

Bible Bowl **COMPETITION** **Studies In Exodus**

Want your kids to be more fluent in the Bible?

Want your kids to have a better understanding of the Bible?

Want your kids to keep the scripture close to their hearts?

OF COURSE YOU DO!!!!

A Bible Bowl is a fun way to get kids to dig into the Bible learning facts, memorizing scripture, and learning how to find what they're looking for when they open their Bibles! The Bible Bowl provides kids with a goal to work toward while they are learning such a wealth of information!

1st Annual Carolina Ministries Bible Bowl Competition June 6th, 2009

Instructions for the BIBLE BOWL:

2. How a tournament is held
3. How each round is conducted
4. The RULES
5. How to start a team

1. HOW A TOURNAMENT IS HELD

A tournament consists of mixed age groups (students going into or out of 3rd - 5th grade). Depending on the number of teams involved, the rounds will be held in one-four different areas.

The first session will be a Round-Robin style tournament. Meaning that every team will get to compete against one another. No elimination of teams happens in the first session.

The second session, which is shorter, will be a Play Off style. The scores from the first session will determine pairing.

Each Quiz Round has 3 parts: Fact, Memory, and Speed. The QuizMaster will move quickly from one to the next and from one round to the next. It will be helpful to have teams stay very close by during rounds.

2. HOW A ROUND IS CONDUCTED

Each round consists of 3 part:

FACT

- QUIZMASTER** — Reads questions and conducts the round
- HEAD JUDGE** — Determines correct/incorrect answer
- JUDGE(S)** — Watches for signals. In case of a close call, the judge has the last say
- SCORE KEEPER** — Keeps score for both teams and verifies which teams are competing at each round

FACT ROUND

10 Questions worth a max. of 10 points each

After the teams are seated and ready, the QuizMaster will begin by stating that the Fact Round is about to begin. The judges will confirm who the teams are competing and the round is ready. A question will be read. The first person to signal in will give their answer. A correct answer will be awarded 10 points. An incorrect answer will receive 0 points. If an incorrect answer was given, the question is read again (only one time) and the other team may signal in. A correct answer will receive 5 points. An incorrect answer will receive 0 points. After each question, signals shall be reset, ready for the next question. Answers given, in order to be correct, must be complete by way of giving word-for-word from the question/answer guide. Each team will have a question/answer guide in their packets from which to study.

If a contestant buzzes in before the question is completely asked, he or she must finish asking the question exactly before answering the question.

After all 10 questions for the Fact Round have been completed, the QuizMaster will indicate that it is time for the Memory Round.

MEMORY ROUND

7 Questions worth a max. of 10 points each

There will be 7 questions, each worth a maximum of 10 points. Reference must be repeated either at the beginning or the end of the answer for it to be considered correct.

SPEED ROUND

There will be 7 draws worth a max. of 10 points each. The speed round is run in the same manner as the others in scoring. The QuizMaster will ask competitors to pick up their Bibles. In this round, and Bible of the NIV version is allowed except for: **NO TABBED/INDENTED BIBLES.** When the QuizMaster asks,

HOW A ROUND IS CONDUCTED (... continued)

"Ready," competitors will pick up their Bibles sitting it on its edge binding keeping hands and thumbs on each side of the Bible, not on the pages.

Competitors may

Page 4 not insert fingers into the pages until after the scripture reference has been given. Once the QuizMaster begins the reference, competitors may start looking, even before the reference is finished. However, the reference will only be given 2 times and only repeated in the event of a 5 point attempt.

The Speed Round is designed to help the competitors locate books, chapters, and verses quickly and correctly. It is very important that competitors use NIV Bibles because the Judges will be determining the correct answer by that version. To prepare for competition, practice finding every book of the Bible and locating various chapters and verses. There is not a particular practice page for this.

Basic sample of where the Competitors and Judges are seated for a round:

Team A (MAX. OF 4 KIDS) Team B (MAX. OF 4 KIDS)

X X X X X X X X

Score Keeper

QuizMaster Head Judge Judge Judge(if needed)

***At NO TIME are coaches/parents or other audience members allowed to help competitors during a round. Only a team coach can interrupt a round to ask a question in the event of a discrepancy.

Any person caught helping competitors will be asked to leave the room and that team will receive a 30 point deduction.

***In the event of a tie at the end of a round, 3 questions, 1 from each round will be given as a tie breaker. (1 Fact Question, 1 Memory Question, and 1 Speed Question).

Total team points from all First Session Rounds will determine the placement of teams for the Play Offs in the Second Session.

3. WHAT ARE THE RULES?

ABOVE ALL ELSE... CHRISTIAN SPORTSMANSHIP IS EXPECTED!!

NIV Bibles will be the standard. If a competitor uses another version they run the risk of having an answer being considered incorrect, as the judges will be using NIV. Adult Bibles, rather than children's Bibles are preferred.

Competitors may not ask questions during a round. Only a coach will be allowed to interrupt a round.

No coaches/parents or other audience member will be allowed to help competitors during a round. Anyone found doing so will be asked to leave the room and that team will receive a 30-point deduction.

No tabbed/indented Bibles will be permitted in a Speed Round.

Coaches should be age 18 and up.

During a round, all competitors must keep both hands on the table at all times. One on the table and one on the signal. Signals must be activated with the hand/arm unless a handicap would require an adjustment.

Judges, Score Keepers, and QuizMasters will be needed for the day of competition. However, coached/parents may not serve this capacity.

Each competitor at the end of the day will receive an award of some kind. Unless your team absolutely has to leave before the closing ceremony, all teams are expected to attend the Play Offs in the Second Session and be present at the awards/closing ceremony immediately following the final Play Off. If a team has to leave, this must be cleared with the Tournament Director (Carol Claypool) prior to the beginning of the Play Offs.

4. HOW TO START A TEAM

**TEAMS CONSIST OF A MAXIMUM OF 4 COMPETITORS
TEAMS MAY COMPETE WITH AS FEW AS 3 COMPETITORS
Each team may also have ONE substitute that is not on another
team. He or she may enter the competition between rounds
(Bible Facts, Memory, or Speed)**

When you determine which kids would like to participate in the Bible Bowl, they will need to have a copy of the questions and a copy of the rules to take home.

It is important to have teams together as soon as possible. They will begin to discover each one's strength/weaknesses and can learn to cover each other. Most teams have each person learn only part of the questions. If two are strong in facts and two are strong in memory, divide up the work in that manner. This makes it much easier to digest and learn all of the information that is contained in the study guide. Be sure to make the learning process as fun as possible!

Another suggestion is getting kids to sign a commitment form. This is a big undertaking for many kids to memorize so much information. If you have one person drop out at the last minute, it has a definite affect on the other team members. Stress commitment from the beginning! A sample is enclosed.

It might not hurt to get the parents in on the commitment as well, as they will be the ones who will be your biggest support and extra practice coaches.

COME UP WITH A CREATIVE NAME!

Mail the Team Name to me as soon as possible. This is not only loads of fun, but it gives ownership to the team Members and makes it easier to identify teams at the competition.

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COMMITMENT FORM

Participant

**By signing this form, I agree to fulfill my
commitment to be a part of the Bible Bowl team.
I agree to participate in the practices and be at the
competition on June 6.**

Signed:_____

Parent

**By signing this commitment form, I am agreeing to
get my child to practices and to help them be
prepared for the mock sessions that will take
place. I also agree to make sure they are available
on the day of competition.**

Signed:_____

We are interested in purchasing a T-Shirt - Yes or No