



United Pentecostal Church of Jamaica



**Pentecostal
Conquerors**

National Youth Bible Quiz RULE BOOK

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of several youth
ministries supported
by Sheaves for Christ**



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Table of Contents

Part One: Bible Quiz Policy.....6-12

(a) Official Rules.....	6
(b) Eligibility of Quizzers.....	6
(c) Eligibility of Teams.....	7
(d) Eligibility of Coaches.....	7-8
(e) Two Divisions.....	8
(f) Regional Competition.....	8
(g) Semi-Final Competition.....	8-9
(h) National Competition.....	9-10
(i) BQ Scholarships and Trips.....	11-12
(j) Quiz Officials.....	12

Part Two: Official Tournament Rules..... 13-32

(a) Team Arrangement.....	13-14
(b) Answering.....	14-18
(c) Contesting.....	18-21
(d) Interruption.....	21-22
(e) Fouls.....	23-24
(f) Timeout.....	24-25
(g) Substitution.....	25
(h) Point of Order.....	25
(i) Forfeit.....	25
(j) Game Tie.....	25-26
(k) Scoring.....	26-27
(l) Point Value.....	27
(m) Type of Question.....	27-30
(n) Point of interpretation.....	31-32
(o) Inquiry of Official Score	32
(p) End of Quiz.....	32

Part Three: Guidelines for Tournament Official.....33-40

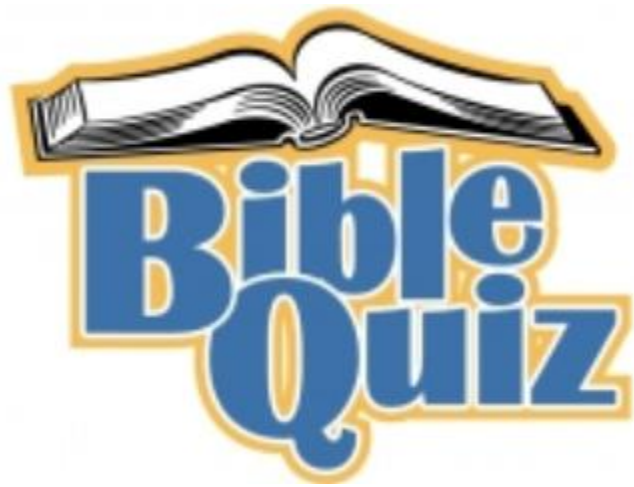
(a) Quiz Master.....	33-36
(b) Judges.....	36-37
(c) Score Keeper.....	37-38
(d) Time Keeper.....	39
(e) Buzzer Operator.....	39
(f) Tape Operator.....	39
Amended Sections 2008.....	40-45
Amended Sections 2013.....	46-54

Appendix I

(a) Registration form	56
(b) Semi-Final Arrangement.....	57

Appendix II

Matrix Forms.....	59-63
Sample score sheet.....	64



Welcome to Bible Quizzing! Admittedly, the investment of time and commitment will be large, but well worth the return. Bible Quizzing provides numerous benefits including self-discipline, study skills, social interaction, opportunities to travel, help with time management, and a proper attitude toward victory and defeat, most of all, though, it offers a tremendous means by which one can hide God's Word in their heart. This ministry has made indelible impressions on its participants long after the quizzing season is over; you too will be thankful in time to come that you chose to be a part of this ministry.

This manual contains the policies, rules, and guidelines for Bible Quizzing. You are encouraged to thoroughly familiarize yourself with it to ensure a full understanding of quizzing and principles guiding same.

Bible Quizzing has had an impact on thousands of lives since its inception. We are grateful for every one of them and give God all the glory for the good he has done. May God's Word profit you greatly as you mix it with faith and live it daily.

Sincerely

The National Youth Department

BIBLEQUIZZING
God's Word Working in the Lives of Young People

PART 1

GENERAL BIBLE QUIZ POLICY

A. OFFICIAL RULES

1. All levels of Bible Quizzing shall be conducted according to the General Bible Quiz Policy, the Official Tournament Rules, and the Guidelines for Tournament Officials as found in the National Youth Bible Quiz Rule Book.
2. Any changes in the General Bible Quiz Policy, the Official Tournament Rules or the Guidelines for Tournament Officials shall be made by the National Youth Committee of the United Pentecostal Church, Jamaica.
3. The scriptural material to be studied during each year's programme is to be selected by the Executive Youth Committee and the Youth Director.

B. ELIGIBILITY OF QUIZZERS

1. To be eligible to participate in the under-19 Bible Quiz programme, one must be at least 14 years of age, as at June 1, but not more than 19 years of age, as at June 1 for the given quiz year.
2. To be eligible to participate in the over-19 Bible Quiz programme, one must be at least 19 years of age, as at June 1, but not more than 40 years of age, as at June 1 for the given quiz year.
3. The young person must be in good standing and faithful in attendance to his/her local church. The pastor will establish other qualifications, if any.
4. If a member of a team that qualifies for the semi-final or national tournament relocates prior to the semi-final tournament or national tournament, he/she is still eligible to remain a member of the team and compete during that year of competition.

C. ELIGIBILITY OF TEAMS

1. All competing teams must be pastored by a licensed minister of the United Pentecostal Church of Jamaica.
2. It is possible to field teams in both the Under-19 and Over-19 Divisions from the following sources: (a) the local church of any size, with 2 or more quizzers in a given division, and (b) in the case of a church having only one quizzer in a given division (even if they can field one or more teams from the other division), that one quizzer may (1) combine with another church team of the same category within the same region, or (2) with a quizzer from another church having only that one quizzer in the same division, thus forming a combined church team of two quizzers. The maximum number of churches able to combine into one team in a given division is two [2].
3. No church will be allowed to field more than one team in any one division.
4. Quizzers on a team cannot be altered after the registration deadline unless under special circumstances approved by the relevant quiz committee.
5. A team in either category must have at least two quizzers and not more than five registered for any tournament.

D. ELIGIBILITY OF COACHES

1. Coaches must attend the local church (es) from which the team is comprised unless there are mitigating circumstances approved by the relevant quiz committee.
2. A coach/asst. coach is allowed to coach/assist only one team during the course of a given tournament unless alternative approval is obtained prior to the tournament.
3. More than one coach/asst. coach, can be registered with the team; however, during the course of any given tournament a team is only allowed one coach and one assistant coach, who both must be registered.
4. Coaches for a team cannot be altered after the tournament begins, except in cases of extreme emergency or uncontrollable circumstances where special arrangements are made and approved by the quiz director on either the semi-final or National level, whichever the case may be.

5. If a coach of a team which qualifies for the semi-final or National Tournament relocates prior to the semi-final Tournament or the National Tournament, he/she is still eligible to remain a coach of the team during that year of competition.

E. TWO-DIVISIONS

1. The two divisions (i.e. Under 19 and Over 19), will cover the same amount of material at any given tournament and during the entire quiz year.

F. REGIONAL COMPETITION

1. All teams desiring to compete in regional competition must register with the National Bible Quiz Committee 2 weeks before the competition. To register, a team must pay the registration fee (as designated by the National Youth Department), and submit the names of all quizzers and coaches on the team.
2. Competition on the regional level will be arranged by the national quiz director and the quiz officials.
3. The date of the regional competition will be arranged by the National Quiz Committee.
4. The National Bible Quiz Committee shall provide official questions for use in the regional, semi-final and national competition.
5. No team shall be eliminated by a single loss. A double-elimination arrangement is mandatory for all levels of quizzing competition.
6. Should there be only one or two qualified teams desiring to compete in a region that one team or both teams shall automatically advance to the semi-final tournament. However, in the case of two teams in the division, a tournament must be conducted to determine the first place team and second place team at the regional level.
7. The regional competition can be structured in a way to facilitate concurrent competition, to complete the competition in the allotted time frame.

G. SEMI-FINAL COMPETITION

1. Two semi-final competitions will be held each year for both the under-19 and the over-19 divisions.

2. The date for each semi-final competition will be arranged by the national quiz director and quiz officials.
3. The first semi-final competition will take place among three adjoining regions and the second semi-final competition will involve the remaining four adjoining regions. Please see Appendix 4.
4. The 1st, 2nd, & 3rd place teams in the first semi-final competition will advance to the National Competition. (50% of possible number of teams in the competition)
5. The 1st, 2nd, 3rd, & 4th place teams in the second semi-final competition will advance to the National Competition.
6. The semi-final can be structured in a way to facilitate concurrent competition, to complete the competition in the allotted time frame.
7. Appropriate rewards shall be presented to the 1st, 2nd and 3rd place teams at the semi-final competitions.
10. It is strongly recommended that the national youth department provide financial assistance to the teams participating in the National Bible Quiz Competition.

H. NATIONAL COMPETITION

1. A National Bible Quiz Competition (NBQC) shall be held each year for both the under-19 and over-19 divisions. The date of the next year's National Competition shall be declared at the National Conference.
2. The National Youth President and the Quiz Director shall appoint annually, a team to be responsible for officiating at the National Bible Quiz Competition.
3. The tournament shall be arranged for double-elimination play. All teams shall play at least twice.
4. All teams eligible to compete in the NBQC shall register with the General Youth Department within one week of their semi- finals. To register, a team must pay a registration fee in the amount designated for the current year and submit the name of all quizzers and coaches on the team. If the registration form is submitted by the printed deadline, a discounted price will apply. It is the responsibility of the team to see that the registration form is properly filled out and sent in to the National Youth Department (form is included in the back of the Manual)

5. All registered teams in EACH DIVISION (NBQC) will receive a cheque upon arriving at the Tournament in the amount as determined per kilometer for each quizzier and coach participating in the Tournament. The championship team shall receive an additional financial award plus the amount for mileage. The second place team from the Tournament shall also receive a financial award. The third place team will receive an additional financial award plus the amount for mileage.(if this is possible then it will be done,
6. One team from each division shall be named the division's Bible Quiz Champions at each Bible Quiz Competition.
7. Proper awards shall be presented to the first through third place teams in each division at the NBQC. The General Youth Division shall also provide awards to each of the top six quizzers at each NBQC.
8. The National Youth Department shall provide an award to the individual quizzier who accumulates the highest score throughout the regional, semi-final and National Competitions.
9. A top six game shall be held between the top three individual quizzers (from both divisions) with the highest score up to the penultimate game in the NBQC.
10. The National Youth Department shall provide an award to the best spirited quizzier in each division.
11. The National Youth Department shall also provide awards to the most outstanding coaches in each division.

I. BIBLE QUIZ SCHOLARSHIPS/YOUTH CAMP SPONSORSHIP

1. Each year the highest scoring individual from the regional, semi-final and NBQC combined and the quizzier of the year will be rewarded their choice of a Bible Quiz Scholarship or all expense paid to attend National Youth Camp in the same year of the award unless the Youth Camp for that year has already passed in which case the quizzier may take up the offer the next year.

The quizzier of the year, runner-up and the second highest scoring individual from the regional, semi- final and NBQC combined will be granted the remaining awards after the quizzier of the year and the highest

scoring individual from the regional, semi-finals and NBQC combined have chosen.

The Scholarship will be tenable for one year at the Caribbean Bible Institute or for such other tertiary institution as the National Bible Quiz Executive (NBQE) shall announce prior to the start of the National Bible Quiz Competition.

The scholarship will be either a full scholarship covering tuition, books and maintenance or partial scholarship covering tuition and /or a contribution towards books, as the funds of the National Youth Department allows and as announced by the National Bible Quiz Executive prior to the start of the National Bible Quiz Competition.

The above awards shall not derogate from the aforementioned quizzers receiving any other awards for performance bestowed on quizzers performing at their level in the year in question.

Where a situation arises that the scholarship award falls to the same quizzers in successive years, that quizzers has the option with concurrence of the National Youth President of accepting the award to pursue a further year of study at the said institution or to accept a gift voucher tenable at a Christian book or music store or such award as the National Youth President shall announce either at the NBQC or within 2 weeks thereof as being available.

The National Bible Quiz Executive will have the power to vary the nature and amount of the award bestowed under this section provided that the declaration of the appropriate award to be bestowed on the triumphant quizzers may not be deferred for more than 2 weeks.

The National Youth President is duty bound to ensure that the awards, having been declared, the necessary actions will be taken from the National Youth Executive's end to ensure that the quizzers receiving the award is able to access same in a timely fashion, having regard to the objective of the award.

2. To qualify for the scholarship funds or Youth Camp Sponsorship, the student must enrol in the Bible School or other tertiary institution and be accepted.
3. It is possible for a quizzers to earn more than one scholarship or Youth Camp Sponsorship during the course of his/her quizzing involvement, in which case the funds shall increase in value accordingly. In the case of a Bible College scholarship the funds shall be appropriated toward scholastic expenses at the discretion of the student and the institution. In the case of the Youth Camp Sponsorship, the funds must be used for

one trip only and any money accumulated over the actual expense of the trip will remain with the National Youth Division.

J. QUIZ OFFICIALS

1. Quiz Director

The National Youth President upon the recommendation of the National Youth Committee shall approve the National Quiz Director.

- (a) The director shall work in close harmony with the National Youth President and the Youth Division.
- (b) The director is responsible for coordinating and overseeing the total quizzing programme.

2. Quizmaster

- (a) The quizmaster shall be appointed annually by the National Youth President and the Quiz Director, as part of the team responsible for officiating at the National Tournament.
- (b) The quizmaster shall work in close harmony with the National Youth President, the Quiz Director and the National Youth Division.
- (c) The quizmaster shall work with the Director in appointing the officials for all bible quiz competitions for the year.

PART 2

OFFICIAL TOURNAMENT RULES

The following rules and regulations have been designed to make the Bible Quiz Tournament fair and efficient.

A. TEAM ARRANGEMENT

1. The quizzers will be seated with each team at one table, facing the audience. In front of each quizzer will be placed a hand-held buzzer responding mechanism, containing a label of the team colour and quizzer number on the mechanism itself, connected to the electronic buzzer system.
2. Before the actual reading of the question, that is, sometime before or during the identification of the question type, question point value, and saying the word “**question**”, the quizzer should be holding the hand-held buzzer with either the right hand or the left hand. Both arms should be resting on the table so the hands are visible to all concerned. Responding with the hand-held buzzer will consist of depressing the button at the end of the hand-held buzzer with a finger or thumb of the hand holding the buzzer.
3. In each contest, a team must have a minimum of two quizzers, maximum competing is three. The unassigned team members will be available as substitutes. The maximum number of team members registered is five.
4. If a quiz team has three or more quizzers, three quizzers must be used at the board. If a quiz team has only two, both must be used at the board. In this case the opposing team, if larger, does not have to limit itself to two quizzers at the board.
5. One of the team members will be designated as the team captain. The captain must be seated at the right hand of his/her teammates. If during competition, the captain is removed for any unforeseen circumstances, the position of the remaining quizzers at the board cannot be altered without the use of a time-out. If the captain is removed, and a substitute is available, the substitute will automatically assume and exercise the rights of the captain's position at the board. This substitution can only be done during a time-out. If a substitute is not available, the quizzer in

the second position automatically becomes the captain unless a team uses a time-out to alter the position of the remaining quizzers.

6. If a public scoreboard is used during a tournament, it should not be visible to the competing teams, the quizmaster, or the judges. The scoreboard does not represent the official score.

B. ANSWERING

1. Any response or action from the audience, substitutes, other quizzers, coaches, or officials, which might hinder or help the quizzers in answering, will void the question and the question will be replaced. (Opposite team members may move during an answer as long as it does not disturb the proceedings).
2. When a question is asked, the first quizzer (as indicated by the buzzer system) depressing the buzzer button will be given the opportunity to answer. No exaggerated or sudden body or hand movement may be made when responding with the buzzer button to cause premature response from other quizzers. No extraneous materials (tape, etc.) may be attached to the quizzer's finger or thumb used to depress the buzzer button. If no contestant responds within five seconds after the question is read, the question will be closed by the calling of "**time**" by the timekeeper. If a tie occurs between the timekeeper and the quizzer, time will be considered to have already elapsed.
3. After the buzzer operator/foul judge identifies the team and calls the quizzer's number, the quizzer must give a direct answer. He/she has thirty seconds to complete the answer after he/she is called upon.
4. The quizzer will be given the full thirty seconds to answer, unless the response is obviously either correct or incorrect. The laying down or pushing back of a microphone should not necessarily signal the end of the quizzer's answer. If the answer is not complete, the quizmaster should allow the entire allotted time remaining.
5. A question can be read only once. If the quizmaster happens to read the question incorrectly, it will be voided and replaced with another question, unless the question is being reread after an incorrectly answered interruption of the first reading. In this case, a quizmaster may correct his mistake/stumble since only one team is eligible and the question cannot be legally interrupted. If a quizzer can answer the reread question correctly in spite of the quizmaster's unfixed stumble, the quizzer will be counted correct.

6. If two quizzers from opposing teams happen to respond at the same time, one will give his/her answer privately to the quizmaster and the other will answer aloud. If both answers are correct, both teams will receive the full points. If two quizzers from the same team respond at the same time, the team captain shall decide who will give the answer. If the opposite team members happen to respond at the same time on an interruption, the question will be voided and replaced with another question.
7. In those cases where two or more quizzers respond at approximately the same moment, the electronic buzzer system will determine which quizzer will be given the opportunity to answer
8. In the event of a technical malfunction or procedural error on the part of the officials (i.e.: failure to reset the buzzer system or the recording machine), and such error or malfunction prevents the officials from making fair and adequate judgment, the question will be voided and replaced.
9. The following procedure will apply when a person other than the one identified by the buzzer operator responds:
 - a. The unauthorized response is by a member of the same team as the quizzer identified by the buzzer operator/foul judge.
 - i) If the question was not interrupted, the quizmaster will allow the unauthorized quizzer responding to complete the response after which he/she will receive an error equal to one half the point value of the question. The question will be closed.
 - ii) If the question was interrupted after the unauthorized quizzer finishes his/her response, he/she will be charged with an error equal to one half the point value of the question and the question will then be reread for the opposing team.
 - b. The unauthorized response is by a member of the opposing team of the quizzer identified by the buzzer operator.
 - i) If the question was not interrupted, after the unauthorized quizzer finishes his/her response, he/she will be charged with a five-point foul and the question will then be reread for the quizzer originally designated.
 - ii) If the question was interrupted, after the unauthorized quizzer finishes his/her response, he/she will be charged with a five-point foul and the question will then be reread

to the point of interruption for the quizzer originally identified by the buzzer operator. If this quizzer gives an incorrect response, the question will then be reread for the opposing team without interruption.

When the unauthorized response is by a member of the opposing team of the quizzer identified by the buzzer operator (as outlined in Part b. above), the quizzer will not have to hit the buzzer again. The thirty-second time period will begin when the quizmaster finishes the rereading of the question.

10. An answer is correct when:
 - a. It contains the essence of the information asked for, except for quotation-type questions
 - b. The information given is accurate and complete.
 - c. The first information given is correct (as opposed to incorrect information followed by an attempted correction).
 - d. The quotation is word for word as found in the King James Version of the Bible in quotation-type-questions. If the quizzer's King James Version should differ from the officials' copy, the quizzer's response will be accepted if shown to be quoted as found in the quizzer's King James Version.
 - e. Mispronounced words or names are still recognizable as the answer called for as long as the mispronounced word is not another word that can be found in the English dictionary
 - f. The complete and correct information has been given within the thirty-second time limit. If a tie occurs between the time keeper and the quizzer, time will be considered to have already elapsed.
 - g. All additional information given to the answer within the thirty-second time limit is correct information, none of which changes the answer being specifically asked for. If the question specifically references a verse or verses, the additional information must come from those specific verses, except for information of a clarification nature, such as the identification of a pronoun.
 - h. The correct answers in a two or more part question are given in the order called for in the question, unless clearly identified in the answer or unless the answers could not possibly be confused with each other.

QUESTION EXAMPLE

(Two-Part Question) By whom did grace and truth come, and by whom was the law given?

Correct Answers: 1) Jesus Christ, 2) Moses; 1) The law was given by Moses, 2) Grace and truth came by Jesus Christ or, “For the law was given by Moses, but grace and truth came by Jesus Christ.” (In this third example quoting the verse would be correct because the quote sufficiently identified the correct answers with the corresponding question parts.

Incorrect Answers: 1) Moses; 2) Jesus Christ (given in reverse order without identification); 1) The law was given by Moses, 2) Jesus Christ (second part not clearly and properly identified).

- i. In the case of a non-quotation type question answered by a direct quote of a verse, verses, or portions thereof:
 - i) The quoted material gives the correct, complete information in the correct order as the question or question parts requested it, or else the quote itself properly identifies the answer(s).
 - ii) The officials do not have to pick out the answer, and the quote does not leave reasonable doubt in the officials’ minds as to which part of the quoted material was intended as the answer, and
 - iii) Additional correctly quoted information, which precedes that portion of the quoted material that actually answers the question could not conceivably be interpreted as an answer to the question.

QUESTION EXAMPLE

(Two-Part Question) As stated in verse 21 of chapter 1, John answered what and saith what?

Correct Answers: 1) No, 2) I am not;; 1) He saith, I am not, 2) He answered No.

Incorrect Answers: “And they asked him, What then? Art thou Elias? And he saith, I am not. Art thou that prophet? And he answered. No.” (In this case, quoting the verse would be incorrect, because the officials must pick-out the answers from the material quoted)

C.

CONTESTING

1. A contest shall be used to challenge anything to do with a question, that is, the structure of a question (e.g. the question description not matching the question asked), the response given to a question and by extension the ruling of the quiz master on a question. Therefore, any quizzier at the board who feels a question has been 'ruled' incorrectly may contest. A quizzier wishing to contest must use the following procedure 1) Stand, before the description (type of question) of the next question (see examples below), 2) State '**contest**' and 3) Wait to be recognized by the quizmaster. Any violation of this procedure will constitute a foul.

Note: The procedure for contesting is identical with the procedure for calling a time-out with the one exception being the stating of "time out" rather than "contest."

QUESTION EXAMPLE

"Question number 17 is a two-part question worth 20 points. Question." (Cannot contest once the quizmaster has indicated a two-part question)

QUESTION EXAMPLE

"Question number five is worth ten points. Question." (Cannot contest once the quizmaster has indicated a direct question.)

2. The quizzier desiring to contest must then confer privately with his/her captain (who must be standing), who must then decide whether to continue or withdraw the contest.
3. If the captain wishes to withdraw the contest, he/she must state so to the quizmaster and both quizzers be seated. If the captain wishes to continue the contest, one of the quizzers standing must confer privately with the coach, who must stand for his conferring while the other quizzier is seated.
4. At no time may more than two persons stand to confer (i.e. only quizzier and captain, or quizzier and coach should confer at a time). A coach must never confer with another coach in the space of the time after the coach has conferred with the quizzier and before he has decided to carry

through or withdraw a contest. Coach and assistant coach may confer quietly before the quizzer has officially conferred with the coach as long as it is not a disturbance to the proceedings or loud enough to be a help to the quizzers conferring .

5. When two or more quizzers from the same team state their desire to contest at approximately the same time, the quizmaster will recognize the one farthest to the right of his/her team member(s). If not the captain, this quizzer then confers with the captain while the other quizzer is seated. If the captain is the one recognized, he/she may choose to confer with his/her choice of one of the other quizzers standing or go immediately to the coach, in which case the other quizzer(s) should immediately be seated.
6. The quizzer and coach must decide to withdraw or continue the contest by bringing it to the quizmaster and judges. If they wish to withdraw the contest, they may state so to the quizmaster and be seated; if they wish to continue the contest, the quizzer or the coach may bring the issue to the judges table after obtaining permission from the judges/quizmaster to do so.
7. Should the coach and quizzer cease conferring, the coach may not recall him for further conference. At no time may any quizzer look at the Bible. If he desires, the coach may dismiss the quizzer, consult his/her Bible, and make the decision to withdraw or continue the contest. The quizzer cannot be recalled. If the coach should turn away from the quizzer to look at a Bible, the quizzer must immediately sit down and the coach continue the contest (if desired).
8. The total elapsed time between the quizzer standing to contest and the decision to bring the contest to the officials must not exceed sixty seconds. When discussion as to whether or not to bring the contest to the officials reaches 60 seconds, the discussion must cease and the decision as to whether to continue by bringing forth the contest must be made immediately.
9. When the issue is brought to the judges' table the quizzer or coach must privately state the cause to the quizmaster and the judges. The quizmaster will then dismiss the coach or quizzer, who will return to his seat.
10. The quizmaster and the judges will then decide to deny or accept the contest. The quizmaster will announce the final decision.
11. Any decision on any single answer will be reconsidered only once. The decision after the reconsideration is final.

12. More than one contest of a decision is not allowed except in the special situation occurring when each team's response has been ruled incorrect on the same question. In this situation, if quizzers from both teams should stand to contest, the team of the quizzer standing first (in the opinion of the officials), will be given the opportunity to contest. Should that team withdraw the contest, the quizzer from the opposing team may restate his/her desire to contest and have the opportunity to do so. However, if quizzers from both teams should stand simultaneously in this situation, both teams will be given the opportunity to contest before the final reconsideration is made.
13. A quizzer may contest the validity of a question under any circumstance, even if there is no response, or even when the opposing team's answer to the question has been ruled incorrect.
14. A quizzer cannot contest when a response given by his/her team has been ruled correct.
15. After a team has withdrawn a contest (decided not to continue the contest by bringing it to the judges) for the second time in any one quiz, that team shall lose its right to withdraw a contest for the remainder of that quiz. To attempt to do so will result in a foul.
16. After a team has been denied a contest (failed, by contesting to change the judges and quizmaster's decision) for the second time in any one quiz, that team shall lose its right to contest for the remainder of that quiz. To attempt to do so will result in a foul.
17. Only a contest originated by a quizzer at the board will be honoured. A coach or substitute quizzer cannot contest.
18. If an interrupted question, which was originally ruled correct, is contested by the opposing team and the original decision is reversed, this question will not be reread for the opposing team.
19. If a contest and a time-out are called at the same time, the contest will be honoured first, and then the team requesting the time-out may or may not restate its desire for the time-out after the contest has been ruled upon or withdrawn.
20. When a contest is requested after a time-out has been called for, but before the time-out has actually begun, the contest will be honoured first, and then the team requesting the time-out may or may not restate its desire for the time-out after the contest has been ruled upon or withdrawn.

21. A question that has been interrupted and missed cannot be contested until it has been reread for the benefit of the other team. If contested this constitutes a foul.

D. INTERRUPTION

1. A deliberate interruption may be executed by any quizzer by pressing his/her button as quickly as possible. He/she then will be identified by the buzzer operator/foul judge (by the team colour and number of the quizzer's position) and the quizmaster will call "**interruption**". This will signal the quizzer to complete the question and give the answer.
2. An interrupted question must be completed by the quizzer so that the essence of the question is stated to the satisfaction of the quizmaster and judges. When completing an interrupted question, the quizzer must ask the same basic question (essence is acceptable) as the prescribed question on the quizmaster's sheet.

QUESTION EXAMPLE

According to John chapter two, verse 15, after Jesus poured out the changers' money, he / did what? (slash indicates point of interruption)

*Correct Answer.....*did what? Overthrew the tables

*Incorrect Answer.....*overthrew what? The tables

QUESTION EXAMPLE

Chapter two of John states, and the third day there was a marriage / in what place?

*Correct Answer.....*where? Cana of Galilee (the essence is there and the same basic question is being asked).

*Incorrect Answer.....*In Cana of what region? Galilee

3. If the quizzer completes the question satisfactorily and answers it, he/she will receive full credit, but if either part is missed, he will be charged with an error and will lose one half of the point value of the question. He/she will not be charged with a foul or a minus five points. The question will then be reread without interruption for the benefit of the other team. During this rereading the team which was originally ruled incorrect should have their arms resting on the table so their hands are visible to all concerned. If this rereading is then interrupted by the team for whom it is being reread, that team member will be charged with a foul and the

question will be closed (not substituted). If the rereading is interrupted by the team, which was originally, incorrect that team member will be charged with a foul and the rereading will be restarted (on the same question).

4. When a question contains a reference and is interrupted before the verse or chapter reference is mentioned in the reading of the question, it is not necessary to include the reference in the completion of the question unless the reference is integral to the question. However, if enough of the question has been read to indicate that at least a portion of a reference is included in the question then at least that portion of the reference must be given, even if it is not integral to the question.

EXAMPLES:

According to verse / (need the entire reference)
Accor / ing (1b our verses of study) when studying more than
one Book
According to chap / ter (need at least correct chapter)

5. Quotation Completion Questions that are interrupted before the quizmaster finishes the portion of the verse included in the “Question” portion of his copy of the quiz, and are answered incorrectly will be reread for the opposing team to the end of the portion of the verse included in the “Question” area of the quizmaster’s copy. The quizzier originally responding incorrectly will be charged with an error equal to half the point value of the question.
6. If opposite team members happen to respond at the same time on an interruption, the question will be voided and replaced.
7. When completing an interrupted question, it is possible to include additional correct information to the question, as long as the information does not change the essence of the prescribed question.

E. FOULS

There are a number of ways in which a quizzier can be charged with a foul. Fouls can be called by the quizmaster, foul judge or any other official(s) designated to do so. If a foul is called which the officials agree is obviously not correct the foul can be rescinded. However a legitimate foul may not be rescinded for any reason. This measure protects the quizzier from being charged improperly. Fouls must be called before the description (type of question) of the next question. All fouls score minus five points.

1. *Conferring.* Any discussion between quizzers or between quizzers and coaches other than at time-outs or during contesting will be a foul and will be charged minus five points. This applies to quizzers at the board during a quiz; a coach may confer with his assistant or substitute(s) as long as the conferring is not a disturbance to the proceedings. Conferring is defined as the passing or exchanging of any information or communication. Eye contact, body movement, etc., could be considered conferring.
2. *Pre response.* If the quizzer activates the buzzer system by depressing the buzzer button between the calling of “question” by the quizmaster and the beginning of the reading of the question, it will be considered a pre-response, and the quizzer will be charged with a foul and be charged five points. The question will then be restarted with all quizzers eligible to respond at any time.
3. *Improper Buzzer Use.* If the quizzer first responding (as indicated by the buzzer system), does so by depressing the button of the buzzer by any means other than with a finger or thumb of the hand holding the buzzer (e.g. hitting the button against the palm of the hand not holding the buzzer, hitting the button on the table or any other object, etc.), and /or with the arm of the “buzzing hand” not resting on the table, that quizzer will be charged with an “improper buzzer use” foul and lose five points. This foul will also apply if the quizzer responding does so by using an exaggerated or sudden body or hand movement that could be construed by an official as potentially causing a premature response from other quizzers. This foul will also apply if the hand-held buzzer is dropped inadvertently or intentionally, or is hit against the table or any other object, and causes a noticeable disturbance at either quizzing table. If this “improper buzzer use” foul occurs during the initial reading of a question that was interrupted, the question will be voided and replaced. If this foul occurs after the question has already been completed by the quizmaster, the quizzer receiving the foul will be called on and given the opportunity to answer. If this foul is attributed to a quizzer of the team which was originally incorrect during the rereading to the other team, that quizzer will be charged with a foul, and the rereading will be restarted on the same question.
4. *Procedural errors.* Any procedural error or other unfair violation, on the part of the quizzers or coaches will result in a foul (i.e.: any quizzer including substitutes, looking at an open bible or other listing of the verses of study during a quiz). If a coach is charged with a foul, that foul and the minus five points will be scored to the team. (For examples of procedural errors, see: C-4 and K-3.)

F. TIME-OUTS

1. Two 60-seconds time outs will be permitted each team, during which all contestants may confer among themselves and their coaches. If a third time-out is called during a quiz, this action will result in a foul.
2. Time-outs may be called by any coach or captain, but only after a question has been completed and before the description (type of question) of the next question.
3. No contesting of a previous question may be done after a time-out.
4. Each team will be awarded an additional time-out when a quiz goes into an overtime situation. Unused time-outs may be used during overtime periods.
5. When “time-out” is called, the captain or the coach must wait to be recognized by the quizmaster.
6. The correct procedure for calling a time-out is as follows: 1) Stand, before the description (type of question) of the next question, 2) State “Time-out,” and 3) Wait to be recognized. Any violation of this procedure will constitute a foul.
7. A time-out may be called after a question has been voided, before the description of the replacement question.
8. When a contest is requested after a time-out has been called for, but before the time-out has actually begun, or when a contest and a time-out are called at the same time. The contest will be honoured first, and then the team requesting the time-out may or may not restate its desire for the time-out after the contest is ruled upon or withdrawn.
9. Time-out may be called by any official, at any time. The duration of official’s time-out is at the discretion of the quizmaster.
10. When the judges have over-ruled the quizmaster’s original decision during or after a time-out, but before the beginning of the next question the quizmaster should call an official 30 second time out for the coaches to re-instruct their teams on the basis of the altered score.

G. SUBSTITUTIONS

1. Only Two (2) substitutions are allowed by each team per game.
2. Substitutions may be made only during time-outs, and only by the coach.
3. No substitution is allowed after the eighteenth question. A foul will be called if a substitution is attempted after the eighteenth question.
4. The coach is required to inform the scorekeeper of each substitution or replacement. Failure to do so will result in a foul.

H. POINT OF ORDER

1. Any coach who considers that a breach of any tournament rule has occurred (e.g. failure to reread an interrupted question, etc.) during a quiz may call it to the attention of the quizmaster by publicly announcing his concern. The correct procedure for calling a point of order is as follows:
1) Stand, before the description (type of question) of the next question,
2) State "Point of order," and 3) Wait to be recognized 4) State the page, section and sub-section of the rule you wish to bring forward, 5) Read the rule publicly, 6) Sit, wait for the decision to be made. Any violation of this procedure will constitute a foul.

NOTE: The quiz Master's decision is final.

2. A Point of Order can only be used to point out official tournament rules as stated in the Bible Quiz Manual or any alterations which were issued at the beginning of a given competition; a Point of Order which is used for any other reason will result in a foul and will be charged to the team.

NOTE: A Point of Order will never reverse a decision. It may however get a question voided.

I. FORFEIT CONTEST

A team failing to appear, or being more than fifteen minutes late for the announced time of the quiz, without a valid/reasonable excuse, this being at the discretion of the officials, forfeits the tournament.

J. GAME TIE

1. In case of a tie at the conclusion of the twenty questions, an overtime period of three 20-point questions will follow.

2. If the tie still prevails at the conclusion of these three questions, there shall be a second overtime period consisting of one 20-points question.

K. SCORING

1. Bonus Points
 - a. Ten bonus points will be awarded for the team reporting on or before the time slated for the start of the quiz.
 - b. A team may choose to use its ten bonus points in any game of choice, before the championship round.
 - c. When a team wishes to use its ten bonus points, the coach should bring this to the attention of the officials by 1) Standing before the description (type of question) of the next question or before the quizmaster closes the game 2) State 'Point of Order' 3) Read section K-1 sub-section b 4) State the desire to apply the team's ten bonus points.

NOTE: A team may never need to use its ten bonus points.

2. Question Points
 - a. Each correct answer will score the full point value of the question.
 - b. Each incorrect answer will score minus one-half of the point value of the question.
3. Errors and Fouls
 - a. A foul will score minus five points.
 - b. An interrupted question ruled incorrect will constitute an error and will score minus one-half of the point value of the question.
 - c. A foul for contestants conferring will score minus five points and will be charged to one of the individuals involved.
 - d. Procedural errors will be charged to the individual contestant involved and will score minus five points. If a coach commits a foul, the team will be charged with the foul and the minus five points.

- e. When a quizzer other than the one identified by the buzzer operator responds, and the unauthorized response is by a member of the same team as the quizzer identified, the quizzer will be charged with an error equal to one-half the point value of the question. When the unauthorized response is by a member of the opposing team of the quizzer identified, the quizzer will be charged with a five-point foul. (See B-9.)

L. POINT VALUE OF QUESTIONS

1. The official quiz will consist of twenty questions which will have the point values assigned to them as follows:
 - a. Questions 1 through 8 are worth ten points each.
 - b. Questions 9 through 17 are worth twenty points each.
 - c. Questions 18 through 20 are worth thirty points each.
2. In addition to these twenty questions, four 20-points questions will be available for possible use in overtime.

M. TYPES OF QUESTIONS

The questions used in competition will be based on the King James Version of the bible. There are five basic types of questions:

1. *Direct Question.* The answer to a Direct Question must contain the essence of the answer to the satisfaction of the judges and quizmaster. A Direct Question may call for a multiple answer and yet be classified as a Direct Question.

QUESTION EXAMPLE:

“Question number one is worth ten points. Question. According to chapter one, verse three, what shineth in darkness?”

Answer: “The light.”

2. *Quotation Question.* The answer to a Quotation Question must be an exact and absolute quotation from the King James Version of the Bible. Two-Part Quotation Questions are not permitted.

QUESTION EXAMPLE:

“Question number two is a Quotation Question worth ten points. Questions. Quote the verse of John that states that the Word was God.”

Answer: “In the beginning was the Word and the Word was with God and the Word was God.”

3. *Quotation Completion Question.* The Quotation Completion Question calls for the completion of a quotation from the bible and must be an exact quotation. The answer may begin with the next syllable or word after the quizmaster stopped reading the quotation, or the quizzier may begin his/her answer at the beginning of the quotation. A quizzier should always quote to the end of the verse in which the question began.

QUESTION EXAMPLE:

“Question number three is a Quotation Completion Question worth ten points. Question. There was a man sent....

” Answer: “...From God, whose name was John.”

4. *Two-Part Question/Multiple Question.* A Two-Part Question calls for only two parts in the question. A Multiple Question may call for three or more parts in the question. It may also be identified as a Three-Part Question, Four-Part Question, etc.

QUESTION EXAMPLE:

“Question number four is a Multiple question worth ten points. Question. According to John chapter one, verse 19, who sent whom from where to ask John what question?”

Answer: “ 1) The Jews, 2) Priests and Levites, 3) Jerusalem, 4) who art thou?”

QUESTION EXAMPLE:

“Question number five is a Two-part Question worth ten points. Question. What men and What city are mentioned in John chapter one, verse 44?”

Answer: “ 1) Phillip, Andrew, Peter; 2) Bethsaida.”

5.

Cross Reference Questions. A Cross Reference Question is one that calls for information from one or more verses either within a chapter or from different chapters or books. Cross Reference questions will be of Four types: Cross Reference Direct, Cross Reference Two-part, Cross Reference Multiple and Cross reference Quotations. Not all questions requiring information from two or more adjacent verses will be considered Cross Reference type questions.

QUESTION EXAMPLE:

“Question number nine is a Cross Reference Question worth twenty points. Question. Locate the verses of John chapter one that mention Elias?”

Answer: verses 21 and 25.

QUESTION EXAMPLE:

“Question number eighteen is a Cross Reference Two-Part Question worth thirty points. Question. “Behold the Lamb of God.” How many verses of John chapter one contain these words and what are they?”

Answer: “ 1) Two verses 2) verses 29 and 36.”

QUESTION EXAMPLE:

“Question number nineteen is a Cross Reference Multiple Question worth thirty points. Question. As recorded in John chapter one, locate the verse which mentions Jerusalem, locate the verse which mentions Bethsaida and locate the verses which mention Nazareth?”

Answer “1) Verse 19 2) Verse 44 3) Verses 45 and 46.”

QUESTION EXAMPLE

Question number twenty is a Cross Reference Question worth thirty points. Question. Quote the verses of chapter one which mention both ‘grace’ and ‘truth’”

Answer: “ And the word was made flesh and dwelt among us, and we beheld his glory, the glory as of the only begotten of the Father, full of grace and truth” – “For the law was given by Moses but grace and truth came by Jesus Christ”

QUESTION EXAMPLE

Question number eleven is worth twenty points. Question. As recorded in Romans chapter 15, Paul beseeched the brethren for the Lord Jesus Christ’s sake, and for the love of the spirit that they strive together with him in their prayers to God for him; why?”

Answer “That I may be delivered from them that do not believe in Judaea; and that my service which I have for Jerusalem may be accepted of the saints; that I may come unto you with joy by the will of God, and may with you be refreshed “(NOTE: even though the answer comes from two adjacent verses it is not in the spirit of a Cross Reference type of question)

N. POINTS OF INTERPRETATION

There are different ways of interpreting some of the passages found in the study material each year. Points of argument can be made to support various viewpoints. However, for the sake of consistent fairness to all concerned the following guidelines have been established for quizzing.

- 1, Only three forms of punctuation end a sentence- a period, an exclamation point, or a question mark. In response to questions which ask, "What question is found . . . ?"- the answer must include the entire question as determined by punctuation, not capitalization. Just the question fragment or the interrogative clause will not be acceptable.

QUESTION EXAMPLE

"What is the first question recorded in 11 Corinthians chapter 6 verse 14?"

Correct Answer; 'Be ye not unequally yoked together with unbelievers; for what fellowship hath righteousness with unrighteousness?'

Incorrect Answer'... for what fellowship hath righteousness with unrighteousness?'

However, in verses which involve dialogue, introductory phrases which identify those speaking and/or spoken to, will obviously not be included as part of what was asked or stated in the actual dialogue itself.

QUESTION EXAMPLE

"What is the first question Nicodemus asked of Jesus as recorded in John chapter 4 verse 6?"

Correct Answer. "How can a man be born when he is old?"

- 2 In response to questions which ask for what is written, only what follows the, "as it is written" clause should be included in the answer.

QUESTION EXAMPLE

“According to Romans chapter 10 verse 15, what is written?”

Correct Answer: How beautiful are the feet of them that

3. The title “Lord” by itself will not be considered a proper name unless used in conjunction with the name – Jesus.
4. “Blood,” “flesh,” or “bones” will not be considered as parts of the body.
5. The words “saith the Lord” will be included as part of what the Lord said in verses which include this phrase (i.e. Zechariah 4:6)
6. If a question is referenced to a verse(s) and the verse(s) contain a pronoun which is not identified in that same verse(s) the quizzier may 1) use the pronoun without identifying it in his /her answer, 2) use the pronoun with additional identification, or 3) give just the identification of the pronoun itself (even though the identification is from outside the referenced verses) If the pronoun in the referenced verse(s) is identified in that same verse(s), the quizzier must identify the pronoun in his/her answer. If the question is not referenced or the question is just referenced to the chapter, the pronoun must be identified, when possible.

O. INQUIRY OF OFFICIAL SCORE

The coach of any team may approach the scorers’ table to inquire as to the official score only during a time-out or immediately after “end of quiz” is called by the Quiz Master.

P. END OF QUIZ

At the end of the quiz, all procedures and foul liabilities will remain intact until the quiz is officially ended by the quizmaster stating, “This quiz is closed.”

PART 3

GUIDELINES FOR TOURNAMENT OFFICIALS

The following information describes the duties and responsibilities of the officials during a Bible Quiz Tournament.

A. QUIZMASTER

The quizmaster is the person in charge of the proceedings during the tournament competition. He/she has a tremendous task in conducting an impartial and successful quiz function.

1. The quizmaster assists the director /Youth President in appointing the other officials – three/four judges (one of whom will serve as foul judge), a timekeeper, a buzzer operator, and a tape operator. These officials should be appointed at least thirty days prior to the tournament to allow sufficient time for them to study the Official Tournament Rules and familiarize themselves with the book of study. In selecting officials to help during the tournament the Director Youth President should be sure that both the contestants and the audience have the utmost confidence in the impartiality of the selection. The officials must be reminded that the tournament is a very serious and important occasion to the quizzers and coaches involved. Everyone should strive, throughout the tense moments of the quiz, to ensure that, when it is over the young people will have every reason to believe that the conducting of the quiz was absolutely fair.
2. The questions for the tournament should, privately, be read aloud prior to the actual quizzing. Names, words or phrases which cause hesitation in reading should be noted and underlined.
3. The quizmaster is responsible to meet with the judges and other key officials before the tournament to review the rules and procedure.
4. The quizmaster is responsible to meet with the quiz teams prior to the actual starting of the tournament for a brief orientation session. Questions concerning any rules or procedures can be answered at this time. A drawing should take place at this meeting to determine the order of play.

5. The questions should be read exactly as they are on the sheet. The quizmaster must be very careful not to give any advantage to either team in the reading of the questions. The questions are to be read slowly, clearly and loudly enough for all the participants to hear properly.
6. The number of the question, the point value and the type of question (Quotation Question, etc.) must be declared before the reading of the question.

EXAMPLE:

“Question number 19 is a Quotation Question worth 30 points.

Question. Quote chapter five verse three”

A Direct Question is implied with the stating of “Question.”

EXAMPLE:

“Question number five is worth ten points. Question.”

7. The quizmaster should see that the Tournament is kept moving as quickly and efficiently as possible it is helpful to call for the next teams to take their places while the final score is being tabulated. This will greatly expedite the proceedings.
8. If the answer to a question is clearly correct or incorrect, the quizmaster may so announce. If not, he should refer it to the judges table for deliberation. A quizmaster may reverse a decision if the quizmaster recognizes that the original ruling was obviously incorrect and if the reversal is made before the description of the next question, even if a time out has been called.
9. The quizzier should be given the full thirty seconds to answer, unless the response is obviously either correct or incorrect. The laying down or the pushing back of a microphone should not necessarily signal the end of the quizzier's answer. If the answer is not complete, the quizmaster should allow the entire allotted time remaining.
10. It is helpful to check off the questions as they are used. Some quizmasters find it beneficial to indicate with a marking at what point a question was interrupted.

11. In the event of an interrupted question, the quizmaster should stop reading the question immediately. Don't give freebies. Stop on a dime, even if in the middle of a word.
12. When a decision is contested by a quizzier or coach, only consider the point of the contest. It is possible that, in some cases, a contest will be denied even though the officials decide that, in fairness, the quizmaster's original decision will be reversed for a reason other than was contested, or that the question needs to be voided and replaced. The judges should not grant the contest unless the quizzier or coach specifically contests on the proper point, even if they over-rule the quizmaster's original decision. This over-ruling may take place any time before the official beginning of the next question, even after a time-out. If after a time-out, however, an official 30 second time-out will be called for coaches to re-instruct their teams.
13. On an interrupted question, simply state, "interruption," after the buzzer operator identifies the quizzier. This will signal the quizzier to complete the question and give the answer.
14. Remember to say "This Quiz is closed." This statement can be made as soon as you know there is no possibility of a tied game.
15. The quizmaster must limit the time of deliberation by the judges to ten minutes in order to avoid unnecessary delay and tension. This time limit should apply to actual deliberation and not the locating and listening of tape recordings and/or any malfunction of equipment. Time will be kept by the official timekeeper.
16. Prepare a quiz reference to refer to when needed as follows:
 - a. **When to void and replace a question:-**
 - 1) Invalid question
 - 2) Response from audience, substitutes, etc.
 - 3) Tie on interruption by opposing team members
 - 4) Question read incorrectly by quizmaster
 - 5) Improper buzzer use
 - 6) Technical malfunction or official error
 - 7) Any unforeseen occurrence, which in the discretion of the quiz officials warrants such action.
 - b. **When to close a question:-**
 - 1) Rereading interrupted by team for whom it is being reread

- 2) Unauthorized response by member of same team as quizzers identified, when question was not interrupted.

c. **When to restart a question:-**

- 1) Rereading interrupted by team originally incorrect.
- 2) After a pre-response foul

B. JUDGES

The judges are the officials responsible for ruling on questions and procedures. In all official quizzes, there shall be three judges. One judge shall be appointed to judge fouls, the other two will be responsible to render opinions on indefinite answers, and to confer with the quizmaster during the resolution of contest situations.

1. All conferring by the judges and quizmaster should be done privately and the decision should be announced publicly by the quizmaster. Only “correct” or “incorrect” need be announced. The judges may call the quizmaster’s attention to an obviously incorrect ruling by calling him to the judges table and pointing out the incorrect ruling in private before the description of the next question. The final decision in this case rests with the quizmaster.
2. In a contest situation, the judges should avoid offering any reasons or explanations to the quizzers or coaches for the decision. After the contest has been heard by the quizmaster and the two judges at the judges table, the quizzers or coaches doing the contesting should be seated before deliberation between the officials continues.
3. After the quiz is completed, there should be no discussion by the two judges with the quizzers, coaches or audience concerning any decision that was made during the quiz.
4. The foul judge is responsible to watch for any foul being committed during a quiz. The quizmaster, as well as any other designated official(s), can also call fouls.
5. The foul judge should sit, or stand to the side of the quiz tables in a position where he/she can see all of the participants clearly. It is advisable to move to the other side of the tables at the halfway point of the quiz so that each team will feel they are being treated fairly and equally.

6. The foul judge should not interrupt a quizzer while answering. It is best to wait until the quizzer has completed the answer, then call the foul so as not to disrupt the proceedings.
7. The correct procedure for calling a foul is as follows: a) Call “foul,” b) Identify the quizzer (Red-1, etc.) and c) Briefly state the nature of the foul.
8. The foul judge should exercise caution at all times! Remember, a legitimate foul cannot be rescinded for any reason. When in doubt, it is always best to confer with the quizmaster before calling the foul.
9. Things the foul judge should watch for:
 - a. Quizzers cannot look at an open Bible, including the substitutes.
 - b. Correct procedure for calling time-out, contest, and point-of-order.
 - c. Conferring of quizzers at the board.
 - d. Pre-responses (between the calling of “question,” and the actual reading of the question).
 - e. Be alert to which team is the first to stand when contesting, calling a time-out, or a point-of-order.
 - f. Watch for unauthorized response by a quizzer at the board (person other than one identified by the buzzer operator responding).
 - g. Watch for improper buzzer use.

C. SCOREKEEPER

The scorekeeper is responsible for official tabulation of the individual and team scores accumulated during the quiz.

1. The point value and results of each question should be tabulated on an individual basis on the official score sheet.
2. The scorekeeper should also notify the quizmaster if a team has exceeded the number of allowable time-outs or denied contests.
3. At the conclusion of the quiz, the scorekeeper will give the score sheet to the quizmaster who will announce the highest individual scorer and

his/her score, the score of the second-place team and the score of the winning team.

4. The scorekeeper is responsible for tabulation of individual scores in a given tournament to identify high scoring quizzers. It is necessary that the two highest scoring quizzers be selected from the top four finishing teams.
5. If a public scoreboard is used during a tournament, it should not be visible to the competing teams, the quizmaster, and the judges. The scoreboard does not represent the official score.
6. It is recommended that the scorekeeper have an assistant scorekeeper.

D. TIMEKEEPER

It is the timekeeper's responsibility to rule in all matters pertaining to time limits. Any infringements should be announced by the calling of "time." It is strongly suggested that the timekeeper use a stopwatch to assure accuracy.

1. A team more than fifteen minutes late forfeits the quiz
2. If no one attempts to answer a question within five seconds after the question has been asked, time shall be called.
3. After the buzzer operator has identified the quizzer to answer the question, thirty seconds are allowed to complete the answer.
4. In the event of an interrupted question, thirty seconds are allowed to finish the question and give the answer, after the quizmaster has stated "interruption."
5. Each time-out is permitted sixty seconds.
6. During a contest situation, sixty seconds are allowed to make the decision whether or not to bring the issue to the judges and quizmaster for consideration.
7. Each deliberation between the quizmaster and judges should not exceed ten minutes. This applies to actual deliberation and not the locating and listening of tape recordings and/or any malfunction of equipment.

E. BUZZER OPERATOR

The buzzer operator is responsible to operate the electronic buzzer system.

1. The buzzer operator must make sure that the buzzer system is in proper working order.
2. When a quizzer responds to a question, the buzzer operator will identify the quizzer by calling the team colour and the quizzer's number.

F. TAPE OPERATOR

In official quizzes, a tape recording should be made in order to assist the judges and quizmaster in ruling on difficult answers. No other recording of an official quiz should be permitted.

PENTECOSTAL CONQUERORS BIBLE QUIZ MANUAL
Amended Sections 2008

Part 2 Official Tournament Rules

The following rules and regulations have been designed to make the Bible Quiz Tournament fair and efficient.

Section A- GAME SECTIONS

Each game will be divided into two (2) sections:

1. Section 1- The Conferring Section
 - a. Five questions will be posed to each team alternately. Any or all members of the team at the board (three quizzers) will be allowed to answer. The first answer heard by the quizmaster and judges will be considered.
 - b. Half the point value of the question will be deducted if the answer is incorrect. (Point value for each numbered question is given in Section M)
 - c. The team will be given five seconds to indicate their desire to answer by pressing the buzzer. If no response is given within five (5) seconds, the question will be closed. However if the question is attempted, then the team has thirty seconds to answer. Where the answer is incorrect then the question will be closed after an answer is given.
 - d. There will be no need for interruption here, as the question is designated to each team. A team is advised therefore to hear out each question. Where an interruption occurs the quizmaster will stop reading at the point of interruption, and the team will be required to give an answer. It will not be necessary to finish the question, but quizzers may lose questions unnecessarily

because they did not allow it to finish. There will be no rereading of interrupted questions in this section.

2. Section 2- Free for All

- a. Questions will be asked and the quizzer from any team who is first to respond as indicated by the electronic buzzer system will be given the chance to answer. In this section quizzers must observe all rules contained in the quiz manual regarding conferring, answering, placement of hands etc. Quizzers will be allowed thirty seconds to answer as required.
- b. 50% of the point value of each question will be deducted for each incorrect answer. Point value for each question is given in Section M
- c. Points for each quizzer will be tabulated for the purpose of the top six final. This section will consist of ten questions per game

Section B **TEAM ARRANGEMENT** (remains as is laid out in Section A of current manual)

Section C **ANSWERING**

Answering General

1. Any response or action from the audience, substitutes, other quizzers, coaches, or officials, which might hinder or help the quizzers in answering, will void the question and the question will be replaced.
2. Opposite team members may move during an answer as long as it does not disturb the proceedings
3. After the relevant official identifies the team or the quizzer to answer, in either of the two sections of the game, that quizzer or team will be given the full thirty seconds to answer, unless the response is obviously either correct or incorrect. The laying down or pushing back of the microphone should not necessarily signal the end of an answer.

If the answer is not complete, the quizmaster should allow the entire allotted time remaining.

4. A question can be read only once. If the quizmaster happens to read the question incorrectly, it will be voided and replaced with another question.

Answering Section 1- Conferring Section

1. When a question is asked in Section 1 the quizmaster will identify the team to answer before the reading of the question. That team must indicate its desire to answer the question by depressing the buzzer within five seconds of the completion of the question or the question will be closed.
2. Quizzers at the board may confer among themselves before answering.

Section 2- 'Free for All'

1. When a question is asked in Section 2 of the game the first quizzer to depress the buzzer, as identified by the buzzer system, will be given the opportunity to answer. No exaggerated or sudden body or hand movement may be made when responding with the buzzer button to cause premature response from other quizzers. No extraneous materials (tape etc) may be attached to the quizzer's finger or thumb used to depress the buzzer button. If no contestant responds within five seconds after the question is read, the question will be closed with the calling of "time" by the timekeeper. If a tie occurs between the timekeeper and the quizzer, time will be considered to have already elapsed.
2. A question can be read only once. If the quizmaster happens to read the question incorrectly, it will be voided and replaced with another question, unless the question is being reread after an incorrectly answered interruption of the first reading. In this case, a quizmaster

may correct his mistake/ stumble since only one team is eligible and the question cannot be legally interrupted. If a quizzer can answer the reread question correctly in spite of the quizmaster's unfixed stumble, the quizzer will be counted correct.

3. If, in this section, two quizzers from opposing teams happen to respond at the same time, one will give his/ her answer privately to the quizmaster and the other will answer aloud. If both answers are correct both teams will receive full points. If two quizzers from the same team respond at the same time, the team captain shall decide who will give the answer. If the opposite team members happen to respond at the same time on an interruption, the question will be voided and replaced with another question.
4. Rest of this section remains as is laid out in Section B No. 7- 10 in current manual

Section D- **CONTESTING**

This section remains as is in Section C of current manual.

Please note however that at no time should the contesting quizzer or coach turn their backs to the officials during the deliberating of the point of contest.

Section E- **INTERRUPTION**

This section remains the same as is laid out in section D of the current manual.

Please note however that it only applies to section 2 of the game.

Part Two Section F- **FOULS**

Conferring

- i) Any discussion between quizzers at the board other than during the conferring section, at time-outs or during contesting will be a foul and will be charged minus five points.

- ii) Any discussion between quizzers and coaches other than at time-outs or during contesting will be a foul and will be charged minus five points.
- iii) A coach may confer with the assistant coach or substitute(s) as long as the conferring is not a disturbance to the proceedings
- iv) Conferring is defined as the passing or exchanging of information or communication. Eye contact, body movement etc could be considered conferring
- v) Once a question is directed to a particular team, the team members are required to maintain a fixed position during the reading of the question. Any movement other than a response to the question will result in a foul to the quizzer(s) involved.

The other subsections such as pre-response, improper buzzer use etc remains as is laid out in section E of the current manual.

Section G- **TIME-OUTS**

This section remains as is laid out in the current manual Section F.

Section H- **SUBSTITUTIONS**

This section remains as is laid out in the current manual Section G.

Section I- **POINT OF ORDER**

This section remains as is laid out in the current manual Section H.

Section J- **FORFEIT TOURNAMENT**

This section remains as is laid out in the current manual Section I.

Section K- **GAME TIE**

This section remains as is laid out in the current manual Section J.

Section L- **SCORING**

Subsections 1-2 remain the same as laid out in Section K of the current manual however **add** sub-sub-section **f** to subsection **3**.

- f. When a team other than the team identified by the Quiz Master responds in the conferring section that team will be charged with an error equal to one-half the point value of the question

Section M- **POINT VALUE OF QUESTIONS**

1. The official quiz will consist of twenty structured questions which will have point values assigned to them as follows:
 - 1- 4= 10 points
 - 5- 8= 20 points
 - 9- 10= 30 points
 - 11- 17= 20 points
 - 18- 20= 30 points
2. In addition to these twenty questions, four 20-point questions will be available for use in overtime if that becomes necessary

Section N- **TYPES OF QUESTIONS**

This section remains as is laid out in the current manual Section M.

Section O- **POINTS OF INTERPRETATION**

This section remains as is laid out in the current manual Section N.

Section P- **INQUIRY OR OFFICIAL SCORE**

This section remains as is laid out in the current manual Section O.

Section Q- **END OF QUIZ**

This section remains as is laid out in the current manual Section P.

PENTECOSTAL CONQUERORS BIBLE QUIZ MANUAL

Amended Sections 2013

The following rules and regulations have been redesigned to make the Bible Quiz Tournament fair and efficient.

PART 1 – GENERAL BIBLE QUIZ POLICY

Section B – Eligibility of Quizzers

1. To be eligible to participate in the under-19 Bible Quiz programme, one must be at least 14 years of age, as at June 1, but not more than 19 years of age, as at June 1 for the given quiz year.

Example: John Brown should be between 14-18 years of age before the first of June. If he becomes 19 during the competition he will still be allowed to be apart of the team. John Brown cannot be 19 years old before or on June 1.

2. To be eligible to participate in the over-19 Bible Quiz programme, one must be at least 19 years of age, as at June 1, but not more than 40 years of age, as at June 1 for the given quiz year.

Example: John Brown should be 19 years of age by the first of June. John Brown cannot be less than 19 years old before June 1.

Section C – Eligibility of Teams

1. Quizzers on a team cannot be altered after the registration deadline unless under special circumstances which must be communicated to the National Bible Quiz Director.
2. A team in either category must have at least two quizzers and not more than five registered for the quiz season. Quizzers cannot be replaced throughout the season (*see part 1 above*) as only registered quizzers will be allowed to participate in each tournament.

Section D – Eligibility of Coaches

1. Coaches must attend the local church(es) from which the team is comprised unless there are mitigating circumstances approved by the National Quiz Director.

Section F – Regional Competition

1. All teams desiring to compete in regional competition must register with their Regional Coordinator at least 4 weeks before the competition. The Regional Coordinator must register with the National Youth Department at least 2 weeks prior to the regional competition. To register, the Regional Coordinator must submit the registration forms and pay the registration fee (*as designated by the National Youth Department*), for each team with the region.
2. Competition on the regional level will be arranged by the regional quiz director and the quiz officials.
3. Should there be only one or two qualified teams desiring to compete in a region that one team or both teams shall automatically advance to the semi-final tournament. However, in the case of one team, it has to play at another regional tournament for the quizzer's scores to be tabulated. In the case of two teams in the division, a tournament must be conducted to determine the first place team and second place team at the regional level.

Section H – National Competition

1. All teams eligible to compete in the NBQC shall register with the National Youth Department within one week of their semi-finals. To register, a team must pay a registration fee in the amount designated for the current year and submit the name of all quizzers and coaches on the team. If the registration form is submitted by the printed deadline, a discounted price (10%) will apply. It is the responsibility of the team to see that the registration form is properly filled out and sent in to the National Youth Department (*form is included in the back of the Manual*).
2. The National Youth Department shall provide an award to the individual quizzer (*highest scoring individual*) who accumulates the highest score throughout the regional, semi-final and National Competitions.

Section I – Teen/Youth Camp Sponsorship

1. Each year the highest scoring individual resulting from the regional, semi-final and national bible quiz competition combined and the champion quizzer will be awarded payment of the camp fee to the National Teen/Youth Camp for 1 year. The offer is valid up two years after receipt.

The above award shall not derogate from the aforementioned quizzers receiving any other awards for performance bestowed on quizzers performing at their level in the year in question.

The National Bible Quiz Executive will have the power to vary the nature and amount of the award bestowed under this section provided that the declaration of the appropriate award to be bestowed on the triumphant quizzers may not be deferred for more than 2 weeks.

The National Youth President is duty bound to ensure that the awards, having been declared, the necessary actions will be taken from the National Youth Executive's end to ensure that the quizzers receiving the award is able to access same in a timely fashion, having regard to the objective of the award.

2. It is possible for a quizzers to earn more than one Youth Camp Sponsorship during the course of his/her quizzing involvement.

PART 2 – OFFICIAL TOURNAMENT RULES

A – Team Arrangement

1. Before the actual reading of the question, that is, sometime before or during the identification of the question type, question point value, and saying the word “question”, the quizzers should be holding the hand-held buzzer with either the right hand or the left hand. Both hands should be resting on the table and be visible to all concerned. Responding with the hand-held buzzer will consist of depressing the button at the end of the hand-held buzzer with a finger or thumb of the hand holding the buzzer.
2. If a public scoreboard is used during a tournament, it should not be visible to the competing teams, the quizmaster, foul judge, or the judges. The scoreboard does not represent the official score.

B - Answering

1. Any response or action from the audience, substitutes, other quizzers, coaches, or officials, which might hinder or help the quizzers in answering, will cause for the question to be voided and the question will be replaced.

2. A question can be read only once. If the quizmaster happens to read the question incorrectly, it will be voided and replaced with another question, unless the question is being reread after an incorrectly answered interruption of the first reading. In this case, a quizmaster may correct his mistake/stumble since only one team is eligible for the question and the question cannot be legally interrupted. If a quizzer can answer the reread question correctly in spite of the quizmaster's unfixed stumble, the quizzer will be counted correct. For the conferring section of the competition, if the quizmaster makes an error with the reading of the question, the quizmaster may reread the said question only once to the respective team.
3. If two quizzers from opposing or same teams happen to respond at the same time, the question will be voided and replaced with another question.
4. An answer is correct when:
 - a. It contains the essence (*once it does not change the context of the passage*) of the information asked for, except for quotation-type questions.

C - Contesting

1. The quizzer desiring to contest must then confer privately with his/her captain (*who must be standing*), who must then decide whether to continue or withdraw the contest. The quizzer's back should not be turned to the officials while conferring with the captain or coach or before taking the contest to the officials. If the quizzer turns his/her back he/she will be charged with a foul.
2. The total elapsed time between the quizzer standing to contest after being recognized and the decision of whether or not to bring the contest to the officials must not exceed sixty seconds. When discussion as to whether or not to bring the contest to the officials reaches 60 seconds, the discussion must cease and the decision as to whether to continue by bringing forth the contest must be made immediately.
3. Only a contest originated by a quizzer at the board will be honoured. A coach or substitute quizzer cannot originate a contest.

D – Interruption

1. If the quizzer completes the question satisfactorily and answers it, he/she will receive full credit, but if either part is missed, he will be charged with an error and will lose one half of the point value of the question. He/she will not be charged with a foul or a minus five points. The question will then be reread without interruption for the benefit of the other team. During this rereading the team which was originally ruled incorrect should have their hands resting on the table so their hands are visible to all concerned. If this rereading is then interrupted by the team for whom it is being reread, that team member will be charged with a foul and the question will be closed (*not substituted*). If the rereading is interrupted by the team, which was originally incorrect, that team member will be charged with a foul and the rereading will be restarted (*on the same question*).

E - Fouls

1. *Pre response.* If the quizzer activates the buzzer system by depressing the buzzer button between the calling of “**question**” by the quizmaster and the beginning of the reading of the question, it will be considered a pre-response, and the quizzer will be charged with a foul constituting five points, The question will then be restarted with all quizzers eligible to respond at any time.
2. *Procedural errors.* Any procedural error or other unfair violation, on the part of the quizzers or coaches will result in a foul (*i.e.: any quizzer including substitutes, looking at an open bible or other listing of the verses of study during a quiz*). If a coach is charged with a foul, that foul and the minus five points will be scored to the team. (*For examples of procedural errors, see: C-4 and K-3.*). Study materials should not be opened during the tournament by quizzers and or coaches who are not at the quiz table. Any evidence of opened material will constitute the guilty team being charged with a five point foul. However, materials may be used during lunch time.

I – Forfeit Tournament

A team failing to appear, or being more than fifteen minutes late for the announced time of the quiz, without a valid/reasonable excuse, this being at the discretion of the officials, forfeits the tournament. This reason should be

communicated to the Quizmaster prior to the announced starting time. Failure to do so will result in the team forfeiting the tournament.

K - Scoring

3. Errors and Fouls

- d. Procedural errors will be charged to the individual contestant involved and will score minus five points. If a coach commits a foul, the team will be charged with the foul (*minus five points*).

L – Point Value of Questions

1. The official quiz will consist of twenty questions which will have the point values assigned to them as follows:
 - a. Questions 1 through 4 are worth ten points each
 - b. Questions 5 through 8 are worth twenty points each
 - c. Questions 9 and 10 are worth thirty points each
 - d. Questions 11 through 17 are worth twenty points each
 - e. Questions 18 through 20 are worth thirty points each

M – End of Quiz

At the end of the quiz, all procedures and foul liabilities will remain intact until the quiz is officially ended by the quizmaster stating, “**This quiz is closed**” or any other related statements.

PART 3 – GUIDELINES FOR TOURNAMENT OFFICIALS

A – Quizmaster

1. The quizmaster assists the director /Youth President in appointing the other officials – four judges (*one of whom will serve as foul judge*), three scorekeepers, a timekeeper, a buzzer operator, and a tape operator. These officials should be appointed at least thirty days prior to the tournament to allow sufficient time for them to study the Official Tournament Rules and familiarize themselves with the book of study. In selecting officials to help during the tournament the Director-Youth President should be sure that both the contestants and the audience have the utmost confidence in the impartiality of the selection. The officials must be reminded that the tournament is a very serious and important occasion to the quizzers and

coaches involved. Everyone should strive, throughout the tense moments of the quiz, to ensure that, when it is over all participants will have every reason to believe that the conducting of the quiz was absolutely fair.

B - Judges

The judges are the officials responsible for ruling on questions and procedures. In all official quizzes, there shall be four judges. One judge shall be appointed to judge fouls, the other three will be responsible to render opinions on indefinite answers (*by checking the reference in the Bible and on the answer sheet*), and to confer with the quizmaster during the resolution of contest situations.

1. In a contest situation, the judges should avoid offering any reasons or explanations to the quizzier or coach for the decision. After the contest has been heard by the quizmaster and the three judges at the judges table, the quizzier or coach doing the contesting should be seated before deliberation between the officials continues.
2. After the quiz is completed, there should be no discussion by the three judges with the quizzers, coaches or audience concerning any decision that was made during the quiz.

C - Scorekeeper

1. It is recommended that the scorekeeper have two assistant scorekeepers.

D – Timekeeper

1. A team more than fifteen minutes late forfeits the quiz once that team has made no attempt to contact the National Quiz Director to inform of its lateness.

E – Buzzer Operator

1. The buzzer operator must clear the electronic buzzer system between the end of the quizzier's response (*or the timekeeper's declaration of "time"*) and the reading of the next question by the quizmaster.

F – Tape Operator

1. The tape operator when called upon should play the tape at the point of difficulty that was identified and requested by the quizmaster.

SEMI-FINALS ARRANGEMENT

First (1st) Semi-final

Regions

- 1 - Kingston & St. Andrew
- 2 - St. Thomas & Portland
- 3 - St. Catherine & Clarendon
- 7 - Manchester & St. Elizabeth

Second(2nd) Semi-final

Regions

- 4 - St. Ann & St. Mary
- 5 - Trelawny & St. James
- 6 - Hanover & Westmoreland

REGISTRATION

1. Registration for Regional Tournaments must be done by each assembly. The assembly must submit registration fee and completed registration forms to the Regional Coordinator no later than four weeks prior to the date of the Regional tournament. The Regional Coordinator must submit all fees and forms to the National Headquarters no later than two weeks prior to the tournament dates. Late forms and fees will not be accepted, resulting in those assemblies not being able to participate in the competition that year.
2. Registration for National Tournament must be done by each qualifying team. Completed forms and fees must be submitted to the National Headquarters no later than a week after the semi-final tournament that the qualifying team participated in. Late forms and fees will not be accepted, resulting in the team forfeiting its chance to participate in the National Tournament. Early registration warrants a 10% discount.

LUNCHES

1. For any given tournament, lunch will only be provided for all registered members of a team along with one (1) registered coach and one (1) registered assistant coach, which are present at the tournament.
2. Based on availability, all other persons who accompanied the team to the tournament may purchase lunch at the price determined.

SCORING

The highest scoring individual (*HSI*) from each of the divisions (*see E-1*), will be determined based on scores tabulated from the regional competition, semi-final competition up until the last match before the championship round at the national competition.

The top six quizzers will be determined based on scores tabulated from the first two matches played by each team at the national competition. These six persons will compete against each other before the start of the championship round. The winner of this match will be crowned the Champion Quizzer for the year.

QUALITY ASSURANCE

A quality assurance team shall be present at each tournament to ensure the smooth and fair execution of the proceedings.

DISCIPLINE

Any evidence of indiscipline by any quizzer, coach or official will be subject to hearing by the Quality Assurance Team and will be treated on a case by case basis. Treatment of indiscipline may range from loss of points to a one year ban from National Youth Bible Quiz.

AWARDS

A criterion will be provided to all quiz officials to select the individuals to be awarded for:

Best spirited quizzer (*one from each division*)

The Quizzer:

- Who actively participates in the quiz matches
- Who shows evidence and knowledge of the tournament rules and applies same during the tournament
- Who displays a genuinely pleasant demeanour in the heat of the competition
- Who does not show insolence when decision are not made in his/her favour or that of the team
- Who demonstrates the overall spirit of quiz – humility and obedience
- Who fosters camaraderie among team members and other quizzers

Most outstanding coach

The Coach

- Who skilfully guides his/her team using the tournament rules appropriately
- Who fosters camaraderie among the team
- Who communicates with his/her team efficiently throughout the quiz matches
- Who is obedient to the officials and tournament rules and sets a good example for his/her team

Appendix 1

REGISTRATION FORM

(Check One) Under-19 ☐ Over-19 ☐

(Check One) Regional ☐ Semi-final ☐ National ☐

(Check One) Qualified ☐ 1st ☐ 2nd ☐ 3rd ☐ 4th ☐

Church _____ Phone Number _____

Address _____

Pastor _____

Quizzers: (five only)

NAMES

D.O.B

Registered

Confirmed

_____	_____	<input type="checkbox"/> ^{Reg}	<input type="checkbox"/> ^{SF}	<input type="checkbox"/> ^{Nat}	<input type="checkbox"/> ^{Reg}	<input type="checkbox"/> ^{SF}	<input type="checkbox"/> ^N
_____	_____	<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"/>	<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"/>

Coaches: (maximum three)

Name:

Phone:

Registered

Confirmed

_____	_____	<input type="checkbox"/> ^{Reg}	<input type="checkbox"/> ^{SF}	<input type="checkbox"/> ^{Nat}	<input type="checkbox"/> ^{Reg}	<input type="checkbox"/> ^{SF}	<input type="checkbox"/> ^N
_____	_____	<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"/>	<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"/>

Assistant Coaches: (maximum three)

Name:

Phone:

Registered

Confirmed

_____	_____	<input type="checkbox"/> ^{Reg}	<input type="checkbox"/> ^{SF}	<input type="checkbox"/> ^{Nat}	<input type="checkbox"/> ^{Reg}	<input type="checkbox"/> ^{SF}	<input type="checkbox"/> ^N
_____	_____	<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"/>	<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"/>

Request for Coaches: Yes ☐ No ☐

Address to which Tournament information should be sent: _____

Please enclose registration fee and return two weeks before the tournament.

National Youth Department

54 Eastwood Park Road

Kingston 10

NOTE:

**IT IS THE RESPONSIBILITY OF EACH TEAM TO SEE THAT THIS REGISTRATION FORM
AND THE FEE IS SENT TO THE DEPARTMENT ON TIME**

SEMI-FINALS ARRANGEMENT

First (1st) Semi-final

Regions

Kingston & St. Andrew

St. Thomas & Portland

St. Catherine & Clarendon

Second(2nd) Semi-final

Regions

St. Ann & St. Mary

Manchester & St. Elizabeth

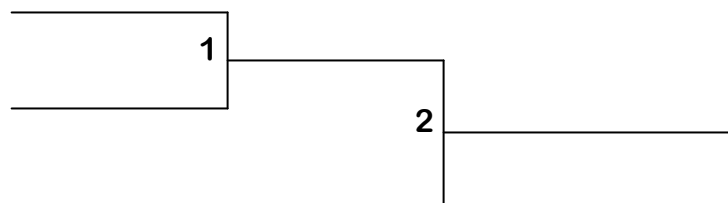
Hanover & Westmoreland

Trelawny & St. James

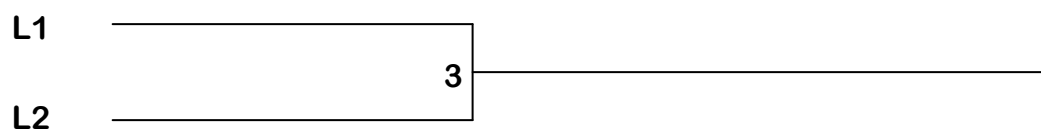
Appendix 2

3 TEAMS

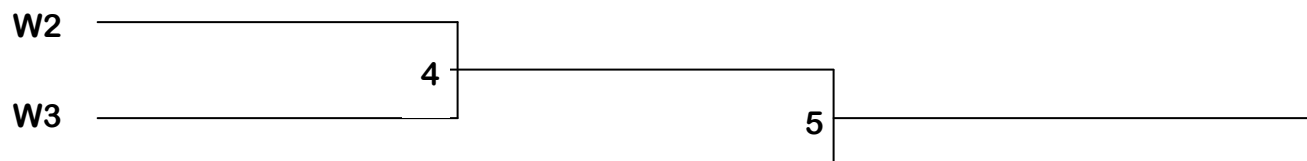
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ROUND 2

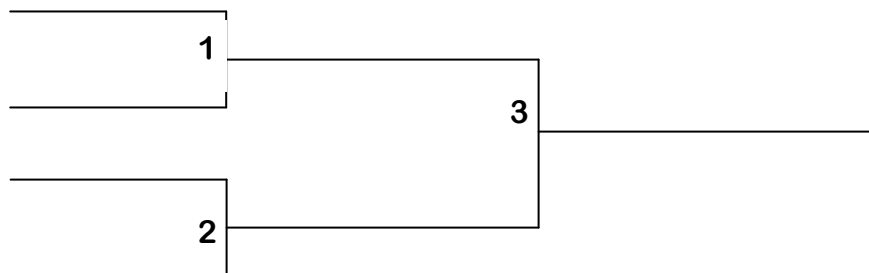


CHAMPIONSHIP ROUND

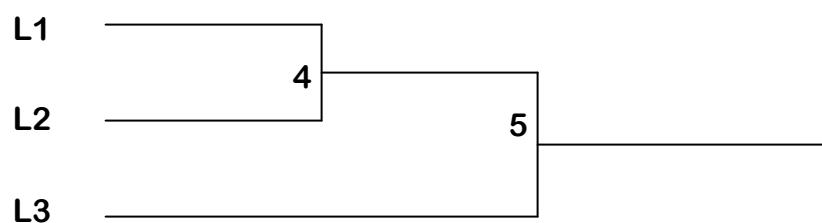


4 TEAMS

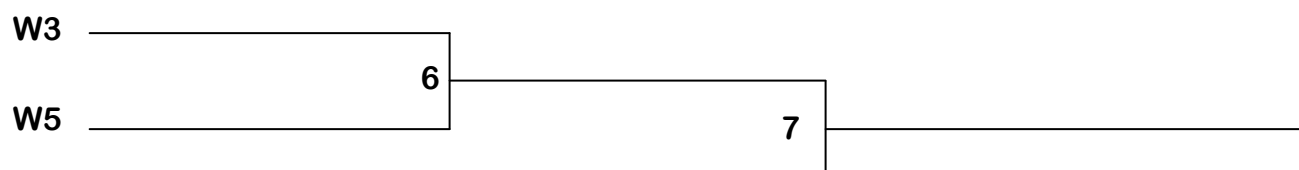
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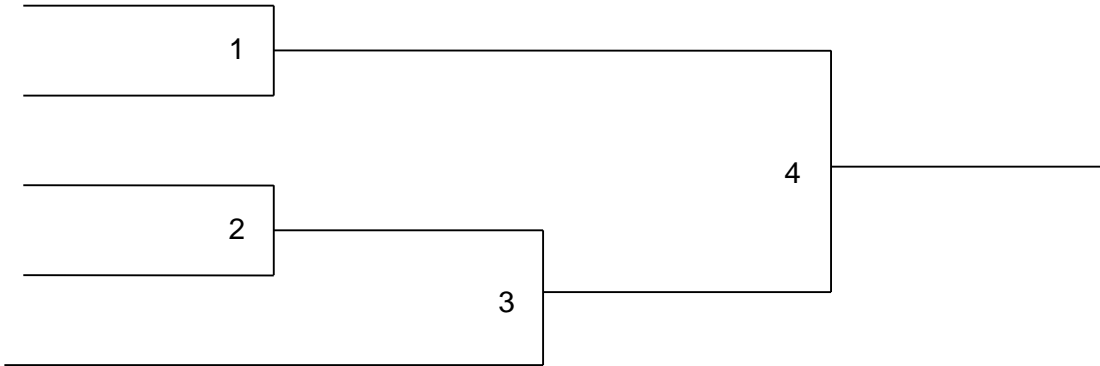
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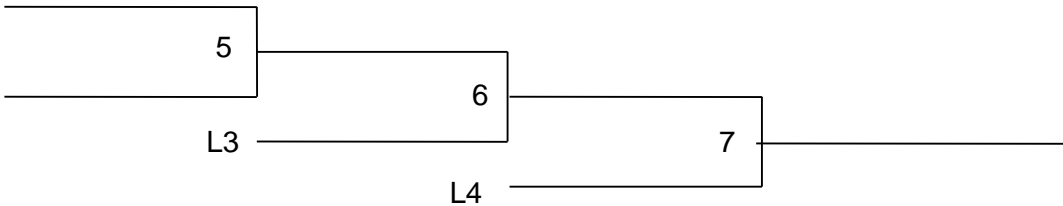
CHAMPIONSHIP ROUND



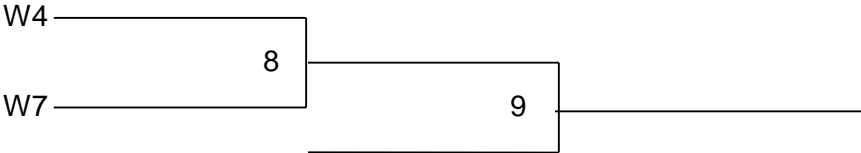
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ROUND 1



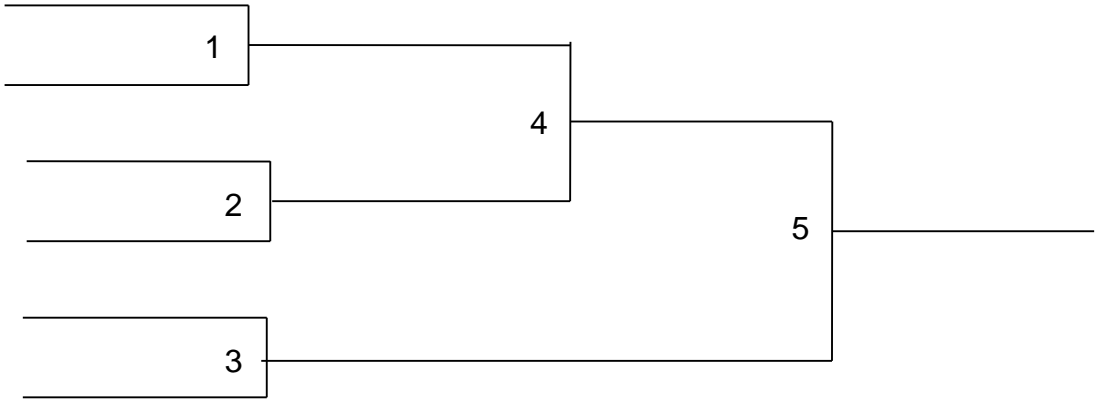
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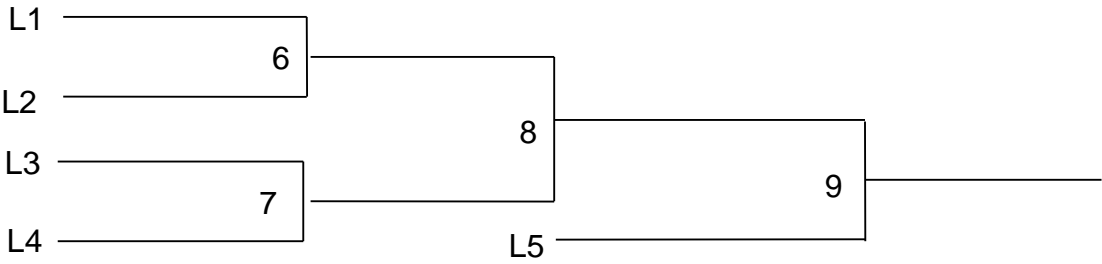
CHAMPIONSHIP ROUND



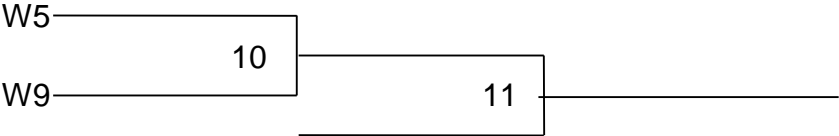
6 TEAMS
ROUND 1



ROUND *2

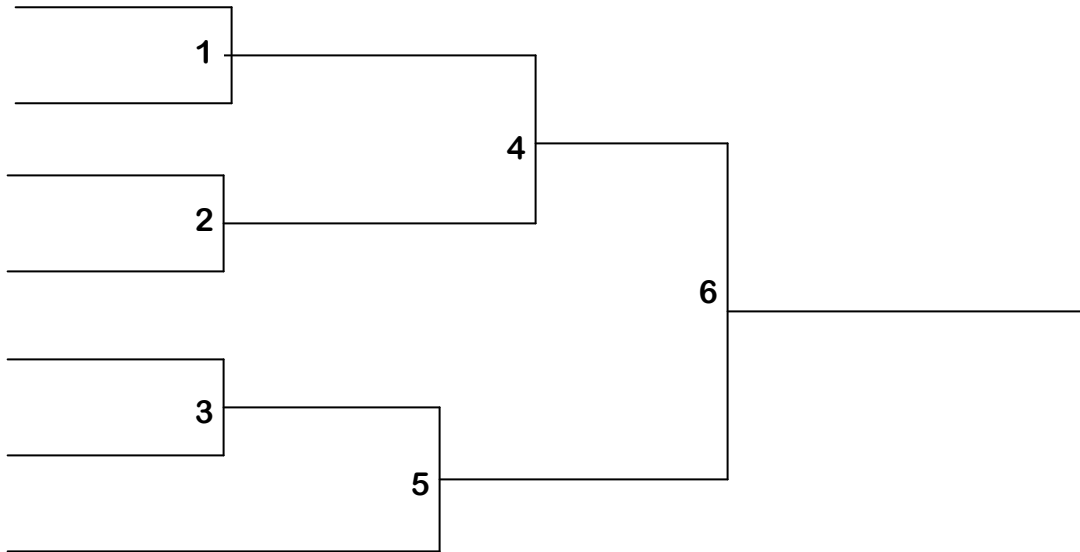


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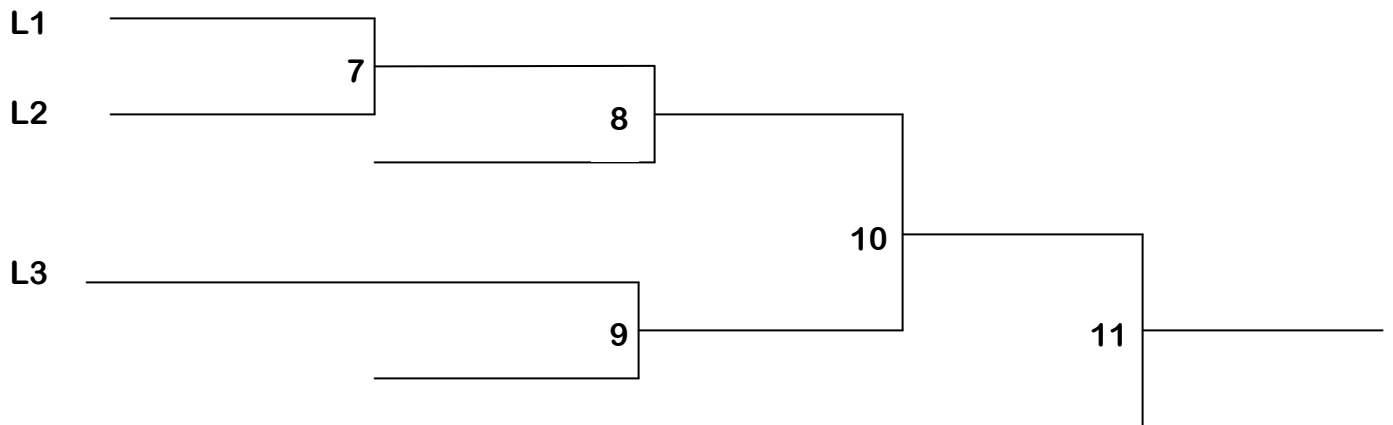


7 TEAMS

ROUND 1



ROUND 2



CHAMPIONSHIP ROUND

