



Carolina Quiz League

Rules Booklet

Revision 5, 2010

CONTENTS

Part 1	Overview of CQL	
	Section 1	Statement of Purpose
	Section 2	Eligibility
	Section 3	Getting Started
	Section 4	Quiz Cycle
Part 2	The Game	(Berean & Scholar brackets)
	Section 1	Material Covered
	Section 2	Team Arrangements
	Section 3	Being on Time
	Section 4	Scoring & Fouls
	Section 5	Answering Questions
	Section 6	Time-outs
	Section 7	Quizzer Elimination
	Section 8	Tie Game
	Section 9	Point of Order
	Section 10	Conferring
	Section 11	Contesting
	Section 12	Closing the Match
	Section 13	Modified Game for the Apprentice bracket
Part 3	Officiating	
	Section 1	Officials (Description of Duties)
	Section 2	Judging Answers & Completions
	Section 3	Voiding Questions
	Section 4	Hearing Contests
Part 4	Guidelines for Writing Questions	
Part 5	Glossary	

Part 1: Overview

Section 1 - Statement of Purpose

The main purpose of the Carolina Quiz League is to provide an excellent opportunity for young people, to attain an in-depth understanding of the Bible. CQL also offers opportunities for mentoring, for developing a proper attitude toward winning and losing, travel, instilling self-discipline, and fellowship.

The purpose of this document is to serve as the official guide for CQL participants, coaches, officials, question writers, and coordinators. Suggestions for changes can be submitted to the League Commissioner via the official Web Site (www.BQ-SC.org). Committees may be formed to review and edit the rules document as deemed necessary.

Section 2 - Eligibility

Quizzers need only to be in grades 1 through 12 on September 1st. Coaches, Schools, or youth leaders may have other requirements, such as attendance standards, for participation through their organizations. Requests for exceptions or other questions can be made to the Commissioner.

Section 3 - Getting Started

If your church or school has decided to have a quiz team, follow these steps:

(1) Select a Coach, (2) Recruit team members, (3) Register your team, (4) Order Supplies, (5) Get together for study and practice.

Select a Coach ~ Each team must have a coach, and may have one or two assistant coaches. The Coach may choose anyone he or she wishes for assistants.

This adult man or woman who wishes to coach a team will have the approval of the church's pastor or an elder, or in the case of a school team, the principal, and therefore must *qualify*. Qualifications would likely include a background check for the protection of all involved. This person should not be a new Christian, but should be mature in their faith. Each church or participating organization may have their own criteria. This person should be someone who genuinely cares about the team member's education, spiritual development and safety, and be willing to learn along with the quizzers. No coaching experience is required. The coach should be committed to spending a minimum of one hour per week with the team. Coaches will meet with the students for both study times and practice times. Being a Quiz Team Coach is very rewarding!

Recruit team members ~ All are welcome, grades 1-12 as of September 1st. A team may have as few as two members. If you have more than six students who want to participate, you may want to look for another coach and form a second team. The ideal size for a team is 4.

Register your team ~ Each team will need to officially register with the league. A PDF format of the registration form can be downloaded from the web site. A team should be registered by the end of August to be ready for the full season, and this helps with league planning, though a team may register anytime during the season. A registration fee is charged per team (currently \$75 for the year). This is typically invoiced to the organization later. No risk to join the league.

Order supplies ~ Some items like the *rules* and *practice question sets* will be provided by the league, other supplies will need to be purchased. The essential supplies you will need are, an electronic quiz system, Scripture portion booklets for each student, and practice question sets. Various other third-party materials can be found online, such as www.acmequiz.com. Most of these resources are compatible with CQL. Audio CD/mp3 downloads, puzzles, and workbooks, for example are some of the materials you can find.

Get together ~ OK then, now determine when your team can get together. Each student will need to spend personal study time (even as little as giving up one half hour TV show per day will make a BIG difference). A team will need to meet for both study and practice time. Practice time may involve the electronic equipment for drills or a practice match. Teams are free to meet with other neighboring teams or travel to 'Open Tournaments' outside our league for practice competition.

Sometime during the summer, teams can form, register, and start to meet. A league schedule will be determined and the season will officially start September 1st. The season will typically consist of five quiz meets, and an awards party. Teams would travel to a host church or school for quiz competition usually on Saturdays. The season will end around March with the awards party where a team will be named Word-Cup Champions. The winning team is presented with the Word-Cup trophy with the team's name and home church engraved. They may display the Word-Cup at their church or school through the summer. The following year this team is charged with awarding that year's Word-Cup Champions with the Word-Cup trophy, and the process is repeated. It is the desire of CQL to award the top achievers generous prizes (such as gift certificates, or savings bonds) in addition to medals and trophies as funding permits.

Three Brackets or levels of quizzing competition exist:

The Apprentice Bracket - grades 1-4, they play the modified game. See Section 13.

The Berean Bracket - grades 5-8. This group mixes with the 9-12th graders and may comprise any percentage of a team. The top achievers in each Bracket will be recognized.

The Scholar Bracket - grades 9-12.

A *team* will be honored with the Word-Cup, but any *individual* is free to excel.

Section 4 - Quiz Cycle

CQL follows an 8-year cycle of New Testament books listed below, with one twist – a few questions will come from Genesis 1-11 or general Bible knowledge.

Season	Book(s)
2009-10	1 & 2 Corinthians
2010-11	John
2011-12	Hebrews & 1,2 Peter
2012-13	Matthew
2013-14	Romans & James
2014-15	Acts
2015-16	Galatians, Eph., Phil., Col., and Philemon
2016-17	Luke

Part 2: the Game

Section 1 - Material Covered

Each year a different portion of the New Testament is studied, following an eight-year cycle which most other organizations use, only CQL includes some general questions and some from Genesis chapters 1-11.

These general & Genesis questions will be about 10% of a game, (i.e., 2 out of a 20 question set). Copies of the questions & answers may be printed from the website by each team.

The entire portion being studied is broken down into four parts. Questions for the first meet will cover only the first few chapters, Hebrews chapter 1 through 5 for example. Questions for the second meet would focus on the next section, chapters 6-10, with some review. This process continues until the last meet (# 5), where the questions cover the whole book(s).

Section 2 – Team Arrangements

1. Three members will be selected as quizzers to begin a match. They are typically seated at tables facing the audience. Where feasible, substitutes and coaches will be seated behind the quizzers.
2. Team members, including substitutes and coaches, may not communicate during the match, except during time-outs and as permitted under the rules for contesting. Any other verbal or non-verbal communication is a foul. It is permissible, however, for an assistant coach and head coach to communicate non-verbally during a match.
3. The person designated as head coach must remain so for the entire match.
4. During the match, teams are not permitted to view or listen to personal audio/video devices.
5. Quizzer substitutions may only be made by a team spending a “time-out”, or when a quizzer is eliminated, but not during an official time-out.
6. Quizzers are permitted closed Bibles or Scripture Portions on the table for quick access. A quizzer may use an open Bible or Scripture Portion under the following circumstances:
 - a. A quizzer is granted the right to confer, after an incorrect ruling on their question.
 - b. A quizzer is granted the right to contest.
 - c. Time-outs.

Section 3 – Being on Time

1. The entire team should attend the orientation.
2. A team should be ready to quiz within 15 minutes of completing the previous match, exceeding a reasonable time the officials may require forfeiture.
3. Each coach is responsible for obtaining the schedule for a meet.
4. If a team is absent on the day of a meet, or for a specific match, the match may be played by the other team so they do not lose the opportunity to score official points.

Section 4a – Scoring

- A. A quizzer correctly answering a question is awarded the full point value of the question.
- B. A quizzer incorrectly answering a question is penalized one-half the point value of the question.
- C. A quizzer correctly answering five questions will be awarded a 10 point bonus. This is a “quiz out”.
- D. A quizzer committing a foul will be penalized 5 points.
- E. All fouls committed by other than active quizzers, or two or more quizzers on a team, will cause that team to be penalized 5 points, (a team foul).

Section 4b – Fouls

The following are fouls and will score a negative 5 points [(T) indicates a team foul, and (Q) indicates an individual quizzer foul]:

1. (T) Improper conferring.
2. (T) Team initiates a third or additional unsuccessful contest in a match.
3. (Q) A quizzer activates the equipment between the calling of the question and the beginning of the reading of the actual question. This is a pre-response foul.
4. (T) When presenting a contest, the head coach or (Q) quizzer fails to terminate arguments upon the calling of “time”.
5. (Q) A quizzer begins to answer before being recognized by the head judge.
6. (Q) A quizzer begins to answer when another quizzer was recognized, even when an official is in error.
7. (T) A coach indicates a desire to have a contest initiated, or for a quizzer to confer.
8. (T) A team calls a fourth time-out.
9. (Q) The Judges (which may include the Quiz Master), vote that an un-sportsmanlike attitude was expressed by a coach (T), or quizzer (Q), or substitute.

10. (Q) Judges determine that a flagrant hand or body movement by a quizzer was an attempt to distract the opposing team, draw them into responding, or signal his time.

Assessed fouls are not disregarded if the question on which they occurred is later voided.

Section 5 – Answering Questions

- A. Electronic equipment will be used. Each quizzer will have a buzzer pad or button in front of him. The quizzer must activate it with either hand(s) or arm. During the reading of the question, the quizzer's hands should be above the table, and in contact with either table or equipment, or other hand.
- B. The QM shall identify the first quizzer to respond by light color and position (e.g. "Green 3"). The quizzers shall be numbered 1,2,3, and each team will have a color determined by the equipment.
- C. Once a quizzer has been recognized by an official, the quizzer shall have 30 seconds to answer the question. If a quizzer begins to answer prior to being recognized, or answers when another quizzer was recognized, he will receive a foul.
- D. If no quizzer responds within 5 seconds after the Quizmaster has finished reading the question, "time" is called by the timekeeper (or electronic timer), and the Quizmaster proceeds to the next question.
- E. If a quizzer activates the equipment during the reading of the introductory remarks (see Glossary), or before the reading of the actual question, he shall be charged with a pre-response foul. The question will be read again in its entirety for both teams, and a proper interruption is permitted.
- F. If the quizzer activates the equipment during the reading of the actual question, "interruption" is called. Then the quizzer must finish the question and give the answer, all within 30 seconds. (see judging correctness).
- G. When a quizzer interrupts a question by activating the equipment, the Quizmaster must immediately stop reading and call "interruption" though he should finish pronouncing a word. However, if he has begun to read the last word of the question, he should complete that word and not call interruption. Hyphenated words and compound words are considered one word.
- H. If the Quizmaster fails to call "interruption" prior to recognition, then the quizzer need only give the answer.
- I. If a quizzer interrupts a question being reread to his team after the other team interrupted and was ruled incorrect, proceed as a normal "interruption", and no foul is charged.
- J. When the equipment indicates a tie between members of the same team, the captain will choose which quizzer shall answer. If a tie occurs between quizzers on opposing teams, the question will be voided, and a question of equal value will be substituted.
- K. A "quotation completion" question, or a question which asks the quizzer to "finish, in essence, this verse... ", will not be ruled interrupted unless the equipment is activated before the Quizmaster has begun reading the first word of Scripture.
- L. An interrupted question that is judged incorrect will be reread for the other team.
- M. If the Quizmaster fail to reread an interrupted question and proceeds to the next question, the offended team may call a point of order at the conclusion of that question and answer. The question must then be reread to the offended team.

Section 6 – Time-outs

- A. Each team will be permitted three 30-second time-outs during a match.
- B. All members of both teams are allowed to verbally communicate during a time-out.
- C. A time-out may only be requested by the head coach or active team member.
- D. A time-out will only be granted after all requests for conferring and contesting have been fulfilled, and before the calling of the next question.
- E. During a time-out both teams may make quizzer substitutions.

Section 7 - Quizzer Elimination

- A. A quizzer must leave the match for any of the following:
 - 1. A “foul-out”, upon accumulating five fouls.
 - 2. A “strike-out”, three incorrect answers, or
 - 3. A “quiz-out”, five correct answers.
- B. A substitution may be made for the eliminated quizzer without calling or using a time-out.
Should the captain leave the match, another quizzer should be designated as captain.
Seat #1 is the default “captain” if not specified otherwise by the team.

Section 8 – Tie Game

If there is a tie score at the end of the 20th question, a 10 point ‘sudden-death’ overtime question is read from the set’s overtime and/or substitute questions. Repeat until the tie is broken.

The officials should first check to be sure the questions have not been used.

Section 9 – Point of Order

- 1. A quizzer, coach or an assistant coach may state, “Point of Order”, wait to be recognized by the head judge or Quizmaster, and publicly state the point of order.
- 2. A point of order is distinguished from a contest in that it attempts to correct a procedural error on which the officials have not already acted. (Examples: a quizzer remains illegally in a match, or the equipment needs to be reset.)
- 3. If an unusual situation arises, the Quizmaster may consult with the meet coordinator or commissioner.

Section 10 – Conferring

- A. A quizzer whose answer is ruled incorrect may request permission to confer with his team mates and/or Bible following any necessary re-reading of the question. This right also exists for any quizzer ruled incorrect on any reread, substitute, or overtime question.
- B. Upon recognition by the Quizmaster, he will be permitted 30 seconds to confer with his team members and/or Scripture.
- C. At the calling of “time” (conferring ends), the Quizmaster should ask the team if they wish to contest. The head coach or any active quizzer may initiate a contest; however, if the head coach initiates a contest, the team will receive a ‘team foul’.
- D. For re-read questions, if the first team does not contest, they forfeit their rights to any further contesting on this question even if the other team chooses to contest.
- E. Contests will be presented and heard one at a time.

Section 11 – Contesting

General rules

- 1. A contest will not be permitted after the Quizmaster, Calls the next question, or grants a time-out.
- 2. Contesting is permitted on the following two grounds:
 - A. To challenge the validity of the question.
 - B. To present rules or additional Scripture to change the decision of the officials.
- 3. Each team is limited to a maximum of two contests per question.
- 4. A contest which challenges the validity of the question should be presented before contests on other grounds.

5. Only information from the Scripture text, concordance, or this rules document may be cited in a contest. Information from any other source must be discarded by the officials in making their decision.
6. A withdrawn contest is an unsuccessful contest.

Preparation & Presentation

1. Once the Quizmaster has recognized the contesting team, they will have three minutes during which they must prepare and present their contest. During the preparation time the entire team may verbally communicate.
2. Any single member, coach or quizzer, may present the contest to the officials.
3. Once the initiation team has begun to present its contest, no further verbal communication is allowed between the members; however non-verbal communication may continue among all members until "time" is called. The non-verbal communication may include the person presenting the contest.
4. The Grounds for the contest must be stated at the beginning, after which it is good practice to state which section of the rules are being used.
5. The person presenting the contest should close by saying "Thank you" to indicate that he is finished.
6. Once "time" is called the presentation must stop, and all communication of all the team members.

The Response or Rebuttal

1. Once a contest is recognized for the initiating team a (3) minute timer is started, all members of the opposing team will immediately be permitted to verbally communicate to prepare a response. Their communication should be done in a manner, which does not hinder the initiating team.
2. Once "time" is called on the contesting team, or they have finished, the responding team will have one additional one minute during which they given the opportunity to present a response to the officials.
3. The same rules for the contest will apply to the response unless otherwise noted.
4. The responding team may wish to state, "We agree", or "No response"

Section 12 – Closing the Match

1. After the decision on either the 20th question or the final overtime question has been announced, the Quizmaster shall announce the match officially closed after asking if either team desires to contest. Team members may then confer.
2. If upon announcing the official score either coach expresses a desire to challenge it, the Quizmaster shall call both coaches to the judge's table to review the official score sheet with them and resolve any errors.
3. If a coach fails to challenge the score at the time it is announced, it may not be challenged later.

Section 13 – The Modified Game

This Section describes the quiz game played by the 1st thru 4th graders, the Apprentice Bracket. It is much like the teen quiz match with the following changes.

- Quizzers don't form teams.
- As many quizzers as the equipment will allow may quiz per game.
- Question sets are from Q&A sheets available for study prior to the meet.
- Quizzers can interrupt, but do not need to finish the question, and are not re-read if incorrect.
- No negative points for incorrect answers.
- Normal quiz-outs, and foul-outs, but each will have an additional strike (4 incorrect for a strike-out).
- All question values are 20 points, with 10 points for quotations given in essence.
- No contesting. Parents or coaches supporting the quizzers may call "point of order" for a QM recheck.

Part 3: Officiating

Section 1 - Officials (Description of Duties)

Commissioner – The Commissioner oversees all league functions, and has the responsibilities of CEO for the organization. See the charter for more information on executive functions and official procedures.

Coordinator – Each meet has a coordinator who is responsible for the event. This job may be done by, or appointed by the Commissioner. He will assign the Quizmasters, judges, scorekeepers, and timekeepers for the meet. He will make the final decisions on the quiz schedule, and room assignments. The Coordinator helps the host church or school in any way needed.

Quizmaster – He is in charge of the quiz match, and room, which he is assigned to. His duties include the following:

1. General oversight of the quiz match.
2. He will have the teams, coaches, and officials to introduce themselves, and give a brief opportunity to ask questions before the match begins.
3. He will read the questions loudly, clearly, and without giving advantage to either team. Proper procedure is to call "Question," then begin reading the introductory remarks and the question. For example: "Question, Question number 1, for 10 points..."
4. If a quizzer interrupts by activating the equipment, the Quizmaster will stop reading immediately and call "interruption", even if this takes place in the middle of a word. However, if interrupted while reading the final word of a question, the Quizmaster will finish the word and not call "interruption". A hyphenated word is considered one word.
5. If the Quizmaster misreads the question, the question will be voided. However, if the Quizmaster misreads part of the question and stops - realizing the mistake, or if the judges call "misread" in the middle of the reading of the question, the Quizmaster and judges must consult to determine if the key words of the question have been read, and make a judgment call to continue or void the question. If they determine to continue then the Quizmaster will state that he will begin the question again in it's entirety, and interruption will be permitted. If key words have been read, then the question is voided.
6. If a quizzer's answer is clearly correct or incorrect, the Quizmaster will so state.
7. If a quizzer's answer is not clearly correct or incorrect, he will confer with the judge(s).
8. The Quizmaster and Judges have the same authority to assess fouls.
9. If a time-out is requested, he will query the captains to determine if either team wishes to contest before permitting the time-out.
10. The QM should announce the score for the audience several times during a match.

Judge – Each room should have a judge or judges with the Quizmaster acting as head judge. If a room has more than one judge, they may focus on different aspects of the game.

1. A judge may listen carefully as the Quizmaster reads each question to catch any misreads.
2. He may call fouls, or any needed point-of-order.
3. He may listen carefully to the responding quizzer, following the text for quotations.
4. Judges should familiarize themselves with this rules document, and the book(s) being studied.

Scorekeeper – Each room needs an official scorekeeper.

1. The scorekeeper is responsible for obtaining official score sheets from the QM.
2. He will get the names of the quizzers before the beginning of the match.
3. He will record the question point values of each question in the space provided on the score sheet.
4. He will record the time the match begins and ends, the number of the question set, and the round of the competition.
5. He will keep an accurate record of time-outs.
6. He will keep an accurate record of unsuccessful contests, and inform the QM of a third unsuccessful contest and each subsequent unsuccessful contest.
7. He will record the individual quizzer bonus points for a quiz-out.
8. He will record team and individual fouls.

9. He keeps an accurate score, and will immediately notify the QM if any quizzer has earned a quiz-out, strike-out, or a foul-out (5 fouls).
10. He will notify the QM if a team requests a fourth time-out.
11. The scorekeeper will note on the score sheet if the question was interrupted by circling the question number.
12. At the conclusion of the match, he will give the score sheet to the QM, who should announce the team scores, and the two highest individual scores.

Timekeeper – A programmed electronic timer may be used.

1. The timekeeper will need to use a watch with a second hand, or a stopwatch, if no electronic timer is available.
2. All of the timekeeper's decisions are matters of judgment and are not contestable.
3. At the appropriate times he will audibly and clearly call "Time".

Timed events:

No quizzer responds after the QM completes a question	= 5 sec.
A quizzer, ruled incorrect wishes to confer	= 30 sec.
A team time-out	= 30 sec.
A quizzer is identified to answer a question	= 30 sec.
A contest (to both confer and present)	= 3 minutes
A contest rebuttal	= 3 minutes.

Section 2 - Judging Answers & Completions

An answer is correct when:

1. It contains the basic information required as an answer to a non-quotation question.
2. The answer to a quotation or quotation completion question is given word-for-word. Mispronunciation of *proper names*, if recognizable, does not make a quotation incorrect. It is ok for a quizzer to begin quoting and start over, repeating part of the verse, as long as everything was quoted properly, including the repeated part. If the quizzer misses a few words, the QM may award half the question value for giving the verse(s) in essence.
3. The quizzer, in answering a quotation completion question, accurately quotes the remainder of the verse. The quizzer may choose to quote any or all of the portion of the verse read by the Quizmaster, but must also quote this portion accurately.
4. Mispronunciations are still recognizable as the information required.
5. The **first** answer given completely states the information required, even though additional erroneous information is given, or additional verses are quoted in quotation questions or quotation completion questions.
6. The completion of an interrupted question -
 - a. Demands the same answer as the official question; and
 - b. Does not contain incorrect information; and
 - c. Agrees with the introductory remarks of the official question; and
 - d. Asks the same basic question, though not necessarily in the same words as the official question.
7. The quizzer, when answering a question demanding an Old Testament passage, gives, in addition, other words from the sentence containing Old Testament passage.

An answer is incorrect when:

1. The quizzer fails to accurately give the information required as an answer to the official question before the calling of "time." Note: Officials should disregard any part of an answer given after time has been called.

2. Incorrect information is given before the answer is completed.
3. Any word is omitted, added, or changed in the answer to a quotation or quotation completion question, for full point value. If it is not close enough for "in essence", then it is incorrect.
4. Mispronunciation makes it impossible to recognize the words called for in an answer.
5. The quizzer fails to speak loudly or clearly enough for the judges to hear.
6. The completion of an interrupted question:
 - a. Does not demand the same answer as the official question, or
 - b. Contains incorrect information, or
 - c. Does not ask the same basic question.
7. The quizzer fails to complete the question when "interruption" is called.
8. The judges rule that deliberate help was given a quizzer by a coach or a member of his own team. (help from the spectators would void the question).

Section 3 - Voiding Questions

- A. The judges should void a question, and the Quizmaster should read (to both teams) a substitute question of equal value, when:
 1. The Quizmaster misreads the question. However, if the Quizmaster misreads part of the question and stops - realizing the mistake, or if the judges call "misread" in the middle of the reading of the question, the Quizmaster and judges must consult to determine if the key words of the question have been read, and make a judgment call to continue or void the question. If they determine to continue then the Quizmaster will state that he will begin the question again in it's entirety, and interruption will be permitted.
 2. The Quizmaster or a judge inadvertently gives information before or during the reading of the question which would help or hinder a quizzer in answering the question.
 3. There is obvious help or hindrance during the reading of the question, (including officials, team members, audience...). The officials will determine if a foul should be assessed.
 4. A quizzer remaining illegally in the match has been permitted to answer a question(s) whether correct or not. All questions that quizzer answered or attempted to answer while illegal should be voided and new questions substituted.
 5. Equipment indicates a tie between quizzers on opposing teams.
 6. It is proven that the equipment is not functioning. If it can be determined at what point the malfunction occurred, all questions after that point will be voided. If it cannot be determined at what point the malfunction occurred, the quiz match will be started over with which were read being substituted.
- B. The judges should void a question, and the Quizmaster should read to only one team a substitute question of equal value, when:
 1. The situation leading to the voiding of the question occurs on the rereading of an interrupted question or answering of an interrupted question, which has been reread. The substitute question is then read only for the team who had the right to respond to the reread question.
 2. A quizzer is attempting to answer an interrupted question and there is obvious help from either a coach or member of the same team. (a team foul should be charged).
 3. There is obvious hindrance, sufficient to cause the quizzer not to be able to answer the question, by the opposing team, officials, audience, or other source not related to the offended team. The substitute question is read only for that team.
 4. Judges reverse a 'correct' decision on an interrupted question because of a contest. In such a case, the substitute question is read only for the team who presented the successful contest.

5. A quizzer other than the one identified begins to answer the question. The quizzer will be stopped as soon as the infraction is discovered. The correct quizzer will again be identified and given 30 seconds from the re-identification to answer. If the unidentified quizzer was on the opposing team, then the same question will be re-read to the offended team unless the quizmaster stated "correct... or incorrect" -in which case a substitute question will be read for that team only. A foul is assessed on the quizzer incorrectly responding.
6. A quizzer is incorrectly identified and begins to answer the question, or there is undue delay in identifying the actual responding quizzer, or the actual responding quizzer is not allowed to answer. In this situation, no foul is assessed on the quizzer that was incorrectly identified, and a substitute question will be read only to the team whose quizzer should have been identified.
7. A quizzer is not given a full 30 seconds to complete the answer and the answer is merely incomplete and does not contain incorrect information. The substitute question will be read only to the offended team.

Section 4 – Hearing Contests

1. Contesting is permitted to either, challenge the validity of the question; or to cite rules/additional scriptural evidence.
2. A contest will not be permitted after the QM calls the next question, grants a time-out, or officially closes the match.
3. The team initiating the contest should state the basis of the contest, either the validity of the question or to cite rules/Scripture.
4. A quizzer whose answer is ruled incorrect may request permission to confer. After being recognized by the QM he will be given 30 seconds to confer. At the calling of "time", his team may initiate a contest, or state "no contest". The person presenting the contest is speaking to the judge(s) & Quizmaster, he should show respect and at the calling of "time" should stop immediately and sit down, awaiting an official decision accepting or rejecting the contest.
5. After the contest has been given, as with anytime the judge(s) are asked for a ruling, they will give independent decisions. Indicating without conferring, their decision by displaying a coin only to the Quizmaster, "heads" for correct or to accept, and "tails" for incorrect or to reject the contest.

Note: Question writers have differing styles. Some writers use their own unique phrasing rather than words from the Scripture text in writing their questions, whereas a quizzer, in completing an interrupted question, will most often choose words directly from the official Scripture text. Using the phrasing from the official Scripture text to complete the question, instead of the unique phrasing chosen by the question writer, is acceptable, as long as the completion is in compliance with the guidelines. Other writers will consistently choose words directly from the official Scripture text in writing their question, whereas a quizzer, in completing an interrupted question, may choose a different completion. This is also acceptable, as long as in either case the completion demands the same answer.

Part 4 Guidelines for Writing Questions

1. The official text for CQL is the ESV, with this exception, the New International Version, copyright 1984 will continue to be used for two or three years in transition. All questions are based on the official text.
2. Each official set of questions shall consist of 20 questions (8 10-point; 9 20-point, and 3 30-point), plus 3 10-point overtime questions, and 3 substitute questions one of each point value (10, 20 & 30-point).
3. Each question will begin with a redundant "Question" statement - this is the sign for the quizzers full attention and to alert judges to focus. Next the question identification "Question number ___ for ___ points.", then it may contain an introductory remark(s). Then followed by the actual question, which is typically in bold text to make it stand out from the other text. The answer is the last part, which should be in brackets or parenthetical and usually will have chapter & verse reference.
4. A question is invalid if it contains incorrect information, or it clearly violates one of the guidelines.
5. While the absence of a book, chapter, or section reference does not necessarily make a question invalid, disagreement between the book, chapter, or section in a question or the answer does make a question invalid.
6. The goal is **not** to write the most difficult or complex questions.
7. Questions should use one of the following introductory remarks (in **bold**). A question may have multiple opening remarks, but it is best to make them clear and simple.

"According to..." (verse, chapter reference, or Paul etc.)

"From book(s)".

"From chapter(s) ___", or "From book(s) chapter(s) ___".

"From the section(s) title(d) ___", or "From the section(s) of book titled ___".

"Give a complete answer" Looking for more detail, requiring more than a one-word answer.

"Quotation question" A correct answer must be quoted word for word.

"Quotation completion question"

The word "quote" must be written into the question to signal the beginning of the actual question, and immediately followed by an accurate quotation from scripture. The correct answer must be quoted word for word. If the phrase "finish in essence..." is used then the answer does not need to be a word for word quote.

"Scripture text question"

This indicates that the question, (a non-quotation question), contains a quote from the text.

"Statement and question"

A statement precedes the question.

"Two- (three-, etc.) part answer"

"Two- (three-, etc.) part question" A multiple-part question need not be labeled as such, if it demands the same number of answers as questions.

The following are examples of combined Introductory Remarks:

"Statement and 2-part question", Statement and 2-part scripture text question".

The following is an example of a question & answer from a question set:

Question number 11 for 30 points. Two-part question, three part answer. In the first chapter of Hebrews, what three statements did God never make to the angels?

(1:5 "you are my Son; today I have become your Father." Or again, "I will be his Father, and he will be my Son.")

1:13 "Sit at my right hand until I make your enemies a footstool for your feet.")

It is common practice to bold the actual question, and to put the answers, with chapter-verse reference in parentheses.

Part 5 Glossary

Active Quizzer:	One of the team members seated at the table ready to quiz.
Bracket:	One of the three divisions of quizzers by age (school grade). Apprentice = 1st - 4th grade, Berean = 5th -8th, Scholar = 9th - 12th grade.
Buzzer:	The electronic quiz equipment.
Buzz In:	When a quizzer activates the quiz equipment to answer a question.
Captain:	A quizzer designated by the coach.
Calling of the Question:	When the Quizmaster starts to ask a question by saying, "Question...question number two for ...". Specifically the first time the QM states "Question".
Commissioner:	The person who oversees the operation of the league.
Coach:	The coach or head coach, is the person in charge of a quiz team.
Confer:	A 30-second period of time granted to a quizzer who has missed a question, to check his scripture portion and/or verbally communicate with his team.
Contest:	The process of preparing and presenting information to the Quizmaster and judge(s) when a team believes that a situation has violated the rules.
Interruption:	Activation of the equipment before the Quizmaster begins the last word of a question. The exceptions to this are for quotation completion questions and questions which ask a quizzer to "finish in essence".
Introductory Remarks:	Information which may be present following the question identification but preceding the actual question.
Judge:	The person(s) charged with adjudication in a quiz competition.
Pre-response:	Activation of the equipment after the start of the calling of the question but before the first sound of the first word of the actual question.
Question Identification:	The words "Question number ___ for ___ points".
Quiz Match:	The quiz competition over a set of questions by two teams.
Quizmaster:	The person who reads the questions to the quizzers during a quiz match, who also has oversight of the room, and may act as a judge.
Quiz-Out	When a quizzer has correctly answered five questions in a match. The quizzer will be given a ten point bonus, and becomes inactive for the remainder of that match.
Quizzer:	A team member eligible to quiz. An active quizzer is one chosen by the coach to sit at the table, whereas an inactive quizzer sits behind the table with coach and other team members. They may also be referred to as substitutes.
Response:	Also called the Rebuttal, is the process of preparing and presenting information in a contest by the team not initiating the contest. The Rebuttal

or Response is to present opposing information which would challenge the contest, or to agree with and lend additional support.

Scorekeeper:	The person charged with keeping the official score sheet for the match.
Strike-Out:	When a quizzier has incorrectly answered three questions in a match, he then must become inactive for the remainder of that match.
Substitute:	An inactive quizzier. A substitution is when the coach selects an inactive quizzier to switch places with an active quizzier at the table, or to replace a quizzier who has quizzed-out or fouled out.
Team Member:	A general term usually meaning all the quizzers on a team, but may also include the coach, and assistant coaches.
Tie-Game:	When the score of both teams is tied after the 20 th question.
Timekeeper:	The person charged with keeping the official time during a quiz match.
Time-out:	A 30-second period of time granted to a team for strategizing during a match, or to make quizzier substitutions. Each team is allowed three time-outs per match.
Word Cup	The trophy awarded to the seasons top team, like the Stanley-Cup or America's Cup, the winners of the League Championship. The Word Cup Champions get the team name added to a plate on the Cup base and may get to keep it for the summer, then it is returned for the next season.