and verse) either before or after quoting the verse. The reference may be repeated.
4. On an *interrupted* Quotation Question, the quizzer only needs to complete the question in *essence* prior to perfectly quoting the verse and giving the reference.

What Makes a *Response* Incorrect

1. The *response* was not accurately completed before time ends (time ends at the initial sound of the calling of “time” or the initial sound made by the timer). The Quizmaster and Judges must disregard any word, syllable, or letter of the alphabet given after time ends.
2. A quizzer fails to speak loudly or clearly enough for the Quizmaster and/or Judges to hear.
3. Incorrect information in either the question portion or answer portion is given before the *response* is completed.
4. The quizzer fails to complete an *interrupted* question in *essence* prior to beginning the answer portion to any question.

Quotation Questions

1. Any word, syllable, or letter of the alphabet is omitted, repeated, added, or changed in the *perfect quotation*.
2. The quizzer gives incorrect information in the completion of the question prior to quoting the verse.
3. The quizzer gives the incorrect or incomplete reference.
4. The answer portion contains words that are NOT in the *Bible Fact-Pak* answer. This includes words that may exist in the NLT Bible text but are not used in the *Bible Fact-Pak* answers.

Other Guidelines in Judging *Responses*

1. *Bible Fact-Pak* question and answer portions that have words or phrases of similar meaning separated by the conjunction “or” require only one of those words or phrases to be ruled correct. (e.g., Question # 434: “What is symbolized, or pictured, by water baptism?” Question # 220: “He was crucified, or nailed to a cross.” Only one phrase is required to be correct.)
2. *Bible Fact-Pak* question or answer portions that include the conjunction “and” require all words or phrases joined by the conjunction to be given in *essence* for a correct ruling.
3. *Bible Fact-Pak* questions requiring a specific number (such as “give nine,” or “list five”) require only that number in the *response* for a correct ruling even though more choices are listed in the *Bible Fact-Pak* answer.
4. *Bible Fact-Pak* answer portions may contain a word or words in brackets []. The word(s) in brackets are optional and not required for a correct ruling. For example, Question # 9: “[About] forty.” Some words in brackets may be substituted for the previous, similar word. For example, “Jesus [Christ].”
5. Scripture references given in italics and parentheses following the answer of a non-quotation question in the *Bible Fact-Pak* are not required as part of the *response*.
6. Using words or phrases from a different question or answer in the *Bible Fact-Pak* than the question or answer demands is not necessarily incorrect unless incorrect information has been given in the *response*.

Corrective Procedures

Point of Order

Any *member* of a team may state “*Point of Order*,” wait to be recognized by the Quizmaster, and state the “*Point of Order*.” The *head coach* or assistant coach(es) has the right to call “*Point of Order*” in any of the examples listed below. A quizzer may call a “*Point of Order*” only under examples 1 and 2. During the “*Point of Order*,” the coach or quizzer should briefly state the guideline violation. If the Quizmaster

determines that a “*Point of Order*” is proper, they will correct the situation. It is permissible for the Quizmaster to request a vote from the judges in order to rectify the situation.

Examples:

1. The quiz equipment needs to be reset.
2. The quizmaster calls the number of the next question without *rereading* an *interrupted* question.
3. A quizzier remains illegally in the *match*.
4. A question or point value is misread.
5. A *responding* quizzier who has not given any incorrect information is ruled incorrect before the thirty second time ends.
6. An eleventh 10-point, eighth 20-point, or fourth 30-point question is called during any *match*. This “*Point of Order*” may be made immediately upon calling of the point value. For example, the quizmaster reads: “Question. Question number sixteen, for thirty points.” The “*Point of Order*” should be made before the Quizmaster starts to read the actual question. If it is not, it must then be made before the succeeding question is called.
7. Any guideline violation occurs other than the section “Answering Guidelines.” Requesting a “*Point of Order*” to adjudicate an *interrupted* question or answer is a team foul (see Team Fouls #5, page 9)

Coach’s Appeals

General Guidelines Regarding *Coach’s Appeals*

1. A team is allowed two *Coach’s Appeals* per *match*.
2. A *Coach’s Appeal* will not be permitted after the Quizmaster calls the next question, grants a *time-out*, or officially closes the *match*. (The exception is when the Quizmaster fails to *reread* an *interrupted* question. Once the situation has been corrected, either team may *appeal* immediately following the *rereading* of that question.)
3. A *Coach’s Appeal* is permitted only to change the decision of the Quizmaster and/or Judges concerning the correctness of a *response*.
4. When quizzers from opposing teams are both ruled incorrect on the same question:
 - a. The team who first responded to the question has the right to *appeal* first.
 - b. If that team declines to *appeal*, they forfeit their right to any further *Coach’s Appeals* on that question (except as allowed in the next guideline).
 - c. Following that team’s *appeal* or decline to *appeal*, the opposing team then has the right to *appeal*. If they *appeal* and the Judges reverse their decision to “correct,” the team who responded to the question first may *appeal* only to attempt to reverse the decision concerning the correctness of the opposing team’s *response*.
5. Only information from the *Bible Fact-Pak* and the JBQ Guidelines may be used.
6. A withdrawn *appeal* is an unsuccessful *appeal*.
7. A substitute question is treated as a new question. Therefore, both teams have the right to *appeal* on any substitute question even if they *appealed* on the original question.
8. *Appeals* are not allowed for the intent of solely using them as a *time-out* (see Team Fouls #4, page 9).

Team Procedures for *Coach's Appeals*

1. The *head coach* or assistant coach may initiate a *Coach's Appeal*.
2. Once the Quizmaster has granted the *appeal*:
 - a. The team requesting the *appeal* has thirty seconds to prepare and present their *appeal* to the Quizmaster and Judges. During the preparation of the *appeal*, the *head coach* may *verbally communicate* with one *member* of the team.
 - b. The remaining *members* of the presenting team AND the other team may not communicate except as allowed under "Team Privileges and Restrictions" #8, page 6. Violation is a Team Foul (see Team Fouls #1 page 9).
3. Only the *head coach* may present the *appeal*.
4. The issues and guidelines being used to support the *appeal* should be stated during the presentation.
5. The *head coach* should indicate when their presentation of the *appeal* has concluded.
6. If "time" is called during the presentation of the *Coach's Appeal*, the presentation must stop.
7. If "time" is called before the presentation of the *Coach's Appeal* has begun, it will be an unsuccessful *appeal*. No vote by the judges is necessary.
8. *Appeals* must be presented in a sportsmanlike manner, avoiding any unnecessary comments regarding *members* of the other team or the officials.

Quizmaster and Judges' Procedures for *Coach's Appeals*

1. The Quizmaster should make note of the issues for the *appeal* and use this to prompt the Judges for a vote after the completion of the *appeal*.
2. During and after a *Coach's Appeal*, the Quizmaster and Judges **may briefly** consult the Guidelines. They may not discuss the *appeal* with each other before the initial vote unless a Judge requests clarification from the Quizmaster.
3. The initial vote cast by the Quizmaster and Judges will be independent. Using a coin, they will select heads to accept the *appeal* or tails to deny, revealing their decision at the same time. The vote must be based solely on the following:
 - a. The *response* they heard.
 - b. The specific guidelines which apply to the situation at hand.
4. If the vote is unanimous to either accept or deny the *appeal*, the Quizmaster will announce this decision and then, if necessary, take the appropriate steps to correct the situation.
5. If the vote is not unanimous, the Quizmaster and Judges will (without leaving the room):
 - a. Discuss the *appeal* among themselves without exerting undue influence on each other. This discussion should be as brief as possible.
 - b. Be careful not to allow their discussion to be heard by the teams or audience.
 - c. Vote again, revealing their coins at the same time.
6. The second vote on a *Coach's Appeal* does not have to be unanimous. The Quizmaster will announce the majority decision and then, if necessary, take the appropriate steps to correct the situation.

Note: For rulings with only a Quizmaster and one Judge, see # 15c from the "Officials' Guidelines," page 11.

Voiding Questions

Voiding and Replacing for Both Teams

A question must be voided and a substitute question of equal value read to both teams when:

1. There is obvious *help* or *hindrance* by anyone or anything before or during the reading of the question and before a quizzer has *buzzed in*.
2. An *active quizzer* who is no longer an *eligible quizzer* has been permitted to answer a question(s), whether correctly or incorrectly. All questions read while the ineligible quizzer remained in the *match* must be voided and replaced.
3. It is proven that the equipment is malfunctioning.
 - a. If it can be determined at what point the malfunction occurred, all used questions from that point on must be voided and replaced.
 - b. If it cannot be determined at what point the malfunction occurred, the *match* must start over and all used questions must be voided and replaced.
4. The Quizmaster *misreads* the question.

Note: If the question was being read to only one team, the question should not be voided but *reread*.
5. Electronic equipment indicates a tie between quizzers on opposing teams

Voiding and Replacing for One Team

A question must be voided and a substitute question of equal value read only to one team when:

1. The voiding situation occurs when the question is being read to only one team.
2. A quizzer has *buzzed in* and there is obvious *help* or *hindrance* by a *member* of the opposing team, one of the officials, audience, or other sources not related to the offended team.
3. A quizzer has *buzzed in* and there is obvious *help* by a *member* of its own team or audience related to that team. The *reread* question should be read only to the opposing team.
4. The Quizmaster and Judges reverse a decision of “correct” on an *interrupted* question due to a *Coach’s Appeal*.
5. There is an error on the part of the officials in *identifying* the correct quizzer such as:
 - a. A quizzer is incorrectly *identified* and begins to *respond* to the question.
 - b. There is undue delay in *identifying* the quizzer who *buzzed in*.
 - c. The quizzer who *buzzed in* is not allowed to *respond*.
6. A quizzer is not given a full thirty seconds to complete their *response* and the *response* is merely incomplete and does not contain incorrect information.
7. A quizzer is hindered from *responding* correctly when the Quizmaster or a Judge calls “*Interruption*” on a non-*interrupted* question.

Unusual Situations

If unusual situations arise which are not clearly covered in the guidelines, the Quizmaster and Judges, in private consultation with the *coordinator*, will make as fair and just a ruling as possible. These special rulings are not *appealable*. A *head coach* may not request a *coordinator* to overturn a decision of the Quizmaster and/or Judges because of a disagreement on judgment calls. The *coordinator* should only be requested to intervene in the event of a major guideline violation.

Glossary

Active Quizzer: An *eligible quizzer* seated at the quizzing table.

Bible Fact-Pak: The composition of 576 questions and answers divided into 288 ten-point questions, 192 twenty-point questions and 96 thirty-point questions which form the basis of Junior Bible Quiz.

Buzz(ed) in/Buzzing in: The initial activation of the quiz pad by an *active quizzer*.

Captain: An *active quizzer* selected by the *head coach* at the beginning of a match who has the privilege of requesting a *time-out*. The captain may change from match to match.

Coach's Appeal/Appeal/Appealing: Procedure used by a head coach to request the judges to reconsider a ruling on a *response*.

Coordinator/Quiz Coordinator: The person responsible for the logistics of a quiz meet (*quiz coordinator*) or responsible for quizzing in a given area (*district* or *region*).

District: A geographic (or language) area as defined by the General Council of the Assemblies of God.

Eligible Quizzer: A quizzer who has not *quizzed out*, *struck out*, or *fouled out*.

Essence: A word or group of words used in a *response* that mean the same thing as the words in the *Bible Fact-Pak* question or answer.

Foul(ed) Out: A quizzer has received three individual fouls in a *match* and must then leave the table.

Head Coach: The leader of a team of Junior Bible Quizzers for any given *quiz match*

Help: Information or actions that could *help* a quizzer complete a question or answer the question.

Hindrance: Distraction sufficient to cause a quizzer to be unable to correctly complete a *response*.

Identified/Identifying: The process of an official recognizing the quizzer who buzzed in by calling that quizzer's color and number (e.g., "Red One").

Inactive Quizzer: A quizzer seated behind the *active quizzers*.

Interrupt/Interrupted: When an *active quizzer buzzes in* on a question after the *opening remarks* and before the formation of the last word of the question.

Member(s): any person on a team during a *Quiz Match* consisting of quizzers, the *head coach*, and assistant coach(es) (see Team Eligibility, page 5 for maximum limitations).

Misread: When the Quizmaster adds, omits, repeats, or changes anything in the question from “Question number...” to the end of the question; as well as any unusual pause between words of the question or *opening remarks*.

Non-Verbal Communication: Non-oral, non-auditory *communication* between team *members*. *Non-verbal communication* as allowed within the guidelines will be defined as any form of written and/or printed *communication*, hand signaling, motioning, etc.

Opening Remarks: Information before the question (after the calling of “Question”) that contains the question number, point value, and may also have *Quotation Question*. All of the underlined words and the break before the actual question in the following example are considered part of the *opening remarks*: “Question. Question number 3 for 30 points. Quotation Question. How powerful is God’s Word?”

Perfect Quotation/Perfectly Quote: A quotation (answer to a Quotation Question) in which no word, syllable, or letter of the alphabet is omitted, repeated, added, or changed. A stumble, cough, mispronunciation, lisp, stutter, accent, etc., is not considered making a quotation imperfect.

Point of Order: An attempt to correct, or call attention to, a procedural error or possible guideline violation on which the officials have not already acted.

Quiz Match (match): A competition between two teams consisting of 20 questions (10-ten point questions, 7-twenty point questions, and 3-thirty point questions) and overtime (if necessary).

Quiz Meet: A competition between teams consisting of multiple *quiz matches*.

Quiz(zed) Out: A quizzer has answered six questions correctly in a *match* and must then leave the table.

Region: One of eight geographical areas each composed of specific districts as defined by the General Council of the Assemblies of God.

Reread: When a question is read again because the team which initially *buzzed in* either gave a *response* which was ruled incorrect or had the wrong quizzer begin to *respond* to the question.

Respond/Response: The verbalization of an *active quizzer* after being *identified* which includes the completion of the question (if interrupted) as well as the answer.

Struck Out: A quizzer has answered three questions incorrectly in a *match* and must then leave the table.

Time-out: The thirty-second time period requested by a *head coach* or *captain* during which both teams may *verbally communicate* (limited to three per *quiz match* per team unless there is overtime).

Verbal Communication: Any oral communication between team *members* or with the audience, whether or not the communication is audible. Also, any attempt to speak, motion, mouth words, or signal with the mouth will be considered verbal communication.

PRONUNCIATION GUIDE

Achan.	Á • kin	Macedonia.	mass • uh • DOE • nee • uh
Abednego.	uh • BED • neh • go	Magdalene.	MAG • duh • leen
Absalom.	AB • suh • lum	Matthias.	ma • THIGH • us
Ai.	Á • eye	Melchizedek.	mel • KIZ • uh • deck
Amalekites.	uh • MAL • uh • kites	Meshach.	MEE • shack
Ananias.	an • uh • NYE • us	Mephibosheth.	meh • FIB • oh • sheth
Antioch.	AN • tee • ock	Meribah.	MARE • uh • buh
Aquila.	ah • KWIL • uh	Methuselah.meh • THOO • zuh • luh
Arimathea.	air • uh • mah • THEE • uh	Micah.MY • kuh
Babel.	BAY • bel	Midianites.	MID • yan • ites
Barabbas.	buh • RAB • us	Naaman.	NAY • man
Barnabas.	BAR • nuh • bus	Naomi.	nay • OH • mee
Belshazzar.	bel • SHAZ • er	Naphtali.NAF • ta • lie
Berea.	bur • EE • ah	Nebuchadnezzar.	neb • uh • kud • NEZZ • er
Cana.	KAY • nuh	Nehemiah.	nee • uh • MY • uh
Canaan.	KAY • nun	Nicodemus.	NICK • uh • dee • mus
Carmel.KAR • mel	Nineveh.	NINN • eh • vuh
Chaldees.	KAL • deez	Omnipotent.	om • NIP • poh • tent
Cornelius.	core • NEE • lee • us	Omnipresent.	om • nih • PREZ • ent
Ecclesiastes.	ek • lee • zee • AS • teez	Omniscient.	om • NISH • ent
Ephesus.	EFF • eh • sus	Onesimus.oh • NESS • ih • mus
Ephraim.	EE • fray • um	Patmos.	PAT • mus
Gibeon.	GIB • ee • un	Rephidim.	REF • uh • dim
Golgotha.GOL • gah • thuh	Sapphira.	suh • FYE • ruh
Hagar.HAY • gar	Shadrach.SHAD • rack
Immutable.im • MUTE • uh • bull	Sheba.	SHEE • bah
Iscaiot.is • CARE • ee • ut	Sinai.	SIGH • nye
Issachar.	IS • sik • ar	Vicarious.vy • CARE • ee • us
Jairus.	JYE • rus	Zacchaeus.	zah • KEY • us
Japheth.JAY • feth	Zebulun.	ZEB • yoo • lun
Lystra.LISS • tra	Zerubbabel.ze • RUB • uh • bel

