BIBLE - COMPETITION RULES 2017
Independent Baptist Fine Arts Competition

BIBLE

*Bible Preaching - Expository/ Topical
*Bible Storytelling
*Ladies Seminar Speaking
*Bible Puppet Show
*Radio Program
*Bible Quizzing

General Rule:
*Only the King James Bible will be used for all events.

Specific Rules by Category:

Bible Preaching

1. Bible Preaching, both Expository and Topical, will be for males only.
2. Each participating student will prepare a sermon between 7 and 10 minutes in length.
3. A student whose time is within one minute over or under the allowed time will receive a ten point deduction. A student whose time is more than one minute over or under the allowed time will receive a twenty point deduction.
4. A suit jacket and tie will be appropriate for this competition.
5. An expository sermon is one in which a portion of Scripture is interpreted in relation to one theme. The bulk of the material for the sermon is drawn directly from the passage.

6. A topical sermon is one in which Scripture passages support the topic’s main divisions, although the Scriptures are not necessarily from the same passage.
7. Each student will submit two copies of his typewritten sermon in outline form to the judges at the time of presentation. Failure to do so will result in disqualification.
Bible Storytelling

1. Each participating student will prepare and tell a Bible story between 7 and 10 minutes in length. Male or female may participate.
2. A student whose time is within one minute over or under the allowed time will receive a ten point deduction. A student whose time is more than one minute over or under the allowed time will receive a twenty point deduction.
3. The theme of the story should be a character in the Bible, a doctrine of the Bible, or a concept from the Bible.
4. Each story will be prepared as if it were for a junior-age class, ages 9-12.
5. Each story may include some type of visual aid which does not have to be original.
6. Each student will submit two copies of his/her typewritten Bible story in outline form to the judges at the time of presentation. Failure to do so will result in disqualification.

Ladies Seminar Speaking

1. Each participating female will prepare a spiritually inspirational lecture for use in a seminar or conference for women.
2. The lecture should be between 7 and 10 minutes in length.
3. A student whose time is within one minute over or under the allowed time will receive a ten point deduction. A student whose time is more than one minute over or under the allowed time will receive a twenty point deduction.
4. The lecture should address a topic applicable to women from a Biblical perspective.
5. Each student will submit two copies of her typewritten lecture in outline form to the judges at the time of presentation. Failure to do so will result in disqualification.

Bible Puppet Show

1. The theme of the puppet show is to depict an actual Bible character and/or to depict an actual Bible event.
2. A basic screen will be provided to hide the puppeteers from the audience.
3. No more than two puppeteers may be involved in the act. The team may be male, female, or mixed.
4. Homemade and/or professionally made puppets may be used.
5. The show must be tastefully presented, avoiding slang insinuation of questionable language, references to television, and worldly practices such as movies, dancing, or mixed swimming.
6. The presentation should be between 7 to 10 minutes in length.
7. A student whose time is within one minute over or under the allowed time will receive a ten point deduction. A student whose time is more than one minute over or under the allowed time will receive a twenty point deduction.
8. Two copies of the typewritten Puppet Show script must be submitted to the judges at the time of presentation. Failure to do so will result in disqualification.

Radio Program

1. Each participating student will prerecord a 15 minute daily broadcast that could air on a local radio station or on internet radio.
2. The broadcast should feature a program opener, introduction to the message, message, closing comments, and program closer.
3. The participating student will be the announcer for the program, voicing the introductions and closings.
4. The message may be given by the participating student, or it may come from a segment of a prerecorded sermon preached by an Independent Baptist preacher.
5. Background music may be used for the program openings and closings, but it may not contain a rock beat or sinfully sensual style, rhythm or beat of any kind.
6. The program must be submitted digitally no later than one week before the date of competition.
   * Save the MP3 audio file on CD or USB drive and mail to 3000 Clays Mill Road, Lexington, Kentucky- attention: Troy Young
7. A typed copy of the program script should also be submitted with the radio program which includes a statement verifying the originality of the program.

Bible Quizzing

Bible Quizzing - 2-5 per team with up to two substitutes / 2 teams per school.

Bible quizzing is a “jump-quizzing” competition quizzing Bible knowledge and speed of recall. Two or three opposing teams are challenged by an oral question, and any team member responding first is given opportunity to answer within a time limit. Points are scored for correct answers and penalties assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest scoring team is declared winner at the game’s end.

Quiz Panel
The Quiz Panel will determine any contested decisions upon request of the Quizmaster and will declare the winner.
1. The Quiz Panel may consist of the Quizmaster, the Scorekeeper, and the Timekeeper.
2. The Quiz Panel will be appointed and instructed by the Quizmaster.
3. All decisions by the Quiz Panel will be final.

Team Membership
1. For each game, each team will be made up of two to five members and may include two substitutes from the same school.
2. Team members will be in Grades 7-12.

Team Coaches
Each team’s coach will be present during competition.
1. The number of coaches for pre-contest preparation will be at each school’s discretion; however, each team will have only one coach present officially during competition.
2. The coach will be responsible for the behavior of the team at all times.
3. The coach’s behavior will be considered as team behavior and as such, will need to meet the students’ Dress and Conduct code.
4. The coach may lodge a protest with the Quizmaster solely after a game has been completed. Protests presented to the Quizmaster courteously will be received courteously.

Study Cycle
Each year, the selection of the Bible book(s) to be studied will be announced by Commonwealth Baptist College. The King James Version will be the only authorized translation for all competition purposes.

Pre-Game Procedure and Seating Plan
1. The Quizmaster will face the opposing teams.
2. Three opposing teams will be seated so to both clearly see and hear the Quizmaster and to see the scoreboard.
3. Each school’s starting contestants will sit as a team, numbered 1, 2, 3, 4, 5.
4. Each team will choose a captain and a co-captain.
5. The official mode of response will be a light jump system.
6. The Quizmaster will review the rules and game procedure and answer any related questions preceding play.
Game Procedure
1. A game will consist of twenty correctly answered regular or toss-up questions plus whatever free or tie-breaker questions become necessary.

2. REGULAR QUESTIONS
   A game will commence with the reading of a regular question by the Quizmaster to the three teams. Each question will be read only once.

3. If no quizzer responds within ten seconds after the reading of a question, the question will be tossed out and another read to continue play.
   a. Tossed-out questions will not constitute any of the twenty regular questions.
   b. Team members may confer before any quizzer is recognized.

4. During or after the reading of a REGULAR question, the first team member whose light comes on and comes to a full stature in a continuous motion will be addressed by number as, for instance, “CLAYS MILL ROAD CHRISTIAN ACADEMY, NUMBER THREE.”

5. INTERRUPTED QUESTIONS
   The reading of a regular, toss-up, or tie-breaker question may be interrupted by a quizzer, but he must then answer the question without hearing it read in its entirety.

6. The Timekeeper will deem the Quizmaster’s verbal recognition of the quizzer as the signal to start the clock.
   a. Thirty seconds will be allowed in which to answer any question in its entirety.
   b. The quizzer will be allowed a maximum of five seconds before beginning his answer, but the clock will continue to run marking the thirty-second count. Note: The quizzer may begin his answer; restate the question; or state, “My answer is . . . “ in order to satisfy this requirement.
   c. If the quizzer fails to begin his answer within the five seconds, it will constitute an error.
7. Upon giving a correct answer to a REGULAR question, twenty points will be scored for the answering team and another REGULAR question read to continue the cycle.
   a. Each individual quizzer’s points will be tallied on a score sheet.
   b. During the competition, any quizzer having correctly answered six twenty-point questions (quizzing out) will leave the game.
      1. He may be replaced by an eligible substitute.
      2. He will not return to the current game.
      3. Should the team captain quiz out, the co-captain will assume the role of challenger.

8. At the Timekeeper’s call of time, any incorrect or incomplete answer will constitute an error.
   a. Each individual quizzer’s errors will be tallied on a score sheet.
   b. During the competition, any quizzer having made six errors (erroring out) on regular or toss-up questions will leave the game.
      1. He may be replaced by an eligible substitute.
      2. He will not return to the current game.
      3. Should a team captain error out, the co-captain will assume the role of challenger.

9. Beginning at the fourth team error, ten penalty points for each error will be deducted from the team’s score.
   a. The first three team errors will not affect a team’s score.
   b. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.

10. TOSS-UP QUESTIONS
    After penalty points have been assessed for the incorrect answer to a REGULAR question, the regular question will be reread and will constitute a TOSS-UP question.
    a. Only the remaining two teams may vie for response to this question.
    b. If no quizzer responds within ten seconds, the question will be tossed out.
    c. A correct answer to a TOSS-UP question will score twenty points for the answering quizzer’s team.
    d. Beginning at the fourth team error, an incorrect answer to a TOSS-UP question will deduct ten points from the team’s score.
    e. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
    f. When competition consists of only two teams, toss-up questions will not be used. Free questions will be asked to the remaining team upon all incorrect answers.
11. FREE QUESTIONS
Upon error on a TOSS-UP question, (or upon error of a regular question when only two teams are competing), the remaining team will be given a FREE question, which will be a new, previously unread question.
   a. The first team member to rise may attempt to answer a FREE question without fear of penalty upon error, termed “attempt”.
   b. No other attempts to answer will be permissible.
   c. A correct answer to a FREE question scores ten points for a team.
   d. No penalty points will be assessed at any time for FREE questions which are incorrectly or incompletely answered, or unanswered in any manner, hence, the term “FREE”.
   e. An unanswered FREE question will be tossed out.

12. TIE SCORE
In the event of a tie score after the twentieth question, single regular questions will be asked until the tie is broken, termed TIE-BREAKER questions.
   a. Individual scores and errors will continue to be tallied.
   b. If the twentieth question is answered in error, the entire round will continue to completion, toss-up and, if necessary, free question included. Thereafter, the single tie-breaker questions will continue until a winner is declared as in a sudden-death playoff. However, the quiz must end with a correctly answered regular or toss-up question.
   c. If, after the twentieth question, one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest and the game will continue until a tie-breaking question(s) produces a second place team and a third place team.
   d. If, after the twentieth question, two teams are tied for first place honors, the third team with the lowest score will be declared the loser and drop from the contest; and the game will continue until a tie-breaking question(s) produces a winner and a second place team.

Remember: each game will have a winner, a second place team, and one third place team (see DETERMINATION OF WINNER - Rule 1).
13. **TIME-OUTS**
   The coach or the team captain may call up to a total of two time-outs per team during a game.
   a. Time-outs will be allowed after the answer of one question and before the reading of the next.
   b. Time-outs will be no longer than one minute.
   c. No time-outs will be allowed after the seventeenth question has been read.
   d. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of team members.
      1. Voluntary substitutions require the calling of time-outs.
      2. Other teams may substitute contestants during one team’s time-outs.
      3. A time-out may be called for a team conference.

14. **FOULS**
   The following actions will constitute fouls:
   a. Talking or conferring by any team members between the time the quizzer has been recognized and the time points are awarded or penalties assessed.
   b. Any part of the hands or feet touching the chair during the reading of a question.
   c. Failure of a quizzer to come to full stature in a continuous motion.
   d. A team’s display of an overly antagonistic attitude toward officials and rulings.
   e. A disagreeable attitude evidenced by indiscreet challenging.
   f. Any behavior not conducive to the Christian spirit.
   g. For every three team fouls, ten points will be deducted from that team’s score.

15. **CHALLENGES**
   Any opposing team’s answer may be challenged if it is believed that any situation in Rule 15-f has occurred.
   a. Only a team captain may challenge by raising his hand and stating, “Excuse me, Mr. Quizmaster, I would like to challenge.” The captain may yield the floor to a team member to voice the challenge.
   b. Such challenge must be made immediately following the awarding of the points, or the assessing of penalties, for the question in challenge.
   c. The Quizmaster, with or without counsel of the Quiz Panel, will have sole authority to accept or reject the challenge.
   d. Should a challenge be sustained, points which would have been awarded will be withdrawn but no penalty points will be assessed against the team.
   e. Should a challenge be overruled, no points will be deducted from the challenging team’s score.
   f. An answer to any question, regular, toss-up, free, or tie-breaker, will
be considered open to challenge if:
1. It is believed that incorrect information was considered correct.
2. In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in competition.
3. It is believed that correct information was considered incorrect.

QUESTIONS AND ANSWERS
No unanswered (tossed-out) questions will be asked again until all questions have been asked once during the entire competition. All decisions on the correctness of answers will be the sole responsibility of the Quizmaster who may seek counsel of the Panel at his own discretion.

1. DESCRIPTION OF ACCEPTABLE QUESTION AND ANSWER FORMS
   a. INTERROGATIVE Question form: a question constructed by the use of a direct key words(s) from Scripture together with an interrogative and answerable by a paraphrased word or phrase.
      1. Interrogatives will be limited to selections from this list: who, whom, what, why, where, when, which, how.
      2. Interrogative questions drawn from Scriptural context without the inclusion of direct key words(s) will be permissible.
      3. Interrogative questions may, or may not, include the book and chapter citation from which the question is drawn.
      4. EXAMPLE: Q: "In Jesus' trial in the wilderness in Matthew 4, Jesus was led into the wilderness by whom?"
         A: "the Spirit."
   
   b. FINISH-THE-VERSE Question form: A verse completion question answerable by a direct Scriptural quotation without the reference citation.
      1. Finish-the-verse questions will begin with the statement, "Finish this verse," and quote the first five words of a verse, stopping at the point where the quizzer is to finish quoting the verse verbatim.
      2. Finish-these-verses questions will begin with the statement, "Finish these (two or three) verses," and quote the first five words of a passage, stopping at the point where the quizzer is to finish at least two, but not more than three, succeeding verses verbatim.
      3. No quizzer will be expected to cite references in finish-the-verse(s) questions.
      4. EXAMPLE: Q: "Finish this verse: "He came unto his own, . . ."
         A: "and his own received him not."
c. REFERENCE Question form: a question citing a reference with or without the use of a key word(s) answerable by a paraphrased phrase and/or indirect quotation.
   1. Reference questions will begin with the phrase, “According to . . .,” followed by a reference and the stated question.
   2. Reference questions will be acceptable if they refer to either verse and chapter citation or to chapter citation alone.
   3. Reference questions may or may not use interrogatives.
   4. Reference questions are answerable with paraphrased quotations as opposed to verbatim quotations.
   5. EXAMPLE: Q: “According to Matthew 4, Jesus answered Satan in what manner?”
      A: “He quoted the Scripture: It is written, man should not live by bread alone, but by every word that proceeded out of the mouth of God; Thou shalt not tempt the Lord thy God; Thou shalt worship the Lord thy God, and Him only shalt thou serve.”

d. QUOTATION Question form: a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation.
   1. Quotation questions will begin with the phrase, “Quote this verse . . .” or “Quote these two verses . . .” or “Quote these three verses . . .” and follow with a book-chapter-verse reference.
   2. Quotation questions will be answerable by the verbatim quotation of the verse cited. Quizzer may, but will not be required to, cite the reference.
   3. EXAMPLE: Q: “Quote this verse: John 1:4”
      A: “John 1:4: “In him was life; and the life was the light of men.”

2. DETERMINATION OF CORRECTNESS OF ANSWERS
   a. An answer will be considered correct only if it will have been correctly and completely stated within the thirty second time limit.
      1. Answers to quotation and finish-the-verse questions must be verbatim, clearly understood, and complete within the time limit.
      2. When answering reference and interrogative questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness, so long as the information given before the call for time was correct and complete, the answer will be considered correct.
   b. An answer will be considered correct if a proper name is mispronounced.
c. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering; but an incorrect answer will constitute an error.
d. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an automatic error.
e. When a quizzer has completed his answer, he should be seated.

3. ERRORS
The following actions will constitute errors:
a. Failure of a quizzer to begin his answer within the five seconds.
b. Any incorrect or incomplete answer given at the Timekeeper’s call of time (thirty seconds).
c. If the wrong quizzer answers the question, the right quizzer will then be allowed to answer the question. However, if both quizzers are from the same team, this will constitute an error; and the question will be repeated as a toss-up question.
d. An answer that would require clarification for understanding.
e. Verbatim quotation of a verse in response to an interrogative or reference question.
f. An answer to a finish-the-verse or quotation question in which there is any deviation from verbatim quotation of Scripture, i.e. an addition, omission, reversal, or change of words.
g. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering; but an incorrect answer will constitute an error.
h. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an automatic error.
i. Any incorrect information in an answer.

DETERMINATION OF WINNER
1. The team with the highest score at the end of the twentieth question or sudden death tie-breaker will be declared the winner. The team with the second highest score will be declared the second place team. The last place team will be considered the third place of the game.
2. The advantage of being a first place winner is the draw of opponents as the contest eliminates quiz teams.
3. The Quizmaster will determine the teams competing in each game. Rule 1 under Determination of Winner will help the Quizmaster determine the selection of teams to participate in each game.
4. Competition will proceed as in a double elimination tournament so that each team must take third place twice before being eliminated.

Note: Two second place finishes constitute a 3rd place finish.
STAR QUIZZER
1. One quizzer will be awarded the distinction of Star Quizzer.
2. The quizzer with the highest average of correctly answered twenty-point questions per game will be named Star Quizzer at the awards ceremony.