

The Christian and Missionary Alliance

Bible Quizzing Rule Book

Revised 2017



For the most recent version of this Rulebook or for Rule updates go to: cmabiblequizzing.org

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Mission Statement of Bible Quizzing

“The mission of quizzing is to see visible evidence of the application of God’s Word in the lifestyle of each participant.”

Bible Quizzing is a ministry of the LIFE Office of the C&MA to assist teens to connect with God in a deeper way by Experiencing Him and Expanding His Kingdom.

It accomplishes this by:

1. Providing teens with an opportunity to be involved with systematic study, application and memorization of God’s Word.
2. Building character, instilling self-discipline and encouraging prayer and unity.
3. Equipping teens with the capacity to serve in other areas of ministry.

Proposed Future Books

2018 – 2019	John
2019 – 2020	Hebrews/First and Second Peter
2020 – 2021	Matthew (excluding chapters 13, 23, 24, 25)
2021 – 2022	Romans & James
2022 – 2023	Acts (chapters 1-20)
2023 – 2024	Galatians/Ephesians/Philippians/Colossians
2024 – 2025	Luke (excluding 3:24-38, chapters 4, 5, 6, 7, 8, 12, 20)
2025 – 2026	First and Second Corinthians
2026 – 2027	John

Eligibility Requirements

Team Membership / Eligibility Requirements

The following rules are established for all inter-district and international competitions. Each district retains the right to set and enforce their own eligibility requirements for their district.

- A. All quizzers for **International competition must be 12 to 18 years of age by the meet registration date, or have been enrolled as a full-time high school student during the current quiz year.**
- B. Each district may establish eligibility rules for International team membership and specify the degree of involvement quizzers must have within a local church.
- C. A team will be composed of a maximum of five members: four starting quizzers and one substitute. These five shall constitute the team for International Finals. Any exceptions to this must be brought to the C&MA Quizzing Leadership Team (CQLT).
- D. Each team must have a coach and may also have an assistant coach. The international coach must be approved by his/her district office/committee **or by the District Bible Quizzing Coordinator.**
- E. In order to quiz at Internationals for a specific district, the quizzer must reside in that district or in a bordering community. Their home church must be from the district in which they quiz. Any exceptions to this must be brought to the **C&MA Quizzing Leadership Team (CQLT).**

Competitive Levels

There are four levels of Bible quiz competition: local or interchurch, zone, district, and International Finals. Each district shall determine eligibility guidelines for all local, zone, and district competitions subject to approval by the district office.

Local or Interchurch Quizzing

(Within a church or between several churches on an unofficial basis)

1. Any number from one to five may constitute a team.
2. Any number of teams may participate.
3. The person/people responsible for preparation of the quizzes used for competition will be assigned by the person in charge of sponsoring the competition.
4. If a church is unable to secure enough teens for study and competition within its own group, it may work with a neighboring church for competition on this level.
5. Follow all other rules as clearly as possible in order to educate for zone and higher levels of competition.

Zone Quizzing

1. The quizmaster and officials will be selected by the Zone/District Executive Committee/District Coordinator, or Designee.
2. The person/people responsible for preparation of the quizzes used for competition will be assigned by the District Coordinator or Zone Coordinator.
3. Follow rules as determined by district for zone quiz meets.

District Quizzing

1. Rules may be modified by each district to suit the needs of their district. Any changes in the rules need to be approved by the District Coordinator or District Committee. The district office may grant exemptions for unusual circumstances in regard to district quizzing only.
2. The quizmaster and officials will be approved by the **District Committee or District Coordinator**.
3. The name and address of the district coordinator must be sent to the Life Impact Office by October 1st of that quiz year.

4. For district finals, each quiz must cover the year's material in its entirety.

International Finals

1. All official rules will be in effect.
2. Each district will be allowed to send as many teams as the district feels will be competitive and that they are financially able to send. These will be the district International Teams.
3. All arrangements, promotion, and administration will be by the Life Impact Office.
4. Notification by each district of its intention to enter a team must be received by the Life Impact Office, on a form supplied by that office, no later than the date posted on the C&MA Quizzing website.
5. The names of the International Team, coaching staff, and all registration fees must be sent, when specified, to the Life Impact Office for that quiz year.

Quiz Officials

Officials for a sanctioned quiz may include a quizmaster, answer judge(s), and a scorekeeper(s).

Selection of Officials

1. The district quizmaster and officials will be approved by the District Bible Quizzing Coordinator or Committee.
2. The international quizmaster and officials will be appointed by the CQLT. To be considered for the CQLT appointment, all quizmasters and officials must:
 - a. Be a regular church attender.

- b. Have three years of district quizmastering experience and be recommended by their district office or quiz committee.
- c. Go through an evaluation process established by the CQLT.

Quizmaster

The Quizmaster should:

1. Be thoroughly acquainted with all rules, procedures, and material of that quiz year.
2. Be impartial and render decisions consistently.
3. See that all officials are briefed regarding rules and procedures.
4. Read at a normal conversation rate. *Hesitating or reading too quickly must be avoided since either may cause inaccurate quizzing.*
5. Read all questions at the same rate of speed with the ability to stop reading the question at the exact moment a jump is made.
6. Keep the quiz moving at a consistent pace. *A quiz should not be rushed, but it is important to maintain the quickest pace which does not interfere with accuracy.*
7. Be open to a challenge and be willing to evaluate whatever the captains or co-captains feel is in error.
8. Facilitate a positive, uplifting environment throughout the quiz. Quizmasters should speak clearly and be enthusiastic about quizzing. To this end, quizzers should be called by name, the score should be announced often (when a score-board is not present), and bonuses and quiz-outs should be promptly recognized.
9. Identify the question type and begin every question with, "question number _____, question".

The Quizmaster must:

1. Rule immediately upon an obviously correct or incorrect answer if there is no indication from the answer judge to the contrary. When an answer is in question (different than what is on the card), the quizmaster will discuss with the answer judge; however, it is the answer judge who will determine the accuracy of its content and make a ruling accordingly.
2. During the 30-second answering period use the following prompts:

- a. If a quizzer has provided all the information in the answer, except the identification of a pronoun present which is part of the answer, the quizmaster will ask the quizzer to identify the specific pronoun, (example: "Can you identify 'He'?" or "Can you identify 'They'?") The quizmaster is not allowed to say anything other than what the quizzer has already said when asking for the identification. A pronoun may need to be identified only if the identification (antecedent) is in context.
 - b. On a Chapter-Verse Reference Question (CVR) or Chapter-Only Reference Question (CR), if the quizzer has given all the information in the question and the answer and the complete question was not read, the quizmaster will ask, "What is your question?"
 - c. On a Finish-The-Verse (FTV), Quote, or Finish This (FT) type question, once the quizzer has quoted to the end of the required verse, if the quote is not yet correct, the quizmaster will say, "Again." This will occur as often as needed until the quizzer quotes the verse perfectly or the 30-second time limit expires. The quizmaster is not allowed to say "again" until the quizzer has come to the end of the verse, each time through, as this would give the quizzer information about where their mistake was made.
 - d. If a quizzer answers the question correctly, but is missing information found in the question, the quizmaster may ask the quizzer, "More".
 - e. On a Situation (SIT) type question, when the quizzer has completed the quotation required for the question the quizmaster will say, "Quote is complete."
 - f. On a Reference type question, if the quizzer gives a question that is different than the one on a card, the quizmaster and answer judge must ensure that the question given is the exact same type as the one on the card.
3. Consult with the answer judge(s) at any time he or she feels is necessary, provided it does not infringe upon the 30 seconds allotted the quizzer.
 4. If an explanation of a ruling is requested by a captain or co-captain, the quizmaster will ask if any team wants to challenge before the explanation is given.

Quizmaster Replaced

When deemed necessary, the quizmaster or any official may be replaced from his/her position during a meet by the C&MA Quizzing Leadership Team.

Answer Judges

1. There shall be at least one answer judge in addition to the quizmaster in every International final. In a local, zone, or district quiz this number may vary.
2. All conferring among quizmaster and answer judge(s) shall be done privately. The spokesperson will announce the decision. The head answer judge shall be the spokesperson for the group.
3. No comment other than “correct” or “incorrect” need be announced by the head answer judge in making a decision. However, at the discretion of the answer judge and quizmaster or at the request of the captain, a statement may be made by the spokesperson. If an explanation is requested by a captain, the right to challenge has been forfeited for that question. The quizmaster will ask if any team wants to challenge before the explanation is given.
4. Answer judge will watch the quizmaster’s questions for accuracy of reading.
5. When an answer given is in question, the answer judge will determine the accuracy of its content and make a ruling accordingly.
6. Answer judge will check the 2011 NIV scripture when asked to verify the accuracy of the written answer.
7. All questions are checked for accuracy, construction, and distribution by the head answer judge prior to the quiz.
8. A quizzer will be recognized by the quizmaster when his/her light comes on.
9. The answer judge may call a foul or rule infraction related to jumping.
10. On a reference question, if a quizzer gives a question other than what is on the card, the answer judge and quizmaster must ensure that the question given is the exact same type as the one on the card.

Scorekeeper

1. At least one scorekeeper will tabulate the results of each question on official score sheets in every International Final. They shall keep a running score of each quiz.
2. The official scorekeeper for the International Finals will be appointed by the CQLT.
3. Points will be accurately tallied on individual quizzers for each team by the statistician appointed by the CQLT.
4. The scorekeepers will tally and immediately announce when a quizzer has erred out, quizzed out, or fouled out.
5. The scorekeepers will keep record of all time-outs.
6. To determine eligibility for re-substitution, the scorekeeper will keep record of the number of questions a substitute quizzer has remained out.

7. One scorekeeper shall be the spokesperson for the group, have the score sheets signed by the coaches at the conclusion of each quiz, and report to the statistician.

Quiz Meet Regulations and Guidelines

Platform Protocol

1. Quizzers will be seated facing the audience and quizmaster.
2. Hands of the quizzers must not touch any part of the chair or floor while jumping.
3. Feet of the quizzers are to be on the floor while jumping.
4. A line-up card showing the seating order of each quizzer should be given to the quizmaster or scorekeeper before the start of each quiz.
5. No verbal or non-verbal communication is permitted between quizzers, coaches, or the audience from the time the quizmaster calls introduces the question type until points have been awarded.
6. Only a coach from a team presently seated on the platform, or the meet director may confer with the officials.
7. Spectators are not allowed to confer with the coaches or officials during a quiz.
8. Coaches may have quiz material(s) on the platform during a time-out or prior to a quiz.
9. Quizzers will not touch the officials table.
10. Push-button quizzing can be provided by a district, if needed by physically disabled quizzers.

Team Captains

1. Only the team captain or co-captain may challenge a decision, or respond to a challenge. If both the captain and co-captain have errored out, another quizzer can be designated to respond to or initiate challenges.
2. Scorekeepers must be notified which quizzer is captain and co-captain before the quizzers take their seats to begin the quiz.
3. The team captain and co-captain may change during a given competition but not during a quiz.

Jumping and pre-jumping

1. Failure to answer correctly after jumping and being recognized by the quizmaster will constitute an error.

2. If a quizzer's light comes on after a question has been called and before the question has discernibly begun, a foul will be called. The quizzer is ineligible to answer that numbered question, including A and B questions.
3. If a quizzer's light comes on after the quizmaster has discernibly begun reading the question, this will be considered a pre-jump, and the quizzer will be given an opportunity to answer.
4. The first quizzer to rise and trigger his/her light, provided there has been no foul, will be recognized.
5. If, in the judgment of the officials, a deliberate attempt is made to forfeit a question, an error will be charged and 10 points deducted from the team score. The next question will be numbered the same.

Tie Jump

1. When members of the same team tie, the captain will select one quizzer to answer without any type of verbal or non-verbal communication.
2. When quizzers of two or three teams tie, the question will be replaced with a question of the same type on which all eligible members of the tied teams may jump. The question number remains the same.
3. When a quizzer errs on the tie-jump question, it will be treated as a regular question and the quiz will continue as normal.

Correct Answers

1. An answer is correct when:
 - a. It contains the information requested. If the quizmaster did not complete the reading of the question, the quizzer's answer must include the information in the remainder of the question as well as the answer. It is not required to be in question and answer form, except in the case of a reference question. The quizzer's answer must include all unique words included in both the question and the answer. ***A unique word is a word appearing in only one verse in the quizzing material being studied.***
 - b. The quotation is word-for-word as found in the 2011 NIV in Finish-The-Verse, Finish-This, and Quote Questions. In these questions the quizzers may go back to correct their answers if done in the 30-second time limit. The quizzer may not change to another verse. The quizzer is required to make one full correct rotation of the verse to be correct. However the quizzer can be called

correct if they have made a mistake only in one area of the verse AND correct the mistake making it abundantly clear to the quizmaster and answer judge that they know where their mistake was, and what the corrected words are.

2. Mispronounced names are still recognizable as the answer.
3. Only the first answer of the quizzer will be considered, however, if the information given by the quizzer is within the context of the material and is not incorrect, the quizzer will be allowed their full 30 seconds to give the additional information necessary to satisfy the question and the answer. Example: INT Who has been making it grow? A. God. If the quizzer said "Apollos" they have given incorrect information (even though the name "Apollos" is in context) and would be called incorrect. If they had said " I planted the seed", "Apollos watered it", they have not given any incorrect information, are in context and will be given the 30 seconds to supply the correct answer required.
4. All material given by a quizzer must be from the context of the question. Context shall be limited to five verses before or after the verse. A quizzer cannot automatically be ruled out of context by a single word, even if it is a unique word. Rather, the quizzer must say a complete thought or phrase that conclusively puts them out of context as ruled by the answer judge.
5. Deity Rule
 - a. The correct person of the deity must be given. *The quizzer may not move between persons of the deity when answering.*
 - b. If a quizzer refers to any person of the deity as either "God" or "Lord", these must be clarified by the quizzer within 30 seconds when the text requires a more specific answer. "Jesus" and "Christ" may be interchanged and the quizzer will be called correct.
 - c. If a pronoun is used in the text to name the deity, any of the names for that person of the deity within context may be considered an acceptable answer when clarifying.
 - d. When there is a special name of the deity given in the text, which imparts specific character qualities or attributes to that person of the deity, the specific name must be given in the quizzer's answer. (i.e. "The Lord God Almighty", "The Bread of Life", "Spirit of the Living God".) The quizzer may not state other such names which are not in context, even if they refer to the same person of the deity.

- e. When a quizzier gives other names for the same person of the deity, used within context, these should be allowed to be clarified within 30 seconds when a more specific answer is needed.

Incorrect Answers

An answer is incorrect when:

1. Incorrect information has been given.
2. The information given is incomplete.
3. The time limit has elapsed before the complete answer is given.
4. Any word is omitted or added in a Finish-The-Verse, Finish-This, or Quote Question or the wrong verse is begun.
5. If the wrong person (i.e. Father, Son, Holy Spirit) in the deity (God) is given.

Fouls

The following shall be considered fouls:

1. Team members (quizzers, coaches) communicating with each other, other teams, or with the audience between the time the question type is introduced and points are awarded.
2. The use of the hands to assist in jumping. Hands may not touch any part of the chair or the floor from the time "Question" is called until the quizmaster recognizes the first one up.
3. When electronic equipment is used, if any light goes on after the quizmaster calls "Question" and before he begins to read the question.
4. During a Reference question or Quote question, when electronic equipment is used, if any light goes on after the quizmaster calls "Question" and before he begins to read the chapter "number."
5. Starting to answer before being recognized by the Quizmaster.
6. Having more than the designated team members, one coach, and an assistant coach on the quiz platform during a time-out.
7. If a captain or co-captain confers with his/her coach or other quizzers prior to issuing a challenge. In addition, the challenge will not be allowed.
8. Infraction of the rules, in spirit as well as letter, as discerned by the quiz officials.

Foul penalties and implications

1. Three fouls by a quizzer eliminate that quizzer from the quiz. The quizzer must leave the platform. His/her seat will continue to be ineligible to jump for the entire numbered question including A and B. Three fouls by a quizzer will constitute a deduction of 10 points for the individual and team.
2. The fourth team foul and each subsequent foul will constitute a deduction of 10 points from the team score.
3. Fouls may be called by any quiz official: the quizmaster, answer judge, or scorekeeper.
4. A foul must be called before the quizmaster calls for the next question.
5. If the officials fail to call a foul, a coach or team captain may call it to the attention of the quizmaster. If in the quizmaster's (and/or the judge's) opinion a foul might have been committed, the quizmaster will give due warning to the violating team. A foul may not be charged and points deducted when the quizmaster receives such help from a coach or captain.
6. The quizzer upon whom a foul is called becomes ineligible to answer that numbered question, including the A and B questions.

Time Limits

1. Quizzes are to start at the scheduled or announced time. Any team that is late does not receive the starting 20 points awarded for being on time.
2. If the late team is currently quizzing in another location which is running over the time limit, they are not required to forfeit the quiz, or lose 20 points.
3. Any team more than 10 minutes late (after the scheduled or announced time for the quiz) forfeits the quiz.
4. If an individual quizzer is late, the quiz will start on time. The coach has the option to put the late quizzer in during a time-out, but the team will forfeit the 20 points the team starts with. The coach also has the option to keep the quizzer out of the quiz and keep the 20 points, but must notify the quizmaster at the beginning of the quiz, of their decision.
5. Quizzers have five seconds in which to jump after the question is completed.

6. A quizzer has 30 seconds to complete their answer after being recognized.

Time-Outs

1. Each team is allowed two, one-minute time-outs. Only one of those time-outs may be taken during questions 18-20.
2. Captains, co-captains or coaches may call for a time-out.
3. Only the coach, assistant coach, and substitute may converse with the team during a time-out.
4. Time-outs may be called prior to bonus questions.

Substitutions

1. Substitutions may be made only during the time-outs.
2. A quizzer being removed from a quiz must stay out for at least three numbered questions including A and B before re-entering the quiz, except in the event of a quiz-out or error-out. When a quizzer is returned to competition, the quizzer may be substituted for any chair.
3. A quizzer who has answered four questions correctly, excluding bonus questions, may remain in the quiz to answer bonus questions.
4. A quizzer who has answered four questions correctly, has fouled out, or erred out, may be substituted for without time-out. (NOTE: Quizzers who quiz out, foul out, or error out may not return.)
5. If a quizzer errors out or fouls out, the quizzer must leave the platform immediately.
6. The quizzer who quizzes out has the option to remain on the platform. However, if the quizzer remains, a later substitution will require a time-out, and that quizzer may not return to the platform.

Types of Quizzes

Three-Team Quiz

1. There will be 20 numbered questions in a quiz.
2. Each question will be read only once.
3. All questions have a value of 20 points when two or three teams are eligible.
4. In the event the quiz ends in a tie, additional units of three overtime questions each will be used until the tie is broken. Two-team rules will apply in overtime if only two teams are involved.
5. During preliminary rounds of tournaments, if the meet director decides not to break ties in order to keep the tournament on schedule, this will be permitted. If two teams tie for first place, they will each get first place team points and the other team will get third place team points. If two teams tie for second place, both teams will get second place team points.
6. A toss-up question is the result of an error by one team. The two remaining teams will have the opportunity to jump, but the team making the error is ineligible for that question.
7. If question 1 to 15 is erred, the next numbered question will be a toss-up question.
8. If toss-up question 2 to 15 is erred, then the next numbered question is awarded as a 20-point assigned bonus to the team who has not erred. This bonus question goes to the corresponding chair of the team that has not erred.
9. If question 16 is erred, the toss-up question will be question 16A. If 16A is erred, then 16B is awarded as a 20-point assigned bonus question to the team who has not erred. This bonus question goes to the corresponding chair of the team that has not erred.
10. If question 16 is a toss-up question and is erred, 16A is awarded as a 20- point assigned bonus question to the team who has not erred. This bonus question goes to the corresponding chair of the team that has not erred.
11. Error points begin at question 17.
12. The first error committed, beginning at question 17, results in a toss-up question, which is numbered 17A, for the two remaining teams. If there is an error on 17A, the next question will be 17B and will be a 10-point bonus for the team that has not committed an error. This process applies for the remainder of the quiz. Three teams must be enlisted to jump on questions 17, 18, 19, and 20.

13. Districts have the ability to decide *at the district or zone level* if they would prefer to use a jumped-on Bonus. The bonus question would then be jumped on by the team who has not erred, including quizzers who have quizzed out.

Tie-Breaker Quiz

1. In the event three teams are involved, a 20-question tie-breaker quiz will be used.
 - a. *The above rules for a three-team, 20-question quiz applies.*
2. In the event two teams are involved, a 15-question tie-breaker quiz will be used with the following guidelines:
 - a. If an error occurs on questions 1 through 11, the next numbered question is a 20-point assigned bonus to the team who has not erred. This bonus goes to the corresponding chair of the team that has not erred.
 - b. If questions 12, 13, 14, or 15 are erred, the bonus question will remain on the same question number and will not be counted in the basic 15 questions. Both teams must jump on questions 13, 14, and 15.
 - c. All bonus questions up to and including 12B are worth 20 points.
 - d. All bonus questions from 13 to the end of the quiz are worth 10 points.
 - e. Error points begin at question 13.
 - f. A quizzer will be ineligible to jump when the quizzer has answered three questions correctly or committed three fouls or three errors.

Two-Team 20-Question Quiz

1. There will be 20 questions in a quiz. Each question will be read once.
2. All questions have a value of 20 points when two teams are eligible.
3. If a question is missed, a bonus question will be read for the corresponding chair on the other team.
4. The bonus question will be the next numbered question, except for questions 16 and following.
5. All bonus questions throughout the whole quiz are 10 points.
6. Both teams must be eligible to jump on questions 17 to 20.

7. A quizzer will be ineligible to jump when the quizzer has answered four questions correctly or committed three fouls or three errors.
8. In the event the quiz ends in a tie, additional units of three overtime questions each will be used until the tie is broken.

Question Types and Content Distribution

Preparation of Questions

1. All questions will be based on the New International Version (NIV 2011) of the Bible. For the International Finals, questions must be written covering the entire material for the quiz year.
2. Questions for the International Finals will be the responsibility of the CQLT. The head answer judge is responsible for the correctness of questions.
3. Questions must be word-for-word as it appears in the 2011 NIV.

Question Type Distribution

1. Question Type minimums must be met in the numbered questions (1-20).
2. Question Type maximums cannot be exceeded, including A and B questions.
3. Overtime questions will be asked in groups of 3 to break a tie. For each group of 3 questions the numbered questions will all be of a different type.
Question Type maximums can be exceeded in overtime.

Types of Questions

Interrogative Questions

1. Questions should not be overly long and should be clear and precise.
2. An Interrogative Question must be worded exactly as it appears in the text and must contain a completed unique word, or 2 or 3 word unique phrase in the first five words.
 - a. A *unique word* is a word that appears only once in the material or more than once if that unique word is only found in a single verse.

- b. A *unique phrase* is two or three words – the sequence of which distinguishes them from the rest of the material.
3. Interrogative Questions drawing from the context of Scripture without a direct unique word or unique phrase are invalid.
4. The seven permissible interrogatives are who (or a form of it), what, why, where, when, which, and how. One of these interrogatives must be in each Interrogative Question, either at the beginning or end.

Minimum and Maximums

1. There shall be a minimum of eight and a maximum of fourteen Interrogative Questions in each quiz during a Narrative year (Gospels and Acts).
2. There shall be a minimum of nine and a maximum of sixteen Interrogative Questions in each quiz during an Epistle year.

Finish-The-Verse Questions

1. Will be direct quotes from Scripture and must be quoted word-perfect.
2. Must be strong enough to stand on its own without requiring additional verses to explain it.
3. Must be of spiritual value or be significant to the chapter.
4. The quizmaster may give no more than five words of the verse.
5. Quizzers may go back and correct their answers if done in the 30-second time limit. The quizzer may not quote from any but the required verse or verses. On Finish the Verse questions, the quizzer will be required to make one full correct rotation. However the quizzer can be called correct if they have made a mistake only in one area of the verse AND correct the mistake making it abundantly clear to the quiz master and answer judge that they know where their mistake was, and what he corrected words are.

There are four forms of Finish the Verse questions.

1. *Finish the Verse (FTV)* – begins at the beginning of a single verse and finishes at the end of that verse. Should be strong enough to stand on its own without another verse to explain it.
2. *Finish-This (FT)* - begins in the middle of a verse and finishes at the end of the verse. A FT must start at the beginning of a sentence or the beginning of a

quotation. Should be strong enough on its own without another verse to explain it.

3. *Finish these two verses (F2V)* – begins at the beginning of a verse and continues to the end of the next verse. Used when a verse is not strong enough on its own and needs another verse to explain it, or can be used when two verses combined form an even stronger thought.
4. *Finish-This and the next (FTN)* – begins in the middle of a verse and finishes at the end of the next verse. A FTN must start at the beginning of a sentence or the beginning of a quotation. Used when part of a verse is not strong enough on its own and needs another verse (or part of a verse) to explain it, or can be used when two verses combined form an even stronger thought.
5. A pair of verses being used as a F2V (or FTN) does not preclude them from being used as a FTV (or FT) if they meet the remaining criteria.
6. FTV questions should not start out with an insignificant introduction such as “He replied” or “He said to them”. These verses, if spiritually significant, should be used as FT or FTN type questions. For example, Luke 11:28 says, **He replied, “Blessed rather are those who hear the word of God and obey it.”** This verse could be used as an excellent FT question starting with **“Blessed rather are those who ...”**.

Minimum and Maximums

1. There shall be no less than three and no more than four Finish-the-Verse Type Questions in each quiz during a Narrative year (Gospels and Acts).
2. There shall be no less than three and no more than four Finish-the-Verse Type Questions in an Epistle year.

Quote Questions

1. Quote Questions are questions in which the quizmaster gives only the book, chapter, and verse reference for the verse. It must be word-for-word directly from Scripture. The quizzers will answer this question as they would answer a Finish-The-Verse Question.
2. Will be direct quotes from Scripture and must be quoted word-perfect.
3. Must be strong enough to stand on its own without requiring additional verses to explain it.

4. Must be spiritually significant.
5. Quote Questions should be read: "Quote (book name), chapter (number), verse (number)", *i.e.*, "Quote John chapter 1 verse 12."
6. A second form of Quote Questions is "Quote these two verses (Q2V). The reference will be given for two consecutive verses. The quizzer will have to give the reference to both verses and quote from the beginning of the first verse to the end of the second verse.
 - a. 'Quote these two verses' should be verses that make more sense when quoted together. Example: Gal 5:22-23
7. On Quote Questions, the quizzers will be required to make one full correct rotation. However the quizzer can be called correct if they have made a mistake only in one area of the verse AND correct the mistake making it abundantly clear to the quizmaster and answer judge(s) that they know where their mistake was, and what the corrected words are.

Minimum and Maximums

1. There shall be no less than two and no more than three Quote Questions in each quiz during a Narrative year (Gospels and Acts).
2. There shall be no less than three and no more than four Quote Questions in an Epistle year.

Reference Questions

– used to distinguish the exact same word or phrase from different passages.

1. All Reference Questions should be read: "According to (book name), chapter (number), verse (number)" *i.e.*, "According to John chapter 12 verse 6."
2. Reference Questions may refer to chapter and verse or chapter only.
3. The quizmaster shall specify whether **chapter and verse (CVR)** or **chapter only (CR)** are required.
4. Chapter-Only and Chapter-Verse Reference Questions: A question is required if a jump is made prior to the complete reading of the question. To be counted correct, the quizzer must:
 - a. Stay in context (5 verses up or down on a CR, within the same verse on a CVR).

- b. Provide a question of the exact same type as the one on the card (CR, CVR, CRMA, CVRMA). The quizmaster and/or answer judge must check to confirm this.
- c. Provide a question whose content AND wording is similar to the content and wording of the question on the card.

For greater clarity, we have provided the following example:

CVR According to Luke chapter 23: 37 King of what? A. The Jews

The quizzer can give the question “King of what?” or “King of whom?”, as Jews could be referring to either nation (what) or people (whom).

In this case the quizzer could also give “King of the what?”

- d. In the question they give, the quizzer needs to have the determining word or phrase from the quizmaster’s card.
In the 50/50 example, “What men?”, and “Lawless what?”, the questions are not similar.

5. They may be selected from any of these types:

- a. **Chapter Reference:** the exact word or phrase appearing only once in a chapter.
- b. **Chapter and Verse Reference:** the exact word or phrase appearing more than once in a chapter.
- c. **Multiple-Answer Reference:** same as “a” and “b” above except the answer is a multiple answer. The exact word or phrase appearing elsewhere does not necessarily have to be a multiple answer to write this question type.

Minimum and Maximums

1. There shall be no less than three and no more than six Reference Questions per quiz in a Narrative year (Gospels and Acts).
2. There shall be no less than three and no more than seven Reference Questions per quiz in an Epistle year.
3. CVR/MA and CR/MA questions count as Reference Questions and do not count as MA questions

Multiple-Answer Questions

1. Must have more than one answer to the interrogative.
2. The clarification of a single answer or identification of a singular pronoun is not a multiple answer.
3. Multiple-Answer Questions must be worded exactly as they appear in the text and must contain a completed unique word phrase, or unique word in the first five words.
4. A negative and positive answer to a question is not a valid MA.

Minimum and Maximums

1. There shall be no less than one and no more than two Multiple Answer Questions in a quiz. CVR/MA and CR/MA questions do NOT count as MA questions.

Situation Questions

1. Used only when narrative material is available (Four Gospels and Acts).
2. Must be a direct quotation from Scripture by a person or an entity.
3. The quotation required by the question writer must be reasonable in length, not exceeding two consecutive verses. The quizzer is not required to repeat the quotation word-perfect but must be substantially close without leaving out key components of the quotation.
4. Ask for who said it, to whom, how, why, when, where, or about whom. No other interrogatives are permissible. *A maximum of three situation questions may be asked about the quote.*
5. Must start at the beginning of a quotation or the beginning of a sentence within the quotation. When a Situation question comes from a quotation that runs for more than 2 verses, the beginning of the Situation question must start within the first 2 verses of the quotation.
6. The answer to the Situation Question must be in context.
7. A situation question can combine two separate quotations as long as no words are added and the two quotes flow easily from one to another. For example, Matthew 4:19 says, **“Come, follow me”**, Jesus said, **“and I will send you out to fish for people.”** This example could be written, Who said it?

“Come, follow me, and I will send you out to fish for people” Answer:
Jesus.

Minimum and Maximums

1. There shall be no less than two and no more than four Situation Questions in a quiz in a Narrative year (Gospels and Acts).

During overtime, all of the numbered questions will be of a different question type.

Invalid Questions

Invalid Questions – Questions should be declared invalid by the quizmaster or answer judge(s) if:

1. The answer requires interpretation by the quizzier.
2. A Multiple-Answer, Reference, Finish-The-Verse, Situation, or Quote Question is not preceded by a statement to that effect.
3. The question is ambiguous, tricky, or misleading.
4. The question might have two different or conflicting answers.
5. The question is multiple-choice.
6. The written question is not word-for-word as taken from the 2011 NIV.
7. The question is not preceded by the quizmaster calling, "Question."
8. The question is a Cross-Reference Question (meaning the question and answer or, in the case of a Multiple-Answer Question, both answers must come from the same verse or consecutive verses).
9. An Interrogative or Multiple-Answer Question does not contain a unique word or complete 2 or 3 word unique phrase within the first five words of the question.
10. A Finish-The-Verse Question begins with the same first five words as another Finish-The-Verse Question, or a Finish-This Question that begins with the same 5 words as another Finish-this, or if a Situation Question begins with the same first five words as another Situation Question.
11. When a question is deemed invalid and thrown out, it must be replaced with the exact same type of question. (*i.e. Interrogative replaced with Interrogative, CVRMA replaced with CVRMA, etc.*)

12. If the question is not answered. Example: If the question asks “What is good” and the answer states what is not good, the question is not answered and is tricky or misleading.

Challenges and Protests

Challenging

If there is reason to believe the quizmaster or judges have applied the rule book incorrectly, there has been mispronunciation by the quizmaster, or if there has been an invalid question, the team captain or co-captain may challenge the judgment call subject to the following rules:

1. A challenge must be made at the time of the quizmaster's decision and before the next question is called. If a time-out is called immediately after a ruling, and a quizzier stands to challenge, the challenge may be done prior to the time-out.
2. Only the team captain or co-captain may challenge.
3. The captain or co-captain may not confer in any way with his/her coach or teammates before challenging. Such a conference will constitute a foul and the loss of the right to challenge.
4. Once a team has requested an explanation of a ruling, and that explanation has been given, all teams lose the right to challenge.
5. The judges' ruling on a challenge may not be challenged.
6. If the challenge is accepted, points or error points that were awarded for the initial ruling of the judge will be deducted. Points or error points which reflect the new ruling of the judge will be recorded. A new question of the same number will be given if the question is ruled illegal.
7. Any question, including toss-up and bonus, is open to challenge.
8. Ten points will be deducted from the challenging team's score on the second and each subsequent overruled challenge.
9. When a challenge is made, the quizmaster must give each team's captain or co-captain an opportunity to speak to the challenge before making a ruling on the challenge. Whichever team is being challenged against will have the right to speak last.

Protesting

Any coach (none other) may place a quiz under protest under the following conditions:

1. When the coach feels a logistical rule has been broken by the officials. Any rules regarding judgment calls on questions must be challenged by a captain/co- captain before they may be protested. An example of a logistical rule being broken is when the quizmaster did not allow the full 30 seconds for the quizzer to answer when the quizzer was in context and had not given any wrong information.
2. It must be made before the next question is called.
3. The coach may not confer with anyone except his or her assistant coach, or the sub.
4. The quizmaster, officials, and coaches will leave the room and attempt to come to an agreement. If no agreement is reached within 10 minutes, the meet director will arbitrate and determine the just solution.
5. If a protest is launched after question number 20 is completed it must be done immediately after the ruling is announced and before the quizzers leave the platform.
6. If an accepted protest leads to a reversal of a challenge, the change in status of that challenge will be noted by the scorekeeper.

Scoring

Team Points

Twenty Points Earned

1. A team with all of its registered members present at the scheduled time for quizzing will receive 20 bonus points.
2. Each correct answer is worth 20 points.
3. All toss-up questions are worth 20 points.
4. If, in the first 15 questions, two teams error on consecutive questions, a 20- point bonus question will be awarded to the third team on the next numbered question.
5. If question 15 is erred, question 16 becomes a toss-up for the other two teams.
 - a. If both questions 15 and 16 are erred, 16A becomes a 20-point bonus.
6. If question 15 is answered correctly and 16 is erred, 16A becomes a toss-up and 16B will be a 20-point bonus.
7. When a quizzer errs on the tie-breaker question, it will be treated as a regular question and the quiz will continue as normal.

Ten Points Earned

1. When the third, fourth, or fifth quizzer on the same team jumps and correctly answers a question in the same quiz, a 10-point team bonus is awarded.
2. When three teams are competing, all bonus questions numbered 17 through the end of the quiz are worth 10 points. These will always be on the "B" questions.
3. When two teams are competing, the bonus is worth 10 points but is the next numbered question on questions 1 to 15. On questions 17 to 20 both teams must be jumping.

Ten Point Deductions

1. Beginning on question 17, 10 points will be deducted for each team error.
2. Two errors made by the same quizzer will be a 10-point team and individual deduction.
3. The third team error and each subsequent error will constitute a deduction of 10 points from the team score.
4. Three fouls made by the same quizzer will be a 10-point team and individual deduction.
5. The fourth team foul and each subsequent foul will constitute a deduction of 10 points from the team score.
6. Ten points are deducted for a team's second overruled challenge and/or protest and each subsequent overruled challenge and/or protest. When an overruled challenge is protested and the protest is accepted, that challenge is considered an accepted challenge.
7. Never will more than 10 points be deducted from the team score for a single infraction (error, foul, or overruled challenge).
8. If, in the judgment of the officials, a deliberate attempt is made to forfeit a question, an error will be charged and 10 points deducted from the team score. The next question will be numbered the same.

Tie Score

In the case of a tie score, (when ties are being broken) quizzing will continue with sets of three additional questions until the tie is broken. Scoring will continue as above.

Team Placement Points

Team placement points for determining positions shall be awarded as follows:

1. First Place: 10 points, plus 1 point for each 10 points over 100.
2. Second Place: 5 points, plus 1 point for each 10 points over 60.
3. Third Place: 1 point, plus 1 point for each 10 points over 30.

In case of a tie, points are awarded according to the team score at the end of question 20.

Individual Points

Points Earned

1. Each correct answer is worth 20 points.
2. All toss-up questions are worth 20 points.
3. Four correct answers by a quizzer, without error, earns a 10-point individual bonus.
4. No individual points are added for bonus questions answered.
5. No individual points are added for questions answered during overtime

Points Deducted

1. When a quizzer makes a second error within a quiz, 10 points are deducted from their individual score. An additional 10 points are deducted for their third error.
2. Three individual fouls will result in a 10 point individual deduction.
3. Individual points are not deducted when a quizzer makes an error during error point deductions (questions 17-20) unless it is their second or third individual error.
4. No individual points are deducted for errors on bonus questions.
5. No individual points are deducted for questions erred on during overtime.

Scholarships

Awards

1. Members of the championship team at the International Finals will receive a \$200 scholarship from the Life Impact Office to the Alliance College of their choice. Alliance colleges will add an additional \$650 to the scholarship upon enrollment.
2. Members of the second-place team will receive a \$500 scholarship from the Alliance College of their choice upon enrollment.
3. Members of the third-place team will receive a \$200 scholarship from the Alliance College of their choice upon enrollment.
4. The top 15 quizzers at the International Bible Quiz Finals will receive a \$500 scholarship from the Alliance College of their choice upon enrollment.

Guidelines

1. A quizzer may accept only one scholarship award each year if he/she is a winner in more than one category. The scholarship of highest value will be awarded. This restriction does not apply to the Floyd Meier Scholarship.
2. A quizzer may earn a new scholarship at each year's finals, thereby accumulating scholarships.
3. All college-financed scholarships will be equally divided between fall and spring semesters.
4. All quizzers who have received scholarships must begin using their scholarships within 2 years of graduating from high school.

Awards and scholarship amounts will be announced annually. In addition to these scholarships, Alliance colleges may also offer additional scholarships to international, district, and local participants. Please contact the individual colleges for details.

Floyd E. Meier Bible Quiz Scholarship – approximately \$1000

This is an annual scholarship awarded to a high school junior or senior. It is for Bible quizzers who have exhibited excellence in quizzing, have financial need, and are planning on full-time Christian service. Applications should be submitted by May 1 and will be processed in May. The Meier scholarship is open to quizzers from any district. A quizzer does not have to attend Internationals to be eligible. Any quizzer may apply for the Meyer scholarship by applying online www.cmabiblequizzing.org.

If you would like to contribute to this scholarship, please contact the Life Impact Office – wakeleys@cmalliance.org.

Rules for Tournaments

The tournament brackets are based on three things: A preliminary round, an elimination round (at the discretion of the meet director), and championship quizzes.

Preliminary Round

The teams will all receive team points as follows:

1. First place in a quiz: 10 points, plus 1 point for every 10 points over 100
2. Second place in a quiz: 5 points, plus 1 point for every 10 points over 60
3. Third place in a quiz: 1 point, plus 1 point for every 10 points over 30
4. In case of a tie, points are awarded according to the team score at the end of question 20.

B. Preliminary Round Brackets follow.

Elimination Round

When more than nine teams are involved, at the determination of the meet director and announced before the meet begins, there may be XYZ quizzes, following these guidelines:

1. If there are 10 to 14 teams, the top 9 should be placed into a final nine championship bracket after the opening round, for the elimination round, and the remaining teams dropped.
2. If there are 15 to 20 teams, the top 6 teams should be placed in the championship bracket, the next 9 places (7 through 15) should quiz in the intermediate quizzes given below (XYZ) and the remaining teams should be dropped.
3. If there are more than 24 teams, the top 6 should be placed in the championship bracket, teams 7-15 should quiz in the XYZ quizzes to determine places 7-15. Teams 16-24 will quiz in XXYYZZ intermediate quizzes given below to determine their placement.

A Consolation final 9 bracket will be used for positions 10-15 (determined by XYZ quizzes) and places 16-18 determined by XXYYZZ quizzes. The teams in the XYZ quizzes cannot move below position 15, regardless of how low their XYZ quiz score was. Likewise, the teams in the XXYYZZ quizzes cannot move above position 16, regardless of how high their intermediate quiz scores were.

XYZ Quizzes

Quiz X: Teams 7, 12, 15

Quiz Y: Teams 8, 11, 14

Quiz Z: Teams 9, 10, 13

XXYYZZ Quizzes

Quiz XX: Teams 16, 21, 24

Quiz YY: Teams 17, 20, 23

Quiz ZZ: Teams 18, 19, 22

There will be a tie-breaker quiz for positions 6, 15, and 24. Ties for positions 7 through 14 will be broken in accordance with the following priorities:

1. Head-to-head competition in previous quizzes.
2. Total points scored in preliminaries.
3. Least number of errors.

Points earned in these quizzes should be added to the points earned in the opening round by each team. The highest three teams, based on the point system above, are then placed in the above bracket. The next six teams are placed in the lower bracket.

Elimination Round Brackets:

Teams will be placed in the elimination round brackets according to their placement after the preliminary round. Several options for elimination round brackets follow.

Championship Quizzes

A team must win twice to become the champion team. All three teams will continue to quiz until one team wins twice.

1. If the same team wins the first two championship quizzes,
 - a. And each of the other teams takes a second and a third, the final placement for second and third place will be determined by #5 *Clarification* (below).
 - b. And another team takes two thirds, then the team with the two firsts takes first place, the team with the two seconds takes second place, and the team with the two thirds takes third place.
2. If no team takes two firsts in the first two championship quizzes, then all three teams advance to the third championship quiz.

- a. If the winner of either the first or second quiz wins the third quiz, that team is the champion team. Second and third places will be determined by #5 *Clarification* (below).
3. If the winner of either of the first two quizzes does not win the third quiz, then all three teams advance to a fourth quiz.
4. If a fourth quiz is necessary, the winner of that quiz is the champion team. Second place will be given to the remaining team that has the most seconds in the four Championship Quizzes. If this is a tie, then #5 *Clarification* (below) will be applied.
5. Clarification for second and third place:
 - a. Second place will be determined as follows:
 - i. The team that scored the most points in the Championship Quizzes; or if there is a tie,
 - ii. The winner if the two teams quizzed earlier; or
 - iii. The team with the highest average points in the final nine; or if there is a tie,
 - iv. The highest standing in the preliminary round.

Further Rules Pertaining to Internationals

Questions:

1. A question can be used multiple times in any part of the International Finals.
2. Preliminary rounds will come from full International question file.
3. Elimination round will come from full International question file.
4. Finals will come from full International question file.

Brackets:

1. The preliminary round will consist of a minimum of 9 preliminary quizzes.
2. Elimination round bracket C will be used.
 - a. A team must be beaten twice to be eliminated.
 - b. A team must win twice to become the champion team.

Officials:

1. A statistician will be responsible for keeping individual quizzers' scores. This individual shall not be a regular scorekeeper.
2. Team coaches whose teams are not involved in the quiz shall serve as answer judges and scorekeepers if needed.

Equipment:

1. Electronic jump-seat equipment must be used for all competitions. A back-up set must be on hand at all times.
2. An unofficial scoreboard must be maintained in full view of the audience at all times, or the score read at the beginning of each time out.
3. A tape recorder must be used in all rooms.

Future Information:

1. Material for the next quiz year will be announced.
2. Dates and location (if known) for the next Finals, will be announced at the International Finals.

Tournament Brackets

Preliminary Round Brackets

The following are pairings for preliminary round quizzing with three quizzes per team. (In quizzes with four to six teams, some teams compete with each other twice.)

Four team

1. ABC
2. DAB
3. CDA
4. BCD

Five teams

1. ABC
2. DEA
3. BCD
4. EAB
5. CDE

Six teams

1. ACF
2. BDA
3. CEB
4. DFC
5. EAD
6. FBE

Seven teams

1. ACG
2. BDA
3. CEB
4. DFC
5. EGD
6. FAE
7. GBF

Eight teams

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

Nine Teams

1. ABC	2. DEF	3. GHI	4. ADG	5. BEH	6. CDH
7. AEI	8. BFG	9. CFI			

Ten Teams

1. ABC	2. DEF	3. GHI	4. JBF	5. ADG	6. BEH
7. CFI	8. JEG	9. CDH	10. IJA		

Eleven Teams

1. ABJ	2. BCK	3. CDA	4. DEB	5. EFC	6. FGD
7. GHE	8. HIF	9. IJG	10. JKH	11. KAI	

Twelve Teams

1. ABK	2. CFE	3. GIJ	4. EDB	5. FHI	6. AJL
7. EGH	8. ACD	9. KJH	10. LCB	11. DFG	12. ILK

Thirteen Teams

1. CFG	2. IHE	3. GJK	4. LIM	5. BKA	6. DMC
7. BEF	8. HGD	9. FJI	10. KLH	11. AJM	12. CBL
13. DAE					

Fourteen Teams

1. ADE	2. CFG	3. EHI	4. ILM	5. GJK	6. KNA
7. BMC	8. LKH	9. FIJ	10. DHG	11. BEF	12. JMN
13. ABL	14. NCD				

Fifteen Teams

1. BEF	2. GJK	3. EDA	4. DCO	5. NBC	6. ALO
7. CFG	8. FIJ	9. IML	10. HGD	11. MJN	12. LKH
13. ABM	14. IHE	15. ONK			

Sixteen Teams

1. CFG	2. ADE	3. DGH	4. LOP	5. EBF	6. KON
7. PDC	8. HEI	9. HKL	10. BCO	11. FIJ	12. NAB
13. ILM	14. GJK	15. JMN	16. MPA		

Sixteen Teams

1. CFG	2. ADE	3. DGH	4. LOP	5. EBF	6. KON
7. PDC	8. HEI	9. HKL	10. BCO	11. FIJ	12. NAB
13. ILM	14. GJK	15. JMN	16. MPA		

Seventeen Teams

1. CDL	2. EGO	3. HFM	4. KIP	5. NJQ	6. FAL
7. BMG	8. DOI	9. HCN	10. EKQ	11. JPB	12. MNO
13. DEF	14. ABC	15. GHI	16. JLK	17. PQA	

Eighteen Teams

1. AJR	2. BPK	3. FIM	4. DGN	5. CLQ	6. EOH
7. GMA	8. JDP	9. HBN	10. ICO	11. KEQ	12. LRF
13. BAC	14. DFE	15. GHI	16. JKL	17. MNO	18. PQR

Nineteen Teams

1. IOS	2. HFN	3. LCP	4. EGM	5. AJQ	6. KRD
7. CIN	8. BMH	9. FLQ	10. JDO	11. EPK	12. RSB
13. GHI	14. DEF	15. ABC	16. JKL	17. MNO	18. PQR
19. SAG					

Twenty Teams

1. HSO	2. TGP	3. CJM	4. NFQ	5. BIR	6. ELS
7. KDT	8. HCN	9. JPB	10. FAL	11. DOI	12. EQK
13. RMG	14. ABC	15. DEF	16. GHI	17. JKL	18. MNO
19. PRQ	20. STA				

Twenty-one Teams

1. DAG	2. JMP	3. BHE	4. KNQ	5. LRO	6. CFI
7. SPA	8. HUR	9. TLQ	10. MDI	11. SCJ	12. FKU
13. ETN	14. OGB	15. PQR	16. TSU	17. DEF	18. ABC
19. GIH	20. KJL	21. MON			

Elimination Round Brackets with Championship Finals

Tournament Bracket "A"

This bracket is based on the "winner-move-up" philosophy and is designed to select the best team out of a possible nine teams through winning rather than losing. The teams are then arranged in order (from first to ninth place) by points. The winners of quizzes A, D, and F meet in quiz G for the championship.

In this bracket the top three teams are involved in a triple elimination, the middle three teams in a double elimination and the last three teams in a single elimination. This way only those teams that have earned the right through winning will advance to the final quiz.

BRACKET A - This bracket does not require each team to lose to be eliminated.

Quiz A: Teams 1, 2, 3

Quiz B: Teams 4, 5, 6

Quiz C: Teams 7, 8, 9

Quiz D: Second Quiz A, Third Quiz A, First Quiz B

Quiz E: Second Quiz B, Third Quiz B, First Quiz C

Quiz F: Second Quiz D, Third Quiz D, First Quiz E

Quiz G: Winner Quiz A, Winner Quiz D, Winner Quiz F

Quiz H: Same Three Teams in Quiz G

Quiz I: If winner of Quiz G does not win Quiz H, Quiz I will have the winners of Quiz G and H (only). The other team will be eliminated.

Tournament Bracket “B”

Each team in the final nine must lose twice. A team may make the finals by actually winning only one quiz in this tournament bracket.

BRACKET B

- Quiz A: Teams 1, 6, 7
- Quiz B: Teams 2, 5, 8
- Quiz C: Teams 3, 4, 9
- Quiz D: First Quiz A, First Quiz C, Second Quiz B
- Quiz E: First Quiz B, Second Quiz A, Second Quiz C
- Quiz F: Third Quiz A, Third Quiz B, Third Quiz C
- Quiz G: Third Quiz D, Third Quiz E, First Quiz F
- Quiz H: Second Quiz D, Second Quiz E, First Quiz G

Championship Quizzes

- Quiz I: First Quiz D, First Quiz E, First Quiz H
- Quiz J: Second Quiz I, First Quiz I, Third Quiz I
- Quiz K: Second Quiz J, First Quiz J, Third Quiz J - *(if needed)*

* If the same team took third place in Quiz I and J, then Quiz K will be a two-team quiz to determine first and second place.

- Quiz L: Third Quiz K, First Quiz K, Second Quiz K - *(if needed)*

Tournament Bracket “C”

This bracket is a combination of brackets A and B. A team must win at least two quizzes to obtain a position in the finals.

BRACKET C

Quiz A: Teams 1, 4, 9

Quiz B: Teams 2, 5, 7

Quiz C: Teams 3, 6, 8

Quiz D: First Quiz A, First Quiz B, Second Quiz C

Quiz E: Second Quiz A, Second Quiz B, Second Quiz C

Quiz F: Third Quiz A, Third Quiz B, Third Quiz C

Quiz G: Second Quiz D, Third Quiz D, First Quiz E

Quiz H: Second Quiz E, Third Quiz E, First Quiz F

Quiz I: Second Quiz G, Third Quiz G, First Quiz H

Championship Quizzes

Quiz J: First Quiz D, First Quiz G, First Quiz I

Quiz K: Second Quiz J, First Quiz J, Third Quiz J

Quiz L: Second Quiz K, First Quiz K, Third Quiz K - *(if needed)*

* If the same team took third place in Quiz J and K, then Quiz L will be a two-team quiz to determine first and second place.

Quiz M: Third Quiz L, First Quiz L, Second Quiz L - *(if needed)*