

Great Southwest Bible Quiz

Chisholm Trail Church of Christ

3204 W. Beech, Duncan, OK 73533

Coaches' Guide

For coaches and teams to be properly prepared, each person needs to be aware of the policies and procedures of the Great Southwest Bible Quiz (GSBQ). The following information is a guide for at home and at the quiz:

1. Before the quiz

a. Coaches

- i. Read and understand guidelines for the current year. GSWBQ will NOT be responsible for Coaches' Guide neglect.
- ii. Make certain that the student is correctly registered.
- iii. Inform the quiz director of students with special needs on registration form.

b. Participation

- i. To be eligible to participate, each Bible Quiz team member must be officially registered with GSWBQ by the final registration deadline.
- ii. A congregation must provide one adult to act as a Facilitator for each Bible Quiz team it enters.
 1. Facilitators will follow the verbal instructions of the Quiz Master and assist in administering and grading the Bible Quiz.
 2. Adult Facilitators cannot be adult quiz takers.

c. Team organization

- i. Each student team consists of one to five members.
- ii. Each student team must have an adult Facilitator
- iii. A congregation may enter any number of teams in any number of grade levels.
- iv. Each student team must be entered in the grade level of the highest grade member.
- v. Student team members may participate in a grade level above, but NOT below their own level.
- vi. There are four grade levels of participation: 3-6, 7-9, 10-12, and Adult.
 1. Each 3-6 (E) team consists of 1-5 students in Grades 3 through 6.
 2. Each 7-9 (J) team consists of 1-5 students in Grades 3 through 9.
 3. Each 10-12 (H) team consists of 1-5 students in Grades 3 through 12.
 4. Each Adult team consists of 1-2 adults.
 - a. Adults are individuals who have completed secondary education.
 - b. An adult facilitator is NOT required for an adult team.
 - c. The adult teams will use other adult teams to fulfill facilitator grading duties.
- vii. A participant may be a part of only one Bible Quiz team.
- viii. No substitutions will be allowed during the Bible Quiz.

d. Subject of Study

- i. The subject of study for the 2020 Bible Quiz will be the book of 2 Samuel.
- ii. The text of this book, including all footnotes, will be the source of all quiz questions and answers.
- iii. The GSWBQ test designers are dedicated to encouraging Bible study and will carefully prepare Bible Quiz to be fair to participants who have studied the 2011 edition of the NIV.
- iv. Bible Quiz is designed to teach knowledge and handling of Scripture, as well as introduce participants to different testing methods.
- v. At GSWBQ, the Quiz Master will give instructions on physical procedures, but will NOT explain the testing methods. Understanding of testing methods is part of your pre-GSWBQ preparation.

- vi. For demonstration of testing methods that will be used at the GSWBQ, contact the event coordinator prior to the GSWBQ.
 - vii. The goal of Bible Quiz is to obtain an overall knowledge of a book of the Bible, NOT just to be able to memorize the answers in a question book.
- e. Bibles
- i. Each student must have a copy of the 2011 edition New International Version.
 - ii. Photocopies of the Bible **text only** are allowed with margins no larger than 1 inch.
 - iii. Bibles or photocopies may be marked or color-coded in any way, including writing in the margins.
 - iv. No paper of any kind may be added to a Bible or Photocopy used in testing.
 - v. Quote listings are NOT allowed.
 - vi. Charts, Maps, Concordances, etc., included in the Bible may NOT be used.
 - vii. No electronic Bible devices of any kind allowed. Phones must be in pockets or purses.
- f. What to bring
- i. EACH PARTICIPANT IS TO BRING A BIBLE. (Extras are NOT provided by the Great Southwest Bible Quiz. Coaches may need to bring an extra.)
 - ii. Dress is casual. Jeans and tennis shoes are fine.

2. At the quiz

- a. Registration
- i. Coaches are to report at the registration desk to pick up team packets.
 - 1. Changes will be made from 8:00 A.M. to 8:50 A.M. the day of the quiz.
 - 2. At registration you will verify/complete your "Team Registration and Results Sheet".
 - 3. "Team Registration and Results Sheet" declares:
 - a. Team's grade level
 - b. Team's 1 to 5 student members and their grade level.
 - c. Team's adult Facilitator's name in middle of sheet.
 - d. A Microsoft word doc file of this sheet can be requested via email address office@ctcoc.org.
 - ii. Lunch is provided for quiz participants and their coaches. A total lunch count for your congregation will be needed during registration.
 - iii. 3-6 and 7-12 Buzzer Round teams will be defined. See Buzzer Round rules below.
- b. General Testing procedures
- i. Teams are to arrive no later than 8:30 A.M.
 - ii. Each team and adult Facilitator should report to the event area at 9:00 A.M.
 - 1. Each team member must wear an official GSWBQ name tag, with the Bible Quiz team number written on the front of the name tag and the student's grade level.
 - 2. Each team must have their team's completed "Team Registration and Results Sheet".
 - iii. After initial paper work processing at 9:00 A.M., Adult Facilitators will move to a team NOT from their congregation.
 - iv. Time limitations are part of the testing procedure.
 - v. Adult Facilitators are responsible to have their teams in their places on time for each round. If a team member is NOT in their seat when the round's test begins, they will miss that round.
 - vi. The test will be administered in an area with table space and chairs for each team.
 - vii. Teams from the same congregation may NOT share a common table.
 - viii. Study questions may NOT be used in any part of the testing.
 - ix. Only Bible TEXT may be used during testing. Students may NOT use concordances, maps, or any other study aids. No added paper of any kind may be inside or on a Bible during testing.
 - x. Questions will NOT be asked orally.

- xi. If cheating or the appearance of cheating is understood by a quiz master or a monitor to have occurred, the team will receive a score of zero in the round. Judgment of the official is final and NOT subject to discussion.
- xii. Team scores are determined by performance in Rounds 1-5.
- xiii. No student is allowed to take tests early for any reason.

c. Quizzes and Rounds

- i. At the beginning of each round, each team will be presented a closed envelope containing five copies of the question sheet, and five pencils. The envelope must NOT be opened until instructions are given to do so.
- ii. One series of quizzes will be administered to teams in grades 3-6; a separate series will be administered to teams in grades 7-12 and adults.
- iii. Each round will consist of pre-quiz instructions and quiz.
- iv. Round one will feature a fifty-question closed-Bible comprehensive quiz requiring team members to identify chapter numbers of selected events, topics and quotations. Closed Bibles should be under your chair and NOT on the table.
 - 1. Round Times and Subject Area
 - a. Round 1, 8 minutes, Chapters 1-21
- v. Following round one, each round will feature a challenging, open-Bible quiz consisting of fifty questions. The questions will be divided into five units of ten questions, each having a different testing method.
 - 1. Round Times and Subject Area
 - a. Round 2, 12 minutes, Chapters 1-7
 - b. Round 3, 12 minutes, Chapters 8-14
 - c. Round 4, 12 minutes, Chapters 15-19
 - d. Round 5, 12 minutes, Chapters 20-24

vi. Questions

- 1. Questions will vary in degree of difficulty.
- 2. Questions will vary in testing methods.
- 3. No question will call for interpretation.
- 4. Questions may be answered in any order.

vii. Answers

- 1. In finding and recording answers, each team may work in open conference and mutual assistance.
- 2. All questions call for short, objective answers. Each answer in Round One will be in the form of a chapter number. In subsequent rounds, answers will be in the form of a numeral, a letter, a combination of letters, a circle, or a Scripture reference.
- 3. Each team must write all of its answers on one of the quiz sheets by the end of the round.
- 4. Answer keys will be placed in congregation take-home packets.

d. Protest

- i. Protests will be received only from adult Coaches or Facilitators.
- ii. All protests must be lodged with the Quiz Master by the end of the round in question. No protests will be heard after the end of each round.
- iii. Quiz Master's judgment will, in all cases, be final.

e. Scoring

- i. Hand-scoring will be done by Facilitators.
- ii. A maximum of fifty (50) points may be scored in each round. A maximum of two hundred fifty (250) points may be scored during the entire Bible Quiz event.

f. Awards

- i. Cumulative scores of each grade level will be scored on a curve. The curve is determined by subtracting the highest actual cumulative score in each grade level from the highest possible cumulative score of 250 and adding that number to all scores.

ii. Bible Quiz teams will receive ratings based upon the cumulative five-quiz scores after the curve has been determined.

g. Guideline Enforcement

i. To process the large number of Bible Quiz teams in the limited amount of time, and to ensure fairness to all teams, all officials (including Facilitators) will be expected to enforce all of the guidelines as stated above.

h. Spectators

i. Because of limited space in the testing areas, spectators are discouraged.

ii. All Spectators and Coaches will be seated in the area behind or around the testing area.

iii. Spectators and Coaches will remain separated from teams, and silent, during testing periods.

iv. Spectators are asked NOT to enter or leave an event area while a round is in process.

i. Test Results – A packet for each congregation with team answer sheets and keys to quizzes will be available after the awards assembly.

3. Buzzer Round after lunch

a. First team to answer 2 out of 3 questions advances in single elimination until one team is left standing.

b. Each congregation can have one team with 1-4 members each from grades 3-6

i. 3-6 grade teams will compete against each other

c. Each congregation can have one team with 1-4 members each from grades 7-12

i. 7-12 grade teams will compete against each other

d. The winning 7-12 grade team will then face the winning 3-6 grade team to determine the Buzzer Round 1st and 2nd place teams.

4. After the meet

a. Each congregation is encouraged to give special recognition to its Bible Quiz students in a congregational setting.

b. Please let us know how the meet went. This is the only way that we can make the meet better next year.

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