

# Coach Manual

MIDSOUTH



QUIZZING

TEEN BIBLE

# So you're starting a Teen Bible Quizzing Program at your church...

**You've passed the first hurdle.  
YOU'RE HERE!**



## So what now?

- About Teen Quizzing
- Make sure the church is on board
- How to recruit
- Communicating with parents
- Study materials you will need
- Equipment you will need
- Financing your program
- Planning the practice
- Jumping
- Room setup
- Teen Quizzing rules
- Scoring, scoresheet & lineups
- Study methods
- Website resources
- District tournament info and sample schedule
- Coaching in a tournament
- Invitationals and national tournaments
- Contact us!

# About Teen Quizzing



The Bible quizzing program launched as a ministry of the Church of the Nazarene during the 1964 General Nazarene Youth People's Convention and was immediately well-received. Quizzing is a unique and exciting ministry for youth that combines Bible study, mentoring, competition, fellowship, discipleship, and mission. In addition to developing a devotion to God's Word and lifelong habits of Bible study in youth, quizzing creates and builds up a community of young disciples and servants, steadily adding to a vast pool of leadership and continually strengthening the church and its ministries. More and more teenagers and youth leaders are realizing just what an impact quizzing can have in their lives and in the lives of people around the world!

## Teen Quizzing Values

As a ministry of Nazarene Youth International (NYI), Nazarene Youth Bible Quizzing shares the values that NYI recognizes as important dimensions of the holy life. We seek to reflect these values in all we do.

<b>We value the Bible</b>	God's unchanging truth for our lives.
<b>We value Prayer</b>	Vital interactive communication with our heavenly father.
<b>We value the Church</b>	A global holiness community of faith, diverse in culture but one in Christ.
<b>We value Worship</b>	Life-changing encounters with an intimate God.
<b>We value Discipleship</b>	A lifestyle of becoming like Christ.
<b>We value Community</b>	Building relationships that help bind us together and to God.
<b>We value Witness</b>	Sharing God's love in word and deed.
<b>We value Holiness</b>	A work of grace whereby God, through the working of His Holy Spirit, enables us to live a life representing Christ in who we are and in everything we do.

## Teen Quizzing Study Cycle

<b>2019-2020</b>	<b>Hebrews, 1 Peter, and 2 Peter</b>
<b>2020-2021</b>	<b>Matthew</b>
<b>2021-2022</b>	<b>Romans and James</b>
<b>2022-2023</b>	<b>Acts</b>
<b>2023-2024</b>	<b>Galatians, Ephesians, Philippians, Colossians, and Philemon</b>
<b>2024-2025</b>	<b>Luke</b>
<b>2025-2026</b>	<b>1 Corinthians and 2 Corinthians</b>
<b>2026-2027</b>	<b>John</b>

# Getting the church on board

What the church will be concerned with is how much it will cost, where you will meet, and will it conflict with church/youth group scheduling.



## Cost

- **Study material** These resources will be mentioned in MATERIALS YOU WILL NEED. The church could buy these or the cost could be passed to the quizzers. Besides those things, there are many study helps such as on-line bible studies and commentaries that are out there. If you choose, you can also use regular New Testaments that are NIV 2011. That's the translation quizzing uses.
- **Travel** Whether it is to a district tournament or a national invitational, there will be travel expenses such as gas, food, lodging and tournament fees. Until you gain experience in these adventures, you will probably have to guesstimate. But there will be some. Whether from the church or the quizzers and their parents, the funds will need to come from somewhere. Those expenses will need to be addressed.
- **Jumpseats** You will need some jumpseat equipment at some point. That includes the electronic box and the pads the quizzers sit on in the chairs. You CAN practice jumping and answering without equipment, but it is easier to teach jump technique with equipment and the quizzers enjoy using it. Jumpseat sources will be covered in EQUIPMENT. But don't wait to start because you don't have equipment! Check with the District Coordinator to see if there is loaner equipment.
- **Team shirts** T-Shirts for your team is an expense. But it can be a real team pride and bonding focus. Plus, sometimes its easier to keep up with your quizzers in a crowd when they are all in the same shirts. Again, who pays for them?

## Quiz room

- **Location** Most churches don't have space that can be dedicated to just quizzing. If you have your own room, you are fortunate. Ask your youth pastor or SS superintendent for help. Look for a place with enough room for a table and a dozen folding chairs and enough space to move around in. Also it's helpful to have space to leave your equipment - packed up if need be. Just remember, someone else was probably there first so be respectful of their set-up and make sure the room is in good shape after practice.

## Scheduling

### That would include practice time and tournaments.

- You can set your weekly practice time to avoid conflicts. Most quiz programs practice once a week. Some churches may prefer to practice on Wednesdays - some on Sundays. Whenever you decide, try to make it as parent friendly as you can. Length of practice may be determined by how many quizzers you have and how much individual time you can spend with them.
- District tournaments are one Saturday a month. They generally go from 8:30 AM to 2:00-3:00 PM with a break for lunch. A schedule of these tournaments are distributed by the District Coordinator so you can plan ahead.
- There are off-district invitationals pre-scheduled during the quiz year. These are fun events for your team, but are not mandatory. These tournaments are listed later in this manual.

# Recruiting a Team



## A. How to talk with teens

### 1. Get Personal

- a) Talk one on one. It works better than addressing a large group
- b) Get to know prospective quizzers by being involved in teen functions.
- c) Use a teen on the team to help recruit for you
- d) Convey the fun of quiz practice and tournaments

## B. Promote Quizzing Among Teens

### 1. Explain Advantages of Quizzing

- a) Hang out with your friends
- b) Learn more about the Bible
- c) New ways of learning how to study-help in school
- d) Travel all over your district & region
- e) Meet teens from all over the country; start new friendships
- f) It's FUN!

## C. Promote Quizzing Among Prospective Quizzers' Parents

### 1. Explain Goals of Quizzing

- a) Bible study
- b) Deepen or initiate a relationship with Christ
- c) Become a disciple
- d) Learn specific verses of Scripture that can be helpful throughout life

### 2. Explain Benefits of Quizzing

- a) Develop Christian relationships
- b) Refine/develop study skills for school (school grades often improve)
- c) Fellowship with other teens

### 3. Explain Requirements of Quizzing

- a) Be truthful with parents—quizzing takes time and commitment
- b) Summarize approximate time teens need to spend with quizzing
- c) Be willing to help them study
- d) Help with team activities and events
- e) Travel

*Recruiting is an ongoing process, and once a program is started you will find that its participants themselves will do a great deal of recruiting. Your main goal should be keeping both students and adult leaders excited about the program.*

# Communicating with Parents

Communication with your quiz parents is **VERY IMPORTANT.**



## Quiz practices

- Announce Practice times.
- Longer practice week before tournament?
- The Friday night before the Saturday tournament practice?
- Parents are always invited to practices - They don't need to let you know beforehand.
- Every month it is helpful to hand out a calendar that includes practice times, material to be covered, and tournament dates. It helps quizzers AND parents. It's not a must - but it's a good idea.

## Study

- Parents are an important part of a quizzers' success - just as they have a responsibility to help their teen with their study for school - their involvement will be very important in helping their quizzers with their Teen Quizzing Scripture study. Help with their study structure and scheduling is important. When family, school, social activities, and entertainment compete with their quizzers' time, parents help in organizing and encouraging is invaluable. We have found that quizzers with no interest or help at home do not do nearly as well as those that have it. In fact it is very difficult for them to stay motivated and on task without some help. Helping them plan - and stick with - study times is very important. Beyond that, showing interest in what they are studying, helping read questions, and talking about Scripture meaning will be a great benefit. And, most importantly, this ministry is designed to help teens understand God's Word and apply it to their lives. What a great thing to be able to share with them!

Different study formats will be provided for them - determined by the level of involvement they choose. Each format will have an explanation and a study time requirement. They will probably need parent help to see if their choice is practical for them. What they want to do, and what they have time to do, are sometimes not the same. But if they are determined, maybe your knowledge of family schedules can help direct them.

## Financial Involvement

- Study Material
- Trip Expenses - the quizzers meals and any extra spending money will be their responsibility. Competing in off-district tournaments and having that experience is a real plus for any quizzers and quiz team. Not only will it give quizzers experience in quizzing higher levels of quiz teams, it provides a time for team bonding and creates opportunities for quizzers to meet other Christian teens from around the country. Great long-distant friendships are made on trips. And also memories that last a lifetime.
- Anytime parents want to bring a meal, bring treats for the team, or fund a party - let them. :)

## Tournament Day

- Parents are encouraged to come watch their quizzers in action - but it is not required. The longer quiz day may not always permit them to commit to being gone from family or other activities. That is perfectly fine. Look out after your quizzers like they are your own. They can call when you know what your estimated time of arrival at the church so parents can meet you there. Anything you can do to help parents with their schedules and allow quizzers to participate...try to accommodate.
- Interaction during the tournament - Parents are allowed to interact with their quizzers between questions - and that only vocal encouragement. Any communication during questions (vocal or visual) is considered a foul and your team may be penalized. ALSO...parents are not allowed to question the quizmaster on any ruling. Only the coach has that right. If parents have a question about a ruling,

*continued...*

they should ask the coach after the round. Also ask that parents refrain from criticizing officials in front of their quizzers. Seemingly unfair rulings can happen. Some things are open to the interpretation of the quizmaster. Like umpires in sports, the majority of the time, they are correct. Any consistently unfair ruling will be dealt with by the District Director. And remember, these quizmasters participate on a volunteer basis and are not paid. It is not an easy job. They deserve our respect.

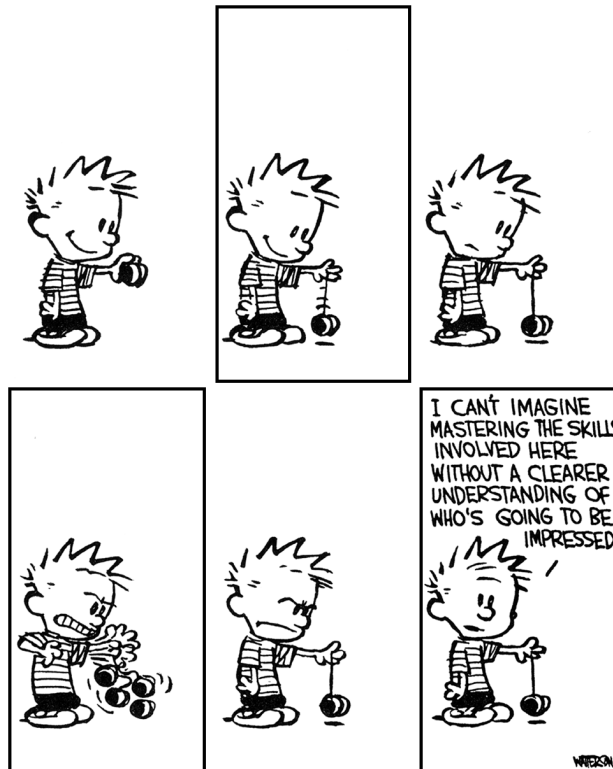


**Quizzer rewards** - (To parents) Please do not promise quizzers rewards if they do well at the tournament. There are all sorts of reasons for quizzers who have studied to have a bad day. These times are not always under their control. If they have a bad tournament, and "lose" their reward, it can have a very negative effect. We know this from experience. If parents want to motivate their quizzers with rewards, reward them for meeting study goals and good preparation. Like they say in sports... "the game is won in practice."

## One last thing...

### Something to consider...

This has been a sound philosophy and we cannot emphasize this enough. The quizzer's level of commitment - how much or how little - will be directly responsible for how well they perform in practice and on tournament day. That is obvious. But that is their decision. Parents can discuss and motivate - but please don't push. Let the quizzers decide the level they want to go - then help them reach that level. The quizzer that aspires to make the district and regional teams - and puts in the hard work - will be treated the just the same as the quizzer who is in the program for the social benefit and the fun. Those quizzers benefit from the time they spend in the program and their exposure to the Scripture - if only in practice. Never treat any quizzer like second class citizen if they have lower aspirations. They should receive the same amount of love and support as anyone else. Quizzers who work hard and excel will be rewarded in other ways.



# Study materials you will need



Quizzers will need a **SCRIPTURE PORTION** and **PRACTICE QUESTIONS**. We also recommend a daily **DEVOTIONAL**.

We recommend most materials from NPH/Foundry - although **AcmeQuiz** has some really good products. The main difference is the question database from **NPH/YouthQuiz** is the one used at district and national tournaments.

<https://www.thefoundrypublishing.com/youthtop/quizzing.html>



MINISTRY RESOURCES

CURRICULUM

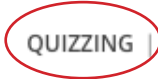
SMALL GROUP

KIDS



BLOG

## Youth



CURRICULUM | SMALL GROUP | YOUTH MINISTRY

USE/PROGRAM +

YOUTH QUIZZING

Youth Quizzing Order Form

Youth Quizzing Digital Resources

**Acts Youth Quizzing**

Youth Bible Quizzing

SHOP

**A Quizzer's Daily Devotional**

Quizzing - Daily Devotional

\$9.99 SHOP

**Practice Questions**

Quizzing - Practice Questions

\$9.99 SHOP

**Acts Beginner's Guide for the New and Novice Quizzer**

Quizzing - Beginner's Guide

\$4.99 SHOP

**Acts Spiral-Bound Concordance and Scripture Portion**

Scripture Portion with Concordance

\$11.99 SHOP

**Acts Scripture Portion, Paperback**

NEW INTERNATIONAL VERSION

\$1.99 SHOP

continued...





Includes Set Maker

**Coach's Kit**

Quizzing - Coach's Kit

\$41.99

SHOP



**Experienced Quizzer's Kit**

Quizzing - Experienced Quizzer's Kit

\$26.99

SHOP



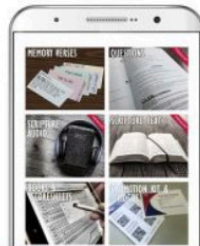
**Novice Quizzers Kit**

Quizzing - Novice Quizzer's Kit

\$22.99

SHOP

**nyf** YOUTHQUIZ



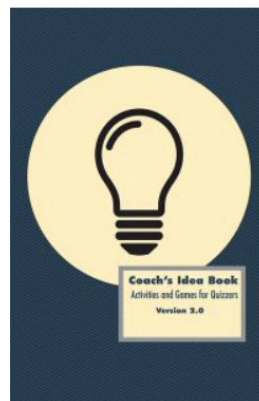
Digital Access

**Online Study Companion - Digital Access**

Digital Access

\$4.99

SHOP



**Coach's Idea Book, Version 2.0**

\$5.99

SHOP



**Power Quiz**

\$14.99

SHOP

# Other Study options

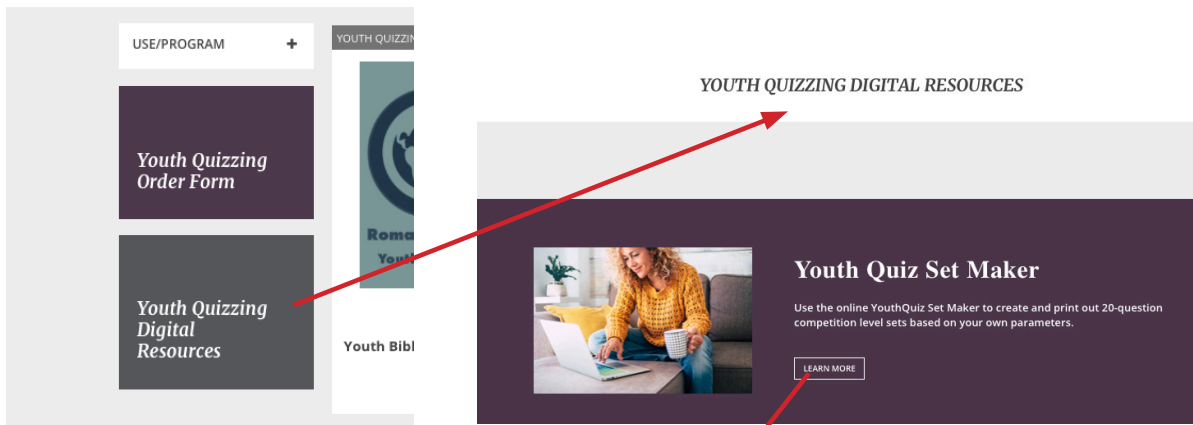


The Foundry also has resources that are VERY useful. Especially the **Setmaker software** that allows you to print sets of questions. It does require a paid subscription.

As a coach, this is a great tool to use to generate question sets for quiz practice. It has a copyright so you cannot generate a lot of question set pages to give to your quizzers. You can give out only what you use in practice.

**BUT...** Quizzers themselves can buy it and print all they want.

<https://www.thefoundrypublishing.com/youth-quizzing-digital-resources.html>





<http://www.acmequiz.com>

FEATURED PRODUCTS



2-Team Interface

**\$249.95**  
★★★★★

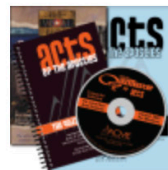
Add To Cart



Acts on DVD

**\$14.95**  
★★★★★

Add To Cart



Coach's Package

**\$39.95**  
No Reviews

Add To Cart



Concordance

**\$11.95**  
★★★★★

Add To Cart



Listening CDs

**\$9.95**  
★★★★★

Add To Cart



QuizMaster Software

**\$9.95**  
★★★★★

Add To Cart



Quizzer's Package

**\$24.95**  
No Reviews

Add To Cart



Quote System

**\$7.95**  
★★★★★

Add To Cart



Review Activities

**\$14.95**  
★★★★★

Add To Cart



Review Questions

**\$9.95**  
No Reviews

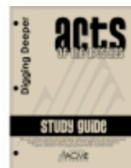
Add To Cart



Scripture

**\$1.95**  
★★★★★

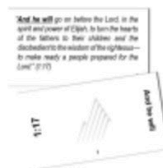
Add To Cart



Study Guide

**\$9.95**  
★★★★★

Add To Cart



Text Flashcards

**\$34.95**  
No Reviews

Add To Cart

# Jumpseat equipment options

There are several good systems available.

QuizMachine is the standard equipment used at District and National Tournaments. Computer based. Generates scores and stats.



<http://quizstuff.com/index.htm>

Updated on 06/22/2022 (New Version of QuizMachine)

QuizStuff (Home of Quizzing Software)

HOME OF QUIZMACHINE!

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## Latest Updates-QuizMachine Version 5.4.F83

**UPDATE:** Yellow has been changed to blue in the new version. The new version of QuizMachine is available. See the downloads section. Please note that the new USB Interface Boxes must use version 5 of the program but the new version can be used for older USB Interface Boxes. The new program and Interface Boxes will not work with Windows XP and Windows 7 (this version may still work but no guarantees), as those versions of the Operating System are no longer supported. Version 4 will still work and is still available for download.

The equipment on this site is all custom made and can take several weeks or more to make depending on the number of open orders. The time depends on the number of orders (and availability of parts).

USB Interface Boxes are \$135 per box plus shipping costs. The new program is backward compatible and must be used with the new interface boxes. Thank you for your patience as we have purchased all the material and anticipate the program to work soon after testing.

**ARE YOUR CLONE PADS FALLING APART?** We can replace the pad over with new material and sew all 4 sides (no glue for longer life). Cost is up to \$45 per string plus approximately \$3.50 shipping per string.

**PADS ARE BEING MADE AS FAST AS WE CAN!** [Order pads](#) (red, blue (old yellow) and green to match QuizMachine).

The cost is \$70 per string, *shipping now added per string*. Place orders now by clicking on the [view and order products button](#). These pads work with QuizMachine and the USB and parallel port interface boxes. We CANNOT guarantee the pads to work with any other equipment.

[View and order products](#)

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## \*\*UPDATES\*\*

Windows 11 has not yet been fully tested. If you attempt to use it for QuizMachine please know that some privacy options may not allow you to download from our QuizStuff site until changed. More information to follow.

Only version 4 or 5 will work with Windows 7, 8 and Windows 10. MicroSoft Surface with Windows RT is not compatible (very sorry). Nor is Linux or any Apple Operating Systems. iPads, Chromebooks and Tablet devices are not supported at this time.

Only checks are accepted. We apologize for the inconvenience.



We have computers for sale that are excellent for both QuizMachine and personal use. These are laptops, refurbished. Let us know what you need and we can get it for you.

Parallel interface boxes ARE NO LONGER BEING MADE! **REPAIR OR UPGRADE PARALLEL INTERFACE BOXES to the USB version contact Keith Jones**

**We DO NOT RECOMMEND using any PCMCIA and Express parallel port cards with QuizMachine. We cannot support this technology any longer.**

The "BLUE BOX" has been a quiz practice workhorse for many years. Steady and reliable. Not all the features of QuizMachine, but easier to use.

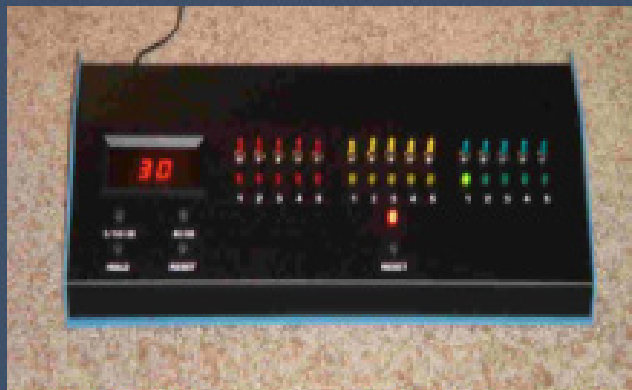


## QUIZ EQUIPMENT

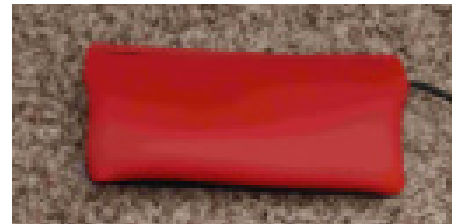
Lockout Buzzer Systems for Church and School Quiz Programs, Game Shows and Corporate Training Quizzes

Since 1981

<http://www.quizequipment.com/information.htm>



**WBQ 3 teams of 5 (shown)**  
**WBQ 2 teams of 5 (available)**  
**WBQ 2 teams of 4 (available)**



Seatpads are placed on top of the chairs the quizzers sit on and "jump" to buzz in. They come in Red, Yellow, Green and Blue.

A family of quizboxes designed for jumpseat quiz programs, they are available in 2 teams of 4, 2 teams of 5, and 3 teams of 5. Timer intervals are 5 or 10 seconds to respond, 30 seconds to answer, 45 and 60 seconds for time-outs.

More info and pricing can be found here:

[http://www.quizequipment.com/quizbox\\_pdf/wbq\\_nfo.pdf](http://www.quizequipment.com/quizbox_pdf/wbq_nfo.pdf)



**Acme Jumpseat system.** Not used much in our circles, but good, reliable equipment with many nice features.

[https://www.acmequiz.com/index.php?l=product\\_list&c=99000](https://www.acmequiz.com/index.php?l=product_list&c=99000)



1-Team Console  
**\$390.95**  
 No Reviews

Add To Cart



1-Team Interface  
**\$199.95**  
 No Reviews

Add To Cart



2-Team Console  
**\$444.95**  
 No Reviews

Add To Cart



2-Team Interface  
**\$249.95**  
 ★★★★★

Add To Cart



25' Extension  
**\$14.95**  
 No Reviews

Add To Cart



3-Team Console  
**\$504.95**  
 No Reviews

Add To Cart



3-Team Interface  
**\$309.95**  
 No Reviews

Add To Cart



4-Team Console  
**\$559.95**  
 No Reviews



4-Team Interface  
**\$364.95**  
 No Reviews

Add To Cart



Auxiliary Control  
**\$14.95**  
 No Reviews

Add To Cart



Carrying Case  
**\$29.95**  
 No Reviews

Add To Cart



Console  
**\$299.95**  
 ★★★★★



Acme Jumpseat system. *Continued...*



Handheld Set

**\$74.95**  
No Reviews

Add To Cart



Handheld Switch

**\$14.95**  
No Reviews

Add To Cart



MasterBell Buzzer

**\$29.95**  
★★★★☆

Add To Cart



NextGEN Software

**\$0.01**  
★★★★★

Add To Cart



Power Adapter

**\$11.95**  
No Reviews

Add To Cart



Tabletop Set

**\$74.95**  
No Reviews

Add To Cart



Tabletop Switch

**\$14.95**  
No Reviews

Add To Cart



Tonner Bench Adapter

**\$19.95**  
No Reviews

Add To Cart



USB Interface

**\$124.95**  
★★★★★

Add To Cart



VersaConnect 25'

**\$24.95**  
No Reviews

Add To Cart



VersaConnect 6'

**\$19.95**  
No Reviews

Add To Cart



VersaPad

**\$17.50**  
No Reviews

Add To Cart



VersaPad Set

**\$84.95**  
★★★★★

Add To Cart



Wire-Your-Own

**\$12.95**  
No Reviews

Add To Cart

The "RED BOX" has been in quiz practices for many years. Not used that often now, but still going.

Upside is it's battery operated. No electric outlets needed.

Downside is no buzzer or timer - although buzzers can be ordered through other companies.



<https://www.quiztime.com>

The very 1st Quiz Box was made in 1961 by Don Glaske. This was battery-powered & used for Bible Quizzing.



Quizzing is now worldwide & in various languages! Order your **FREE Quiz Kit**

Looking for Quiz Questions and Answers?

[Quiz Equipment](#)

[Contact Us](#)

[Ministries](#)

[Home Page](#)



### Model AJ 350

Size: 7 1/2" x 11 1/2" x 14 1/2"

Weight: 15 lbs

With 15 Seat Pads - **\$350.00**

Remote Control

Battery Included

~ Includes shipping

[Add to Cart](#)

[View Cart](#)



# Financing your team



## Who pays for all this? Church? Parents? Are Fundraisers allowed?

You can do what is known as a Quizathon. Your kids ask friends, relatives, church members to donate money according to how many questions they answer in the Quizathon. It's like money raised in a marathon for every mile someone runs. Same principal, only quizzing.

Make sure donors know quizzers won't come back saying they owe \$200. Give them an agreement with a cap limit. (Example below) Then hold your event and keep track of how many questions each quizzer answers. Present donor agreement and the sheet recording questions answered - back to the donor for payment - making sure that the donor is thanked for their participation.

The Quizathon will consist of questions covering the first 5 chapters of the Gospel of John. A quizzer can answer a **maximum** of 100 questions.

**Sponsor Name:** \_\_\_\_\_ **Phone** \_\_\_\_\_

**I will Sponsor**

(Amount you will sponsor - Check one)

<input type="checkbox"/>	up to a maximum of 15 questions @ \$.25 per question equaling	\$ 3.75
<input type="checkbox"/>	up to a maximum of 25 questions @ \$.25 per question equaling	\$ 6.25
<input type="checkbox"/>	up to a maximum of 50 questions @ \$.25 per question equaling	\$ 12.50
<input type="checkbox"/>	up to a maximum of 75 questions @ \$.25 per question equaling	\$ 18.75
<input type="checkbox"/>	up to a maximum of 100 questions @ \$.25 per question equaling	\$ 25.00

Signed: \_\_\_\_\_

Number of questions answered @ \$.25 per	Amount Earned	Final Donation
\$ _____	\$ _____	\$ _____

Witnessed by: \_\_\_\_\_

### Quizathon Tally Sheet for:

\_\_\_\_\_

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Total Questions Answered <input style="width: 50px; height: 30px;" type="text"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Confirmed by: \_\_\_\_\_

# Quiz Practice **Make quizzing fun!**



Quizzing does not have to be, nor should it be just teens studying on their own and then coming to practice to get asked 20 questions over and over again.

## **So how do I make practice more than just questions?**

- Introduce games into practice
- Teach lessons over the chapter
- Use supplemental materials for student devotionals
- Listen to Scripture
- Have quizzers act out the chapters (They love this and it's thoroughly entertaining!)
- Pray together

## **Practice example (adjust it to make it your own)**

- Play a game. It doesn't have to be quizzing related. Just FUN! Play it with them. DO NOT be afraid to be silly too. It helps you bond with them. There are hundreds of games out there online. I love anything with balloons or ping pong balls.
- Start study with prayer. Invite quizzers to include their requests. Pray for the Scripture they are about to study.
- There are several ways to hear the study material. Mix it up.
  - Read or listen to the Scripture for the week as a group. (Recorded audio version)
  - Have each quizzer read a single verse until all is read.
  - Ask for volunteers to act out the Scripture.

Ask the quizzers what they think of what was read and do they have any questions. If they don't have any, share a few observations of your own. Always try to point out something that translates into their current lives. Situations in the Scriptures that are lived out at home or at school are powerful reminders of why they are studying God's Word.

- Take a potty break. Be sure to give them a time limit.
- If you have time, play another game.
- You will need study questions listed by reference. Go through the material of that week again, verse by verse. Start at verse one and read the verse. Then ask the first quizzer the question pertaining to that verse. If they need their Scripture portion, they can look at it. When they answer, move on to the next quizzer/verse/question. Do this until you have covered the material. You can make this more challenging by only reading the first few words of the question. Make them finish the question and then answer.
- NOW you can have the quizzers jump on questions. Remind them and keep watch on their jump technique. Small jumps NOT BIG LEAPS. Some will have to be reminded often.
- Practice jumping on 20 question sets. Practice all specialty questions. Vary it as much as you want to. Make sure one or two quizzers do not answer all of them. Try to make sure all the material for that week is covered in the questions you use.
- Finish up with announcements and prayer. Remind them of the material they are covering for the upcoming week. Remind them of upcoming tournaments or events. Remind them to communicate with their parents anything they need to know. Consider handing out printed reminders. Finally pray for their coming week and the challenges they will face, and remind them of the Savior that will be with them as they face those challenges.

**REMEMBER ONE THING...** As a rule... student's motives to be there are not to study scripture. They are there to HAVE FUN and BE WITH THEIR FRIENDS. Your job is to create a comfortable, fun atmosphere where they are receptive to listening and learning God's Word.

# Fave Games



**Barnyard** Have everyone write down their favorite barnyard animal, as long as it is NOT the rooster. Next have everyone write down five different numbers between 1-20 (depending on the group size). The host starts calling out numbers between 1-20 randomly (don't use the same number twice), and the people who have that number written on their paper have to make the sound of the animal they wrote on their paper. Pause slightly between numbers. Barnyard animals are not shy, so there should be a lot of loud sounds. After someone has all five numbers called out that they wrote down, they win...BUT...they have to stand up, bend their knees, flap their "wings" and crow like a rooster to receive their prize. Be aware that several may win at the same time.

**Lifesavers** Divide group into pairs. They must race against other teams by doing the following. One teammate from each group, gets a roll of lifesavers. They must try to stick all of their lifesavers on their players face by licking them. The first group to do so wins!

**Cheeto Head** Divide the group into teams of two to four. One person is seated on a chair. A plastic shower cap (or plastic wrap) is placed on the individual's head. Shaving cream (or whipped cream) is applied over the entire shower cap. The other team member or members stand behind a line opposite the seated player. During a preset period of time (60-120 seconds), team members throw Cheetos at the seated player's head in an attempt to get them to stick on the shaving cream. The seated player can assist by moving his head to help "catch" the cheetos. The team at the end of the time period - with the most cheetos stuck in the cream wins.

**Balloon Race** Divide into two teams of at least five or more players. Choose a starting line and finish line at least 20 feet apart or more. Each person on each team is given a balloon (9 inch diameter or more). All players inflate their balloon and place it against the back of the team member standing in front of them. They press their bellies against the balloon to hold it against the back side of the next team member. Now you have a line of team members all holding their balloons firmly against the backs of the person in front of them. The front person will not be able to press their body against anyone since they are first. After both teams are in place at the starting line, instruct them that collectively, they are to move from the start line to the finish line. Once their team arrives at the designated location, the first person needs to pop their balloon. When the person behind the first person hears the balloon pop, they are to squeeze their body against the first person and pop their balloon. It's okay to use their hands as they squeeze this balloon. The first team to arrive at the finish line and pop all balloons is the winner.

**3 Statements** Hand each player a pen and paper and take 5 minutes to write down three outrageous statements about themselves. One, and only one, is a lie; all others must be true. Examples: I can juggle and ride a unicycle. I scored 790 on the GMAT. I am a member of MENSA. My wife and I met at a frog jumping contest etc.etc. Then, one at a time the players read their statements out loud and in any particular order. The other players must try to guess which statement is the lie. A great icebreaker!

**Memory** This is fun for all ages - just so they are old enough to write. Prepare a tray with about 20 objects on it. Give each child a pencil and paper. Hold the tray up so they can see it for about 30 seconds then remove the tray from sight. See who can name the most objects they saw in a 3-5 minute period depending on the age.

**Let It Snow** Divide the group into two teams. Put them on either side of the room. Take a piece of tape or string and divide the room in half. Give each team half a ream of cheap copy paper. On "GO" team members will take their paper, wad up individual sheets, and throw them at the other team. A "snowball" thrown can be re-thrown back to the other side. At the end of the allotted time, the team with the LEAST amount of snowballs on their side wins.

## MINUTE-TO-WIN-IT Games



**There are a TON of Minute-to-Win-it Games out there on the internet.**

These are just a few...

**Cookie Face!** Place a regular ol' sandwich cookie on the quizzers's forehead. They'll need to use their facial muscles to move it down their face and into their mouth—without using their hands.

**Stack Attack** This one might not be as tasty as cookie face, but it's still pretty popular. Give the kids one single stack of 36 plastic cups. Each child gets one minute to stack all of the cups into a pyramid and then unstack them, making a single column again.

**Nose Dive** The secret weapon in this game? Petroleum jelly dabbed on the nose. Using their noses (no hands allowed), players must move five cotton balls from one bowl to another, before the minute is up.

**This Blows** Each player has one minute to blow up a balloon and then use the air that's inside of it to knock over as many plastic cups as they can. If they still have time on the clock they can repeat the steps to blow down any leftover cups.

**Noodling Around** Start this minute to win it game with one strand of uncooked spaghetti. The player puts the end of the dry noodle in their mouth. She then has 60 seconds to pick up six uncooked pieces of penne pasta—with the spaghetti. Oh, and without using her hands!

**Defying Gravity** Inflate three balloons, and don't let them touch the ground. Sounds pretty easy, right? Well, it's not as easy as you might think. The kids have to keep the balloons in the air (that's one child per three balloons) for one minute. That is, without letting the balloons rest on any body part.

**Suck It Up** Give each player two plates: one that's empty and one that has several small candies on it (think M&Ms or Skittles). Tell players to use only a straw and their mouth to pick up the candies one by one and move them from the full plate to the empty plate. Whoever has the most candies at the end wins.

**Whipped Cream Worm** Search Hide several gummy worms in a pile of whipped cream on a plate and have players retrieve the worms using only their mouths. Whoever has the most worms when the timer goes off wins.

**Baby Bird** This is done in pairs. Have one quizzer lay on the ground face up. The other quizzer will stand next to the quizzer's head. (you can make this harder by standing in a chair) The object is for the mother bird (standing quizzer) to try to drop as many gummy worms into the mouth of the baby bird (laying quizzer) in the time allotted. The momma bird must drop the worms at head height. They cannot bend down and place the worms in their mouth. Baby birds are allowed to spit out worms they catch. You can make this more fun by putting all the worms in chocolate pudding before dropping. Just be aware and be prepared for the mess. Haha!

## Things to consider...

Study along with your kids. You don't have to memorize it, but at least get the big picture. Don't just use Bible quizzing as a way for your teens to get more involved with Scripture, use it for your own personal study. Scripture is alive and active. No matter how many times you've quizzed over or coached a particular book, there is always more to be found. Your quizzers will appreciate your efforts and will follow your lead. Nothing demonstrates more passion and is more motivating than coming alongside your teens and learning God's word with them. (Plus, they LOVE quizzing against you and attempting to beat you in practice!)



## Your Adult Leaders

There is strength in numbers. In order to have motivated quizzers, you need motivated adults. The more adults you have passionately encouraging quizzers, the more motivated the quizzers will be. Your job is not only to motivate quizzers but also to motivate the coaches/volunteers to motivate the quizzers. Did I mention a huge part of your job is to motivate? A large part of getting volunteers/coaches on board is sharing your passion with them and making sure they understand why quizzing is so important.

Develop practice schedules for your coaches/volunteers with room for a little flexibility (this ensures they know what is going on but also allows them to be creative in how they run practice.) Seek feedback from your volunteers and ask them "What can I do to help you be successful?" Make sure you take time to thank and remind your volunteers of how much of a difference they are making in the lives of the teens.

## Motivating your Church

Every quiz program has something big either working for it or, unfortunately sometimes, against it: the church body. It can be one of the greatest assets to a quiz program if properly equipped. Your job is to properly equip them.

How do I do that? The answer goes back to passion. You have to motivate the church to be passionate about quizzing so that they will motivate the teens. This isn't nearly as hard or intimidating as it may sound. Churches by nature understand the importance of writing God's Word on their hearts. All you have to do is make the church aware of the quiz program in their midst. Ensure the church knows what quizzing is (some people think they just go and take a test, yikes!) and why it's important. Here are some ideas you can try:

- Put on a quizzing demo. You can either use just your own quizzers or you can do quizzers vs. adults (trust me, quizzers verse adults is MUCH more entertaining.) You can either do the demonstration as part of a service or you can make it a separate event combined with a fundraiser.
- Put your quizzers in front of the church and let them give their testimonies about the benefits of quizzing. Give reports to the church after each quiz meet.
- Bring in adults who normally don't work with the teens or who don't have time to be there every week to help with a quizzing lock-in or lead a lesson on a chapter.
- Another group of advocates in your church can be parents. Always invite parents to the quiz meet to support their kids. Maintain regular contact with parents (even those who do not attend church regularly) and encourage them to motivate their kids to study. You only see quizzers for less than 3% of the time in a week. Parents see them for much more than that. Most of the time your best quizzers are the ones who have parents who encourage them to study and who come to the meets. After all, who doesn't want to watch their son or daughter do well?

**Whatever you do, be PASSIONATE and share your excitement.** At the point that you feel like you talk about quizzing too much with teens, volunteers and the Church, and you worry that you might be overwhelming them, you can be sure that they know you have a PASSION for writing God's Word on the hearts of teenagers.

# Jumping

Begin by committing your quizzers to a philosophy of good jumping. It should be taught and practiced regularly until it becomes automatic.



**The Physical Motion.** The full jump position should include the following elements. You should sit forward on your chair with your feet slightly tucked under the front of the forward edge of the chair. The body weight must be balanced over the feet. This means that when your leg muscles are tensed for the jump, only a minimal portion of your weight is actually resting on the quiz seat. Your balance in this position should be such that your coach could pull the chair from under you without causing you to lose your balance. Therefore, maintaining your center of gravity directly above the base formed by your feet is very important.

The first inclination of a new quizzer when jumping is a full body, jerky, stand up motion. That's natural. But it's not the best technique. It's certainly not the fastest technique. The "jump" is not really a jump at all. It's minimal movement. At the full jump position, your first motion should trigger the light. The first part of your body that moves should be your thighs. The jump is merely a muscle flex that lifts you off the pad just enough to trigger the light - one quarter to one half inch. Yes... INCH. It should be a minimal motion - observers should barely see you move. Your head, shoulders and torso DO NOT MOVE. It's as if you have two separate body areas - above and below the waist. Your upper half does not move.

As mentioned earlier, a minimal jump is not the natural inclination. It has to be taught and reinforced in quiz practice. The first thing is to teach every individual the jump technique. Go through your whole team and watch them jump. Make the adjustments needed and have them keep jumping until they have the motion correct. You can practice during light checks. When jumping on questions in practice, insist that their motion is as correct as the answer. "I'm sorry Bobby. Your answer was correct but your jump was too big. Let's try it again." If you practice 20 question rounds, don't award correct points if the jump is too big. This jump skill has to become second nature and it takes repetition to achieve that. As in any endeavor, if you have bad technique, you have to practice good technique - over and over until it becomes natural habit.

Minimal jumping helps these things:

- 1) Quiz tournaments take hours. The more energy you expend jumping, the more tired you will get. Minimal jumping saves energy.
- 2) Keeping the upper body (especially the head) motionless helps you concentrate on the quizmaster. You are watching them read the question and are reading their lips. If your head/torso is moving it is more difficult.
- 3) Your team will undoubtedly quiz against teams with big jumps. A quizzer's jump might "look" fast flying off the seat, but it isn't faster than the minimal jump. When triggered at the same second, a minimal jump will always be faster. It is quite demoralizing for a big jump team to be continually beaten on the jump by a minimal jump team.

**Question Jump types.** There are two types jumps on questions... reaction jumps and anticipation jumps. Obviously reaction jumps are jumps where the quizzer hears a word or phrase and reacts (jumps) to it. The average quizzer will wait until they hear something they recognize and jump at that point.

Anticipation jumps are jumps when you time your jump to be up at a specific place in a question. Memory Verse and According To questions have references at specific places you time.

Anticipating a jump word on Memory Verses would be: "Quote chapter one, verse..." (jump - anticipating the quizmaster finishing the reference as you jump).

*Continued...*

On General questions, it would be like :“Where did Jesus...jump - anticipating the quizmaster finishing the descriptive, key work as you jump. “Where did Jesus FEED” gives you enough information to finish the question and answer.

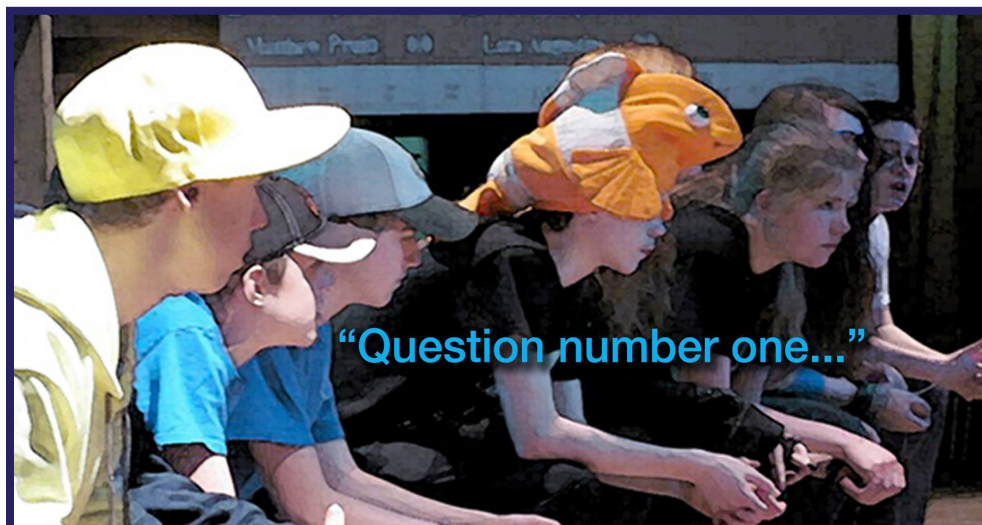
Anticipation and timing is key. You are coming up AS the quizmaster is saying the word that gives the whole question away. Not before. It’s not a spasm jump - it’s a well timed jump that is anticipating being up at a certain point.

**Preparing to Jump (practice and tournaments).** Before they jump, they have to be prepared to jump. In quiz practice and in tournaments, they have to prepare their seats. When you assign them seats, they want to sit on that seat and get ready.

- 1) Is the sight line to the quizmaster clear? You need to be able to see the quizmaster and their mouth clearly. If they have a choice of seats, pick one as close to the middle of the area as possible. Seeing the quizmaster from the front is always better than the side.
- 2) Is their pad working? Practice the jump and make sure the light is working.
- 3) Are there any distractions in the quiz area? Have them acknowledge them and deal with it beforehand.
- 4) If you have not heard the quizmaster before, it is OK to ask them for a practice question beforehand to hear their cadence. The difference between the quizmaster speaking quickly or slowly has a impact on jump timing.

They should be physically and mentally prepared BEFORE the first question is pre-announced. If quizzers are still be talking or squirming on their seats while the quizmaster is starting the question - they are not ready to answer the question. If they have not gotten comfortable with their position on the seat BEFORE the questions begin, it could lead to fouls or missed questions later.

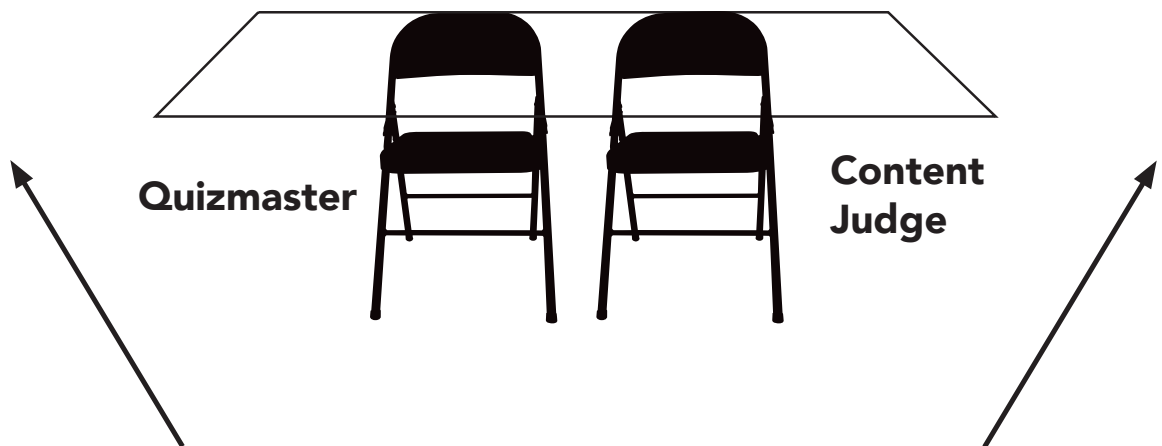
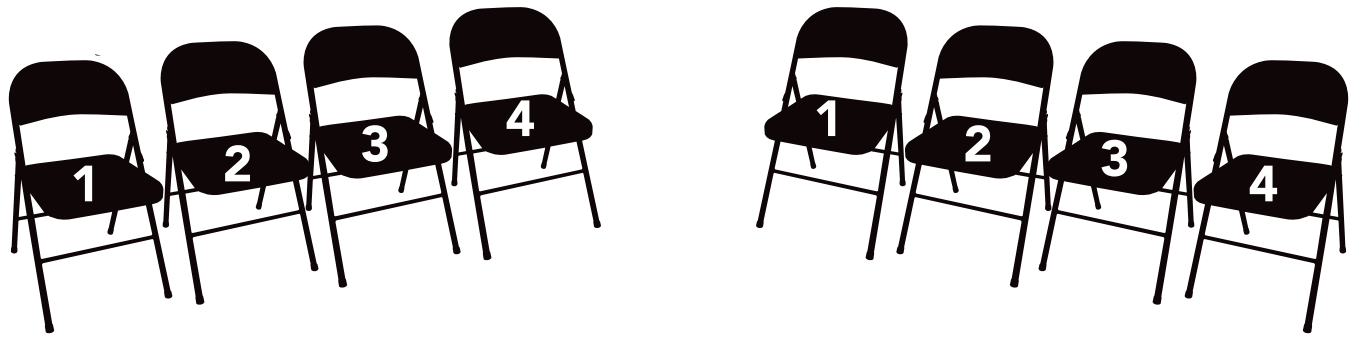
**Good quizzers are prepared before the first question.  
Prepare them to be good quizzers.**



Whether your team is experienced or not, whether they have studied or not... they should always be prepared technically. If your quizzers are prepared, they are a good team. If they have STUDIED, they have the potential to be a GREAT team.

# Quizzing Seating Arrangement

Quiz practice room and at tournaments.



Most often the coach and substitute sit in chairs beside the Quizmaster table.



# RULES - Simple Version



- Each quiz is 20 questions long.
- Each round has
  - 11 General Questions
  - 4 According To Question
  - 3 Memory verses
  - 1 In What Book and Chapter Question OR Situation Question (Depending on the year)
  - 1 Context Question
- The quizmaster will preannounce the type of question, will announce the question number, and then say question. The quizmaster will then read the question.
- The first quizzier to “jump” from his/her seat will be “recognized” by the quizmaster. That quizzier has 30 seconds to finish the question (if necessary) and give the answer.
- If the quizzier’s answer (including question finish) is correct, the team gets 20 points.
- If the answer is incorrect, the corresponding quizzier on the other team gets to hear the entire “bonus question”. If that quizzier’s answer is correct, the team gets 10 points.
- After four correct 20-pointers, a quizzier leaves the seats with a quiz-out.
- After three errors, a quizzier is errored out and must leave the quiz.
- A 10-point bonus will be awarded for
  - a. A quiz-out without error
  - b. The 3rd, 4th, and 5th different individual to answer a 20-point question.
- 10 points will be deducted for
  - a. An individual’s third error
  - b. A fifth team error and each subsequent error
  - c. An error on question 16 or later
  - d. A team’s second foul and every foul thereafter
  - e. A second overruled challenge and every overruled challenge thereafter
  - f. A challenge or rebuttal containing erroneous information.
- No more than 10 points will be deducted for any one error.
- The team with the most points at the end of 20 questions is the winner.
- Ties are broken with the asking of “general” questions until an answer is correct or incorrect (sudden victory/death)

The full/official rules can be found here:

<http://www.barefootonline.com/vcmedia/2374/2374160.pdf>

# Scoring Guidelines



## **BONUS POINTS:**

1. +20 points for a correct answer to a toss-up question (individual and team scores)
2. +10 points for a correct answer to a bonus question (team score)
3. +10 points for correct answers to 4 toss-up questions without error by an individual (individual and team scores)
4. +10 additional points for a correct answer to a toss-up question by a 3rd team member (team score)
5. +10 additional points for a correct answer to a toss-up question by a 4th team member (team score)
6. +10 additional points for a correct answer to a toss-up question by a 5th team member (team score)

## **PENALTY POINTS:**

1. -10 points for a late line-up (team score)
2. -10 points for every error beginning with the 16th question (team score)
3. -10 points for every team error beginning with the 5th error (team score)
4. -10 points for the 3rd individual error (individual and team score)
5. -10 points for all fouls committed by a team or any member of that team beginning with the 2nd foul (team score)
6. -10 points for every overruled challenge beginning with the 2nd (team score)
7. -10 points for every challenge containing erroneous information (team score)
8. -10 points for every rebuttal containing erroneous information (team score)

*No more than 10 points may be deducted for any error. However, additional points may be deducted for fouls, erroneous information, etc., on the same question.*

*No individual or team scores are tallied for a tie-breaker question.*



Modified, non-standard, legal size scoresheet.

CHURCH TEAM (on left)	Fouls	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	TB	FV	FVR	Q	X	IMB&CS	Acc To's
1 QUIZZER NAME		20			20	20	20															90	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2 QUIZZER NAME				E		+10																20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3 QUIZZER NAME			E					E		20												0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
4 QUIZZER NAME									-10		20											20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5 QUIZZER NAME (sub)										+10	20	+10										20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TOTAL		20			40	60	90		80	100	130	160									140	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

G V R Q A X S

CHURCH TEAM (on right)	Fouls	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	TB	FV	FVR	Q	X	IMB&CS	Acc To's
1 QUIZZER NAME																											<input type="checkbox"/>	
2 QUIZZER NAME				V																							<input type="checkbox"/>	
3 QUIZZER NAME					10																						<input type="checkbox"/>	
4 QUIZZER NAME																											<input type="checkbox"/>	
5 QUIZZER NAME (sub)																											<input type="checkbox"/>	
TOTAL																											<input type="checkbox"/>	

- Seating is left to right. Everything is filled out left to right.
- Sub stays on same line on sheet even if they replace someone on a numbered seat.
- The Quizmaster will pre-announce the type of question. Write the corresponding letter on the diagonal line over the question number.
- G-General, V-Finish this Verse, R-Finish this Verse and give the REFERENCE, Quote, According To, Context, and Situation. Then check off in corresponding blocks at top right. This is a quick double-check reference for what has been called to that point.
- Quizzer answers a toss-up question correctly, mark 20 (points) in the corresponding number block.
- Quizzer counted INCORRECT on a toss-up gets an E in the corresponding number block.
- Quizzer in corresponding seat number attempts an BONUS. If they answer correctly the team gets a 10 point bonus. If they answer incorrectly, they get an X. Bonus points DO NOT count toward personal scores.
- A Quiz Out is 4 Toss-up Questions correct. If they have no errors they get 10 extra points to their personal score and the teams.
- An Error Out is 3 Toss-up Questions incorrect. They have no errors they, and the team, lose 10 points. The quizzer who Errors Out with NO questions correct stays at ZERO points - NOT minus 10.
- The THIRD Quizzer in a round answering a Toss-up Questions is a THIRD PERSON BONUS and is awarded 10 points. 10 more for 4th, 5th.
- All ERRORS after question 16 is an automatic MINUS 10 POINTS.
- Keep running score at the bottom of each team's scoring block.
- IF YOUR SCORE TOTAL IS EVER OFF - First check addition and subtraction - then make sure all bonuses and deductions have been added.


Coach \_\_\_\_\_ Team \_\_\_\_\_ Round \_\_\_\_\_ Date \_\_\_\_\_ Time Outs  3T  2T

# Lineup Sheets

These won't be needed at district tournaments but are still required at some Regional and National Tournaments. You will need to fill one of these out and turn it in to the quizmaster before every round.

The one through five listing is the seat your quizzers are sitting on (left to right) for that round. Mark the appropriate box signifying which quizzers are your Captain and Co-Captain.





**Experienced  
GREEN**

lineups	capt.	co.
1 _____	<input type="checkbox"/>	<input type="checkbox"/>
2 _____	<input type="checkbox"/>	<input type="checkbox"/>
3 _____	<input type="checkbox"/>	<input type="checkbox"/>
4 _____	<input type="checkbox"/>	<input type="checkbox"/>
5 _____	<input type="checkbox"/>	<input type="checkbox"/>

You can make your own.  
Four to a sheet of 8.5"x11" paper.

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Pre-made PDFs of lineups and scoresheets are available from the District Director at your request.

# Study Methods

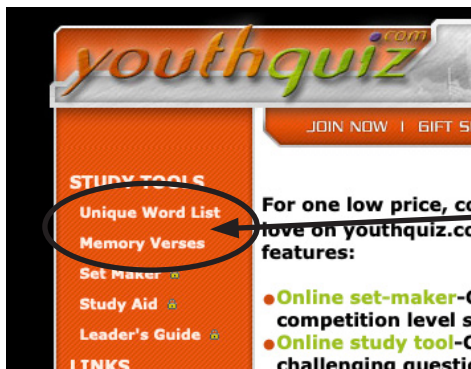
All the materials and instruction to quiz at any level is available. Some of these methods can and should be combined.



- Simple Reading Method  
*(base level)*
  - Read the material through once
  - OR listen to material on CD
  - OR do both at the same time

- Triple Repetition Method  
*(per chapter)*
  - Read verse 1 three times
  - Read verse 2 three times
  - Read verse 3 three times
  - Read verse 4 three times
  - Read verse 5 three times
  - Read verse 1 through 5 once
  - Read verse 6 three times
  - Read verse 7 three times
  - Read verse 8 three times
  - Read verse 9 three times
  - Read verse 10 three times
  - Read verse 6 through 10 once
  - Read verse 11 three times
  - Read verse 12 three times
  - Read verse 13 three times
  - Read verse 14 three times
  - Read verse 15 three times
  - Read verse 11 through 15 once
  - (continue on to the end of the chapter)
  - Read verse 1 through ALL once

- Unique Words  
*(good knowledge of the material)*
  - Use Unique Word list
  - Mark the Unique Words in your scripture portion
  - Read surrounding verse and make questions using the Unique Word
  - Make flash cards with Unique Word on the front and corresponding questions on the back and drill with cards
- Memory Verses
  - Make flash cards with reference on front and verse on the back
  - Read the verse(s)
  - Say first phrase 5 times; 2nd 5 times; 3rd 5 times
  - Say the whole thing without looking 5 times
- Study Questions
  - Study the questions in verse order
  - Mark pre-jump point on each question
  - Write your own questions from each verse
- Memorize Entire Material  
*(best knowledge of the material. Hardcore study)*
  - Memorize memory verses
  - Make questions from verses



Unique Word and Memory Verse lists can be found here.

# Memory Verse Practice Techniques



(Basic study - can be done without partner)

## QUIZZER

Say verse and give reference

---

(More advanced study - with partner)

## ASKER

Say reference

Say first word

Ask for all verses  
in certain chapter

---

## QUIZZER

Say first few words

Say verse with reference  
(If there are other verses with the same  
first word, say all of them)

---

Say verse with reference

---

(Very advanced study - with partner)

## ASKER

Say first sound  
but not entire word

## QUIZZER

Study to discern single and multiple verse differences -  
*EXAMPLE...*

Of the two verses that start with "He", one is a single verse and one is two verses.  
When the quizmaster asks, "Finish these verses...He...", you know it can't be 2:25.  
Find the ones that are giveaways.

Edgy Memory Verse jumping is a TIMED jump. You will need to practice being up AS the quizmaster is beginning the sound or word. Timing the jump **TAKES PRACTICE.**

**SPEED KILLS** - you or your opponent (But it is a noble death!) At the very fast pre-jump level sometimes there is a bit of guesswork involved. In the case of multiple verses with the same first few words (such as "Jesus answered", you have to choose. Even world class quizzers choose wrong.

...**DON'T WORRY ABOUT IT.** That is the risk of quizzing at that level. It's a part of the game.

# Keep Jumping!!

# More on Memory Verses



## The Carli Method

(Carli Tharp...one of the best Memory jumpers. Ever.)

- ✓ Make goals. Decide that you'll learn one verse a day, or three, or however many, and meet that goal. Make it easy for yourself.
- ✓ Give yourself enough time to learn your verses thoroughly. Cramming it all in the night before a quiz doesn't pay well.
- ✓ Be patient with yourself. If you've studied the same verse for thirty minutes and still can't remember it, put it away for an hour or two. Come back to it later, and remember that you can do this.
- ✓ Make your verses easy to remember by adding a visual prompt to your cards or study guide. Some ideas are colors, stickers, glitter, or images. If you memorize something while using two or more senses, it becomes easier to recall. When you are asked to recite that verse, you will remember the picture or color that went along with it. Color coding especially helps with recalling the numbers in a reference, or the first word of a verse.
- ✓ Practice old verses often to make sure that you remember them correctly. Pay attention to small words like conjunctions and pronouns. These are especially easy to forget while reciting.
- ✓ The easiest way to practice a large stack of verses is to recite them one after the other. Put the easy ones aside in a pile. If you have trouble with a verse, miss a word, or a number, put it back in the stack you're studying. Go through all of them until you can get them all correct.
- ✓ Know your stuff so you can focus on your jumping technique. If you are confident in what you have learned, the quiz will be less stressful.
- ✓ Find a way to de-stress on quiz day. Take deep breaths, drink lots of water, get lots of sleep the night before, and remember that your quiz family is super proud of you no matter what score you get. Stress suppresses your memory, and you've studied hard, so you don't need that.
- ✓ Don't compare yourself to other quizzers. If memory verses are your main specialty, that's amazing. Your team needs you to score those points. If you only get one right out of the three verse questions in a round, good job. Memory verses are not the easy way out, and it takes work. **You're doing a great job!**

# Memorizing for answering According To Questions Chapter and Verse



**Answering According To questions chapter and verse is a lot of work, but it will pay off - on the seats, but especially in your heart. It's God's Word. The benefits will be eternal.**

## Memorizing

- ✓ Before you start memorizing, read or listen to the audio version of your study material several times. Ask God to plant His Word in your heart while studying. If you are using a daily devotional, start with that.
- ✓ Make goals. Most times you study a chapter a week. Decide that you'll learn however many per day, and meet that goal. Make it easy for yourself. Don't try to memorize a whole chapter in a day. Take bite size chunks. Break down each chapter into 4 sections of verses, whether it be by passages headings or a section of your own. This way you can study Monday through Thursday and review on the weekends. But make a study plan and do your best to keep it. Eventually your study will become a rhythm and habit and the process will become easier.
- ✓ Study the chapter headings and the events happening under those headings and look for what is unique to that chapter. Note and mark the verses they are using for Memory Verses. If you know the memory verse it gives you a bookmark in your mind of where a particular verse is.
- ✓ Although you can purchase them, consider making your own verse study cards. Buy index cards and write the verse on one side, and the reference on the other. Writing will also help you memorize.
- ✓ How you memorize is up to you, but here is the one method. Recite each verse ten times until you reach the last verse you are studying that day. So if you're doing 8 verses a day, then you will say all 8 ten times, then you will say each one nine times, then 8, 7, 6, and then as far down to 1 as you need to have it memorized. Also make sure you say the verse reference before each time to connect the numbers with the words. This sounds boring and maybe it is a little, but stay with it. It will get easier as you groove the process.
- ✓ The following day, briefly review the verses or chapters you memorized the day before.
- ✓ When you get to this point, it's time to work on the questions.

## Forming Questions

**While knowing the verse text for the question is important, it is meaningless if you are unable to provide the appropriate question and answer.**

- ✓ As you memorize, write down all the questions you see in the verse. Ask your questions, by phrases, in the order the verse was written so that when you go back to answer them you are almost just quoting each section of the verse to answer each question. For example, if the verse said **"Some time later, Jesus went up to Jerusalem for one of the Jewish festivals,"** you would ask your questions like this:
  - When did Jesus go up to Jerusalem for one of the Jewish festivals?
  - Who went up to Jerusalem for one of the Jewish festivals?
  - Where did Jesus go up for one of the Jewish festivals?
  - For what did Jesus go up to Jerusalem?

Continued...



Going by phrases makes it much easier for longer verses that have multiple sentences than just jumping around.

- ✓ **Write** those questions for each verse (first all questions then the answers in corresponding order) in a couple of **notebooks**. Use those questions to study and review.



## Know the rules

### Official Rules for According To Questions

- The quizzer shall formulate the basis for his/her question/answer combination from the verse specified in the question. If the basis of the formulation of the question/answer is from material outside the specified verse, the question is incorrect. In the event of a pre-jump during the reading of a reference, a quizzer must select only one verse for attempting questions and answers.
- The question/answer combination must convey the meaning of the material in the given verse; however, the answer need not be verbatim. (LIKE MEMORY VERSES) Exception—If the answer is formal (person/place/event), the answer must be literal enough to distinguish it from all other references to the same.
- Additional question/answer combinations may be formed (from the specified verse), and—as long as all information provided is correct—this additional information will not invalidate the quizzer’s answer.
- As long as the correct question/answer combination has been formulated, the quizzer may supply additional information not found directly in the specified verse in the question/answer combination with no risk of penalty (e.g., clarifying “he” as being Jesus, or explaining to what “this” refers)

## Reviewing

**Review is VERY important.** If you don’t go back and review each week and month, and always be looking back at older chapters, you won’t be successful.

For review (especially on weekends or before tournaments)

- ✓ Speed-quote the Scripture. If you stumble, try going back to the beginning and quote along while listening to the audio version.
- ✓ **Use your verse cards.** Go through just the reference side and see if you can quote the verse. Take the verse side and quote the questions and answers from just the verse. Pull random cards and quote the reference.
- ✓ Purchase study material and have someone ask you questions just by reference.

## FINALLY

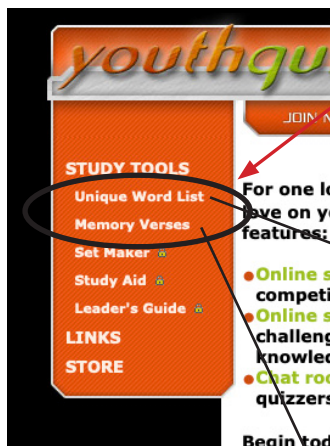
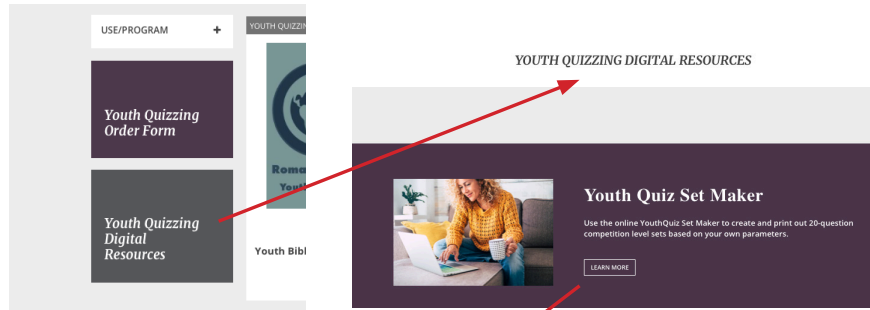
**Understand that this is THE HARDEST THING you can do in Teen Quizzing.** Luke 14:28 says: “Which of you, wishing to build a tower, does not first sit down and count the cost to see if he has the resources to complete it?” Is this REALLY something you want to take on? If you decide to do this, give it your best and be patient with yourself. Locating a verse in your head and giving all questions and answers in 30 seconds is not easy feat. It’s a skill that will take time.

**BUT YOU CAN DO IT!!**

# Other Resources

There are some websites with great resources.

From the same Foundry website you can get lists of **Unique Words** and **Memory Verses**.



## Acts 1

<b>Theophilus</b>	<a href="#">Acts 1:1</a>
<b>former</b>	<a href="#">Acts 1:1</a>
<b>convincing</b>	<a href="#">Acts 1:3</a>
<b>proofs</b>	<a href="#">Acts 1:3</a>
<b>eating</b>	<a href="#">Acts 1:4</a>
<b>occasion</b>	<a href="#">Acts 1:4</a>
<b>dates</b>	<a href="#">Acts 1:7</a>
<b>cloud</b>	<a href="#">Acts 1:9</a>
<b>hid</b>	<a href="#">Acts 1:9</a>
<b>dressed</b>	<a href="#">Acts 1:10</a>
<b>white</b>	<a href="#">Acts 1:10</a>

**Acts 1:1-3** In my former book, Theophilus, I wrote about all that Jesus began to do and to teach until the day he was taken up to heaven, after giving instructions through the Holy Spirit to the apostles he had chosen. After his suffering, he presented himself to them and gave many convincing proofs that he was alive. He appeared to them over a period of forty days and spoke about the kingdom of God.

**Acts 1:4-5** On one occasion, while he was eating with them, he gave them this command: "Do not leave Jerusalem, but wait for the gift my Father promised, which you have heard me speak about. For John baptized with water, but in a few days you will be baptized with the Holy Spirit."

**Acts 1:8** But you will receive power when the Holy Spirit comes on you; and you will be my witnesses in Jerusalem, and in all Judea and Samaria, and to the ends of the earth."

**Acts 1:11** "Men of Galilee," they said, "why do you stand here looking into the sky? This same Jesus, who has been taken from you into heaven, will come back in the same way you have seen him go into heaven."

# Other Resources *Continued...*

Dave Phillips, Coordinator for Louisiana, has a GREAT website with LOTS of great info.

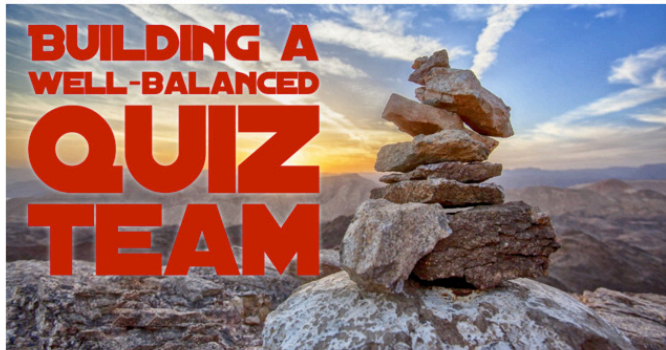
<http://www.teenbiblequiz.com>



## BUILDING A WELL-BALANCED QUIZ TEAM

9/10/2020

0 Comments

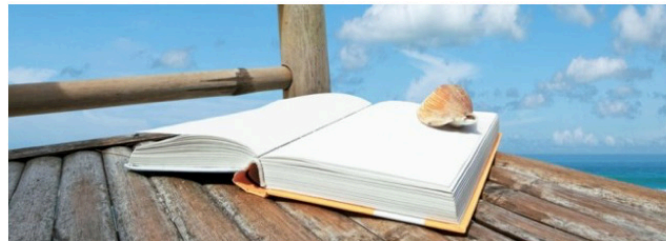


In Nazarene-style Teen Bible Quizzing, a quiz match is composed of five different question types, **randomly distributed** over twenty questions. The number and type of questions differ slightly between a single- and multiple-book Bible Quiz season:

## SUMMER EXPOSURE WITHOUT THE BURN

4/27/2016

1 Comment



I don't know anyone who wouldn't like to improve one aspect of their life or another. Some people want to be a better friend. Or be a better writer. Or be more compassionate to those in need. Even the best athletes spend time practicing and learning ways to get better. That same desire to improve can be found in practically every Teen Bible Quizzer.

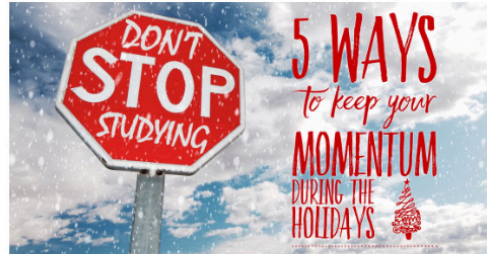
Now that the quiz season is over for most of you, it is common to think, "If I start studying next year's material *now*, I'll do better next season!" But my advice to you is: **Don't do it!** Take a break and recharge your batteries! Enjoy your summer. Avoid the inevitable burn-out from a non-stop grind. Quizzing is supposed to be fun, not a burden!

But at the same time, you shouldn't put on hold your daily time in the Word. Growing closer to the Lord is the one thing that *everyone* should be working to improve! So there must be a way to avoid burn-out and yet expose yourself to the new quiz material as part of your continuing conversation with God during the summer.

## 5 WAYS TO KEEP YOUR MOMENTUM DURING THE HOLIDAYS

11/14/2017

2 Comments



Though this topic was recommended to me by a subscriber to this blog, I am writing it as much as a reminder to myself as I am writing it to share with all of you.

After our November quiz, the weekends get very busy. First up is Thanksgiving. A week later, my District participates in the St. Louis Top 10 quiz tournament. Not too long after that is Christmas followed one week later by New Year's Day. So, like many of you, our District does not have a December quiz. For our small District, the St. Louis Top 10 quiz *is* our December quiz. But as God continues to bless our ministry, we continue to grow in numbers. So much so in fact that for the first time ever we will have more teens *not* quizzing at the St. Louis tournament than those who will be quizzing.

Like 7

Tweet

2 Comments

Read More

## WHAT QUIZMASTERS WANT FROM A CAPTAIN'S CHALLENGE

10/13/2017

4 Comments



Challenges, rebuttals, and appeals. Sounds more like words you'd hear on a courtroom drama television show than in a friendly game of Teen Bible Quizzing. But in a way, you are on trial in front of a judge who is handing out a decision based on your testimony! While Quizmasters do their best to make a just ruling based on their interpretation of the Scripture and quizzing rules, they are human and therefore could make an error in judgment (though it is very, very rare, as I have been assured by some of them).

### ARCHIVES

May 2018  
November 2017  
October 2017  
September 2017  
July 2017  
April 2017  
December 2016  
July 2016  
June 2016  
April 2016  
March 2016  
November 2015  
August 2015  
July 2015  
May 2015  
October 2014  
September 2014  
August 2014

### CATEGORIES

All  
According To  
Burnout  
Card Game  
Challenging  
Christian Competition  
Coaching  
Context Question  
Danae Phillips  
Focus  
Good Sportsmanship  
How To Study  
Karl Tabor  
Keeping Score  
Memory Verses  
Mindset  
Motivating  
New Quizzers  
Passion  
Pitfalls  
Practice Questions  
Quiz Practice  
Quizzing App  
Rules  
Ryan Holman  
Score Sheet  
Situation Question  
Study Resources  
Time Management  
Top 10  
Uninvolved Parents  
Videos  
Volunteers  
What Is TBQ?

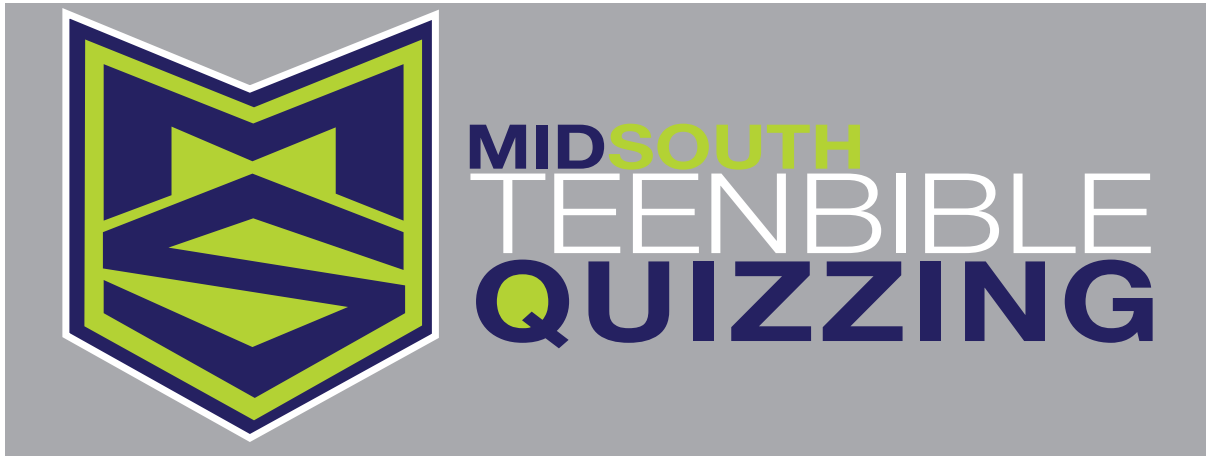
RSS Feed



There are also some great quizzing info on podcasts on this websight.

<http://www.teenbiblequiz.com/podcast>

## Other Resources *Continued...*



Find us on Facebook under this name.

The purpose of this page is to have a place where quizzers can not only discuss quizzing topics, but find encouragement, study helps, and tutorials. Coaches can find program helps and coaching tips. And parents can find info about quizzing in general and how to help support their quizzer.

### **Our Facebook page contains:**

- Info about our upcoming tournaments and events
- Tournament pictures, results, and highlights



# District Tournaments

Every month, from September to February, we have a MidSouth quiz tournament at a host church on our district. These tournaments run approximately from 8:00am to around 2:00-3:00pm with a break for lunch. They cover a pre-specified portion of the year's study scripture. On qualifying years MidSouth has an Experienced and a First-year division. Information concerning these tournaments can be found on our Facebook page, on the MidSouth District NYI website, or by email from the District Coordinator.



Register for the tournament at: [midsouth.nazquizzing.org](http://midsouth.nazquizzing.org)

## Sample district tournament schedule

### MidSouth Tournament Schedule February 2021

**Arrive at 8:00 AM • Devotions at 8:15 AM • Quizzing starts at 8:30 AM**

---

#### Experienced

**Quizmasters**    **Room 1** • Chelsea Mullins    **Room 2** • David Phillips  
                          **Room 3** • Taran Magee        **Room 4** • Terry Hartsock

**Teams**

1. Clarksville Grace Chaos (MS)	5. Sorry, I was Muted (Providence MS)	8. This is a Dream (HCN MS)
2. Dino Nuggies (Concord MS)	6. The Lone Ranger (N Grace MS)	9. Gateway-SCC-New Iberia (LA)
3. GracePointe (LA)	7. Our Dear Friends the Cuttlefish (Providence MS)	10. Clarksville Grace Frenzy (MS)
4. Night Nuggies (Concord MS)		

Rnd	Room 1	Room 2	Room 3	Room 4	BYE
1	1 - 2	3 - 4	5 - 6	7 - 8	9 10
2	9 - 7	8 - 10	2 - 3	1 - 6	4 5
3	10 - 5	7 - 2	4 - 1	8 - 3	6 9
4	3 - 9	4 - 5	7 - 10	6 - 2	1 8
5	6 - 10	2 - 9	4 - 8	5 - 1	3 7
6	3 - 5	6 - 7	9 - 8	10 - 4	1 2
7	2 - 4	1 - 3	5 - 7	10 - 9	6 8
8	8 - 6	9 - 1			2,3,4,5,7,10

---

#### Novice

**Quizmasters**    **Room 5** • Bev Johnson    **Room 6** • Billy Meikranz    **Room 7** • Tim Augustine

**Teams**

	Rnd	Room 5	Room 6	Room 7
1. 4 Piece Nuggies (Concord MS)	1	1 2	3 4	5 6
2. Gloster-Ebenezer (LA)	2	3 6	1 5	2 4
3. The Peacemakers ( Grays Chapel MS)	3	4 6	2 5	1 3
4. Youre a Quizzer Harry (Providence MS)	4	6 1	3 2	5 4
5. Little Nug Nugs (Concord MS)	5	5 3	4 1	6 2
6. Blank (HCN MS)				

**Awards and Closing when stats are complete. SEE YOU IN MARCH!**

# Preparing for a Tournament

## BEFORE THE TOURNAMENT

**Our district tournaments are pretty low key. Don't worry.**

- The week before, check and make sure which quizzers will be available for the tournament. You will need to register your team (see previous page)
- In your last practice before the tournament, review the rules and scoring. Determine who will jump on what. All questions are fair game for any of them... but recognize that Memory Verses are a bit different. They are more specialized and the quizzers that have chosen to study them should be the ones that exclusively jump on them. There are enough of the other questions to go around. Eventually some quizzers might want to specialize on the other speciality questions - which is great. Just be mindful of your quizzers that have worked hard on specific specialty questions.
- Emphasize to them that the tournament is going to be fun. **Part of this is on you.** Emphasize it to yourself as well. They shouldn't stress over it and they will feed off your excitement.
- Make sure every quizzier and responsible parent understands where the tournament will be located and who is responsible for getting them there and back. Remind them to be on time.
- Communicate any financial responsibilities (like lunch money) or any clothing requirements (team shirts, etc.)
- Some quizzers might want to stay up late the night before to study. That's OK as long as it's not TOO late. Tournament day takes energy. They shouldn't come to it tired and sleepy. A good breakfast helps the energy levels as well... as long as it's not too much sugar. LOL
- Remind them they can bring their scripture portions if they want to study during slow times. Coaches need to bring one too. You may want to consult it for some reason during the tournament. And DON'T FORGET to bring your scoresheets. You will need them.



## DURING THE TOURNAMENT

**If you are a new coach, you probably don't exactly know what to expect when coaching your team in competition the first time. THAT'S OK.**

- When you arrive, let the tournament director know you are there first thing.
- Until you get your bearings for the first time, keep your quizzers together. You may be directed to do something with your team and it's good to know where they are.
- Try to meet the other coaches during the day. Their friendship and networking can be helpful.
- Pay attention to the announcements. There will be instructions that have a bearing on your team. The schedule is important. Make sure you ask for one. That will direct you the rest of the day. The schedule will guide you to what room and at what time and will also tell you who you are quizzing against. Keep that with your scoresheets and handy.
- Although the quizmaster's computer software keeps the score, you need to keep it yourself. It helps you keep track of the score when there is no visible scoreboard AND it helps you with coaching decisions during the round.
- When your team enters a quiz room, they need to go to their assigned seats. The schedule tells you what side you're sitting on, but the quizmaster can assist with that too.
- You will need to tell the quizmaster what seat each quizzier will be sitting on - 1 thru 4 and who is the substitute. They will also want to know who your captain and co-captain are. These designations are entirely up to you - but you might want to select your quizzers who have displayed the best knowledge of the material.

*Continued...*

- Seat your quizzers in what ever order you wish. Sometimes certain quizzers want to sit together. That's OK as long as it's your choice and they aren't disruptive. And it's best to point out to your quizzers that the #1 seat doesn't equal the #1 quizzer.
- Unless you choose otherwise, it's best to seat your Memory Verse quizzers towards the center, which would be seat 4 if your team is on the left side and seat 1 if they're on the right side. This gives a clearer sightline for watching the quizmaster mouth as they ask the question. Watching the quizmaster's mouth can sometimes give the verse quizzer an edge when jumping on the question.
- When the quizzers are seated, have them check and see if their seat/light is working. This will show on the corresponding seat light on the computer display on the floor in front of the quizmaster. If their light isn't working, they should alert the quizmaster
- Once they have checked their lights, it's a good practice to have them shake hands with their opponents. They might want to pray together as well. This is a great way to start the round.
- As they are quizzing, always emphasize the importance of good sportsmanship. It's a good thing to congratulate your teammate on a good jump or a correct answer. Or even console a teammate on an incorrect answer. And it's also a good practice to appalaud your opponents as well.
- Remember... your quizzers attitudes come back to you. You are training them. You should limit any histrionics after a missed question or a correct question from the opponent. They learn great attitudes from you. You want your team to have a great reputation. You can guide that.
- Most of all be encouraging. Errors aren't the end of the world. You can't quiz without making errors. If you aren't making errors, you probably arent jumping. Losses aren't the end of the world, either. Make sure your quizzers know that. There's no point for them to get stressed over it - or you either. It's about handling both ...with **GRACE**.



**The more you quiz... and the more your quizzers are around others, all this will become clearer. Don't sweat it. You're gonna do great!!**



# ADVANCED COACHING SKILLS AND TACTICS



## Things to consider as you grow as a coach.

Good coaching during a tournament is critical to the success of your quizzers. They will need encouragement from you, even if they are not having a good day. All quizzers benefit from good, positive coaching, from the senior who has done this for years to the student who is at their first tournament. *Following are some points that help coaching in a tournament, some of which involve strategy in those tighter rounds.*

- If you have new quizzers, or quizzers who are shy, they will need positive encouragement from you to jump on questions, and at times to jump faster on questions. Do not make erroring a big deal, but actually find a way to celebrate the fact that they got a jump question. The fear of making mistakes are heavy on some of the students, do your best to eliminate that fear by telling them that errors do not matter.
- Where your students sit is important. If there is not another student sitting across from them on the other team, then they will not have any opportunity to answer bonus questions. At the same time, if you have a student who makes a lot of errors, you may consider the opposite so the other team does not gain a lot of bonus points from you. It is hard to judge where the students from other teams will sit, and you are suppose to turn in your line up before the round begins. Do your best at this if you do not have a full team, or your opponent does not have a full team.
- It is very important that your students know not to give the correct answer out loud after they have given an incorrect answer. Once they have answered incorrectly, and they realize it, they should remain silent and return to their seat. The quizzer who will have the bonus opportunity may not know the answer, but will take it if your student blurts it out after realizing their mistake.
- Keep track of what type of questions have been asked, and on what question number they were asked. This helps the students to know what is left in a round and also let's them know the type of questions they are getting out jumped on so they can make appropriate adjustments. You will give them this information during a timeout.
- Knowing when to use your timeouts are critical. You need to save one, if possible, to have for the last few questions if needed. Timeouts are used to alert your quizzers to situations, calm them down, encourage, and to go over strategy. The next few points will cover these in more detail.
- If the opposing teams answer the first 4 or 5 questions in a round you will want to call a timeout. You need to encourage your students to keep going for the questions, to speed up if necessary, and remind them there are a lot more questions to come. They may forget about all the questions still in the round, and focus on the score which looks bad at the moment. Tell them if they get some of the next questions that score will change quickly.
- If you have a quizzer in error trouble, meaning they have 2 errors, you may want to call a timeout. If you have a team of 5 quizzers, you could sub the fifth in for this quizzer at this time if you wish. If you want the quizzer with 2 errors to remain in the round, take this time to encourage them, to sit back a little, and to build their confidence up so they can finish out the round strong. If you sub them, don't make it a punishment for mistakes, but let them know you are breaking up the rhythm of the round for a moment and they need a minute to refocus.
- If your students are jumping way too fast or way too slow, call a timeout and discuss speed. Some teams are more aggressive, which means they will need to speed up. Some are not, so they could slow down. Your students could make a lot of unnecessary errors against a less aggressive team if they are jumping too fast against them. One quick note, you do not want to slow them down too much, because we are trying to build our speed in the district, and quizzers facing fast jumpers really helps this along.
- You need to be able to do math quickly, and understand all the bonus situations in a round. For example, quizzing out without error, third person, fourth person, fifth person. You want to call a

*Continued...*



timeout for your team if you are behind before it is mathematically impossible for you to win. This is when you need to encourage. Your team still has a chance to win, build their confidence! You will need some of those bonuses I mentioned above, tell those quizzers they have to get a jump question. You may want to sub a quizzer out if they have a correct answer so your quizzer on the bench has an opportunity for a 30 pointer. Review what types of questions are left, and encourage your quizzers that they can do this, but they have to get the jumps.



- Another place where you need a timeout is at the end of a close round. If you are down and only 2 or 3 questions are left you need a timeout. You need to have a strategy of what needs to happen for your students to win, and go over it with them. Here is a quick example: after question 18 you are down by 60 points. Your quizzers may look at that score and think it is over, but it may not be over yet. Call a timeout and bring your team together. If you have an opportunity to score two 30 point questions, your team needs to know that. At the beginning of this timeout, you need to be able to tell your quizzers what types of questions are left so they are prepared for them. You could have a quizzer with 3 questions answered correctly and zero errors, that quizzer needs to be informed they have to jump. If you have quizzers who can answer 3rd, 4th, or 5th person bonuses, they need to be prepared to jump. If you have a quizzer with one or two right questions, this is when teamwork comes into play and you ask them not to jump. 20 points will not give you a win here. You will want to sub a quizzer out for your sub if they have 1 or 2 right, so you have another potential 30 pointer on the pad. If you get the next 2 questions right with these bonus opportunities, you just pushed the round into overtime and have a chance to win. If it fails, your students saw they had a chance to win and they were given a clear path to win by their coach. Win or lose, celebrate a fun round of quizzing with your team.

**Through all of this, make the tournament a fun day for your students, whether they are winning or losing. Encourage them to jump, be a positive influencer, and help them love being a Bible Quizzer!**



# Off-District Tournaments



Off-district tournaments are a fun activity for your team. Competing in off-district tournaments and having that experience is a real plus for any quizzier and quiz team. Not only will it give quizzers experience in quizzing higher levels of quiz teams, it provides a time for team bonding and creates opportunities for quizzers to meet other Christian teens from around the country. Great long-distant friendships are made on trips and memories that last a lifetime. You should certainly consider it.

These tournaments are all open to all local teams (except St. Louis and Q). They will require registration and generally a tournament fee.

Please check this link for more info:

<http://www.nazquizzing.org/pages/37-tournament-web-sites>

**Smoky Mountain Quizfest** • East TN Campgrounds • 2nd weekend of AUGUST each year

**Rogers, AR Invitational** • 3rd Weekend in SEPTEMBER each year

**Kentucky Invitational** • Georgetown, KY • First weekend in OCTOBER each year

**South Texas Invitational** • Houston, TX • OCTOBER each year

**QuizFest** • Kankakee, IL • OCTOBER each year

**Olathe Invitational** • 1st Weekend NOVEMBER each year

**Carolina Invitational** • Pineville, NC • (TBA NOVEMBER)

**Tri-State Invitational** • Mount Vernon, OH at MVNU • 3rd Weekend in NOVEMBER each year

**St. Louis Top Ten** • St. Louis, MO • 1st Weekend DECEMBER each year (Top Ten District All-Stars)

**Lela Close Memorial** • Flint, MI • 3rd Weekend JANUARY each year

**Oklahoma Invitational** • Bethany, OK • Last Weekend JANUARY each year

**Tulsa Invitational** • Tulsa, OK • Mid-FEBRUARY each year

**Sterling Invitational** • Sterling, IL • 3rd Weekend FEBRUARY each year

**Dallas Invitational** • Richardson, TX • Early MARCH each year

**Q** • Biennial National Tournament • Location varies

## Contact us!

If you have any questions about this manual, or any other Bible Quizzing activity, please let us know!!



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