

Quiz Master Workshop

Introduction

The purpose of this script is:

1. To help train new quiz masters with the assistance of an experienced quiz master and
2. To help promote consistency among experienced quizmasters.

Use a room that is set up for quizzing for this training. Give copies of this script to the participants.

Outline of Training

This training includes:

- Basic Definitions and types of questions,
- Setting up the room for quizzing,
- Reading questions,
- Deciding if an answer is correct,
- Dealing with appeals & challenges,
- Miscellaneous topics and
- Practice questions and answers (separate document).

Basic Definitions and Types of Questions

A **toss-up question** is open to all teams; a correct answer is worth 20 points.

A **bonus question** is a free question given to a specific member of a team after an error by their opponents; a correct answer is worth 10 points. For example, if red 2 misses the toss-up question, the toss-up question is repeated for green 2.

An **error** is an incorrect answer to a toss-up question (an incorrect answer to a bonus question carry no penalty).

A **3rd person bonus** occurs when 3 individuals from the same team answer a toss-up question correctly in the same quiz. A **4th person bonus** occurs when 4 individuals from the same team answer a toss-up question correctly and a **5th person bonus** for all 5 individuals from the same team. Each of these bonuses is worth 10 team points.

An **appeal** occurs when the captain of a team has a concern with a question, such as how it was read, how it was worded or distractions that occurred while it was read.

A **challenge** occurs when the captain of a team has a concern about the quizmaster's ruling of an answer to a toss-up question.

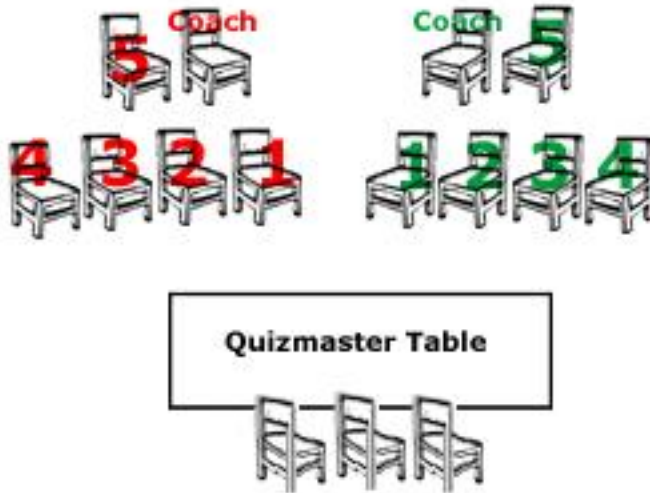
Questions include the following types:

1. General - general information,
2. According to - gives the specific verse and requires the quizzer to stay within the context of that verse for both their question and answer.
3. Situation - a quote is given and the quizzer must supply the requested information about the situation surrounding the quote (used when quizzing on the gospels and Acts only).
4. In what book and chapter - a quote is given and the quizzer must supply the book and chapter of the quote (used for the epistles only).
5. Quote, finish this verse or finish this verse and give the reference - exact knowledge of the verse and its reference are required as specified.
6. Context - Tests quizzer ability to tie concepts together.

Quiz Master Workshop

Room Set Up

The following should be checked by the quizmaster at the start of the day:



- ✓ The room set up in the following manner with jump lights on chairs 1-4 and with the quizmaster's position should be centered between the two teams.
- ✓ A quiz master's packet containing questions and score sheets,
- ✓ Determine what help that you have, (if no scorekeeper ask one of the coaches to do it) and
- ✓ A watch that shows seconds to keep time.

The following things should be done before each quiz:

- ✓ Jump lights tested for each quizzers occupying a seat,
- ✓ Line ups turned in for each team and names recorded on score sheets,
- ✓ Pray (for the quiz, quizzers, etc.)

The other people at the table could include scorekeeper, jump judge, timekeeper and content judge. Explain the function of each that might be applicable to your quizzing structure.

Reading Questions

The most important thing in reading toss-up questions is to have a consistent rhythm for the quizzers. The format of what to say is standard, but speed and pauses are unique to the quizmaster. All questions start with the announcement of the type of question, followed by the question number and the final warning of "question". For example:

1. "Question #1 will be an According to question (pause). Question #1. (Check lights) Question. (pause) According to John 3:16,..."
2. "Question #2 will be a Finish this verse question. (pause) Question #2. (check lights) Question. (pause) Finish this verse and give the reference (pause) For God so loved..."

As soon as a light comes on (someone jumps) stop reading the question (if it hasn't been finished). Ask the quizzers to finish the question (not necessary on memory verses) and then announce the color and number of the quizzers whose light is on.

Quiz Master Workshop

For example:

1. " Question #1 will be an According to question. (pause) Question #1. (check lights) Question. (pause) According to John 3:16, who does God (jump) finish the question (look at lights) red 2."
2. "Question #2 will be a Finish this verse question. (pause) Question #2. (check lights) Question. (pause) Finish this verse and give the reference (pause) For God so (jump) red 2."

An incorrect answer results in a bonus question for the other team. The quizmaster rereads the toss-up question to completion for the appropriate quizzer. For example if red 2's answer to question #1 was incorrect then the bonus question could be handled like this:

1. "Bonus question, green 2 please stand. According to John 3:16, who does God love?"

If the green team does not have an active quizzer sitting in position 2 then the green team received no bonus question.

If the quizmaster misreads a toss-up question they should stop immediately and substitute a "bonus and tie breaker" question of the same type. If the quizmaster realizes that the question was misread while the quizzer is answering the question it is up to their discretion what to do. If the quizzer is at a loss because of the misread it should be thrown out immediately. Even if the quizzer recovers from the misread the quizmaster may still throw out the question if the misreading could have prevented or slowed the other team from jumping on the toss-up question.

Deciding if an answer is correct

The quizzers are required to supply all the main thoughts contained in the question and answer on the supplied questions.

A summary by type of question is given as follows:

1. General and context - only the correct thought is required.
2. According to - only the correct thought is required, although more exactness is expected to show an understanding of the particular verse given. It is also required that all information given by the quizzers is contained in the verse given. They are allowed to go outside of the verse only to clarify pronouns.
3. Memory verses - must be quoted word perfect the first time, no corrections are allowed.
4. Situation questions - if the quizzer pre-jumps they must give the content of the quote in the question and answer each part requested in the question.
5. In what book and chapter questions - if the quizzer pre-jumps they must give the content of the quote in the question and provide the correct book and chapter requested.

Multiple part questions are allowed for **general** questions (as long as they stay within the same Biblical passage) and **according to** questions (as long as all questions and answers are from the verse given). Applications for multiple part **situation** questions or **book and chapter** questions would be rare. Multiple verses cannot be given on memory verse questions unless requested. All parts of the multiple part question must be given first (which makes it one long compound question) followed by all answers in such a way that it is clear to the quiz master what answer goes with which question. All

Quiz Master Workshop

questions asked must be answered correctly in the 30 second time period including the question and answer on the quiz master's supplied questions for the answer to be correct. If the multiple part question spans more than one Biblical passage and all answers are correct the first question and answer must satisfy the question and answer on the supplied questions to be ruled correct.

Pronouns need to be clarified as much as possible, especially on answers to who questions.

If a quizzer's first answer is correct and they change their answer they must be ruled incorrect. If a quizzer first answer is incorrect and they change to the correct answer their first answer must be accepted as their answer and ruled incorrect. Any wrong information given makes their answer incorrect.

Note: My rule of thumb on correct content is that the quizmaster should not have to interpret the scripture to decide if their answer is correct. For example if the passage says "the disciple who Jesus loved" and that is the answer on your supplied questions and they say John, their answer would be incorrect if no where in this Biblical passage does it say that John is the disciple who Jesus loved.

Dealing with appeals & challenges

A challenge always relates to the quizmaster's ruling on the correctness or incorrectness of an answer. Any other issues such as how a question is worded, if a question was misread, a change in your rhythm, light not cleared before the start of the question or if there are distracting noises, should be addressed with an appeal. Both challenging an answer or appealing a question must be done by the captain of the team. Challenges and appeals must be made prior to the beginning of the next toss-up question and after the quizmaster's decision. It is never okay to interrupt competition to appeal or challenge. The captain of the other team should always be given an opportunity for rebuttal to the challenge or appeal.

Only answers to toss-up questions may be challenged (no challenges on bonus questions). The challenger (team captain) may not communicate with anyone before making the challenge. Challenges are overruled when the substance of the challenge is in error, or the argument is not sufficient to merit a reversal of the original decision. If a challenge is sustained, the ruling and points/errors are reversed. If a bonus question is necessary a new question must be used.

Ten Points must be deducted from the team score for every challenge or rebuttal that contains erroneous information (the point of challenging and rebuttals is to show your command of the scripture, it is an advanced part of quizzing, the point isn't to guess and hope that something you say sways the quiz master). Ten points must be deducted from the team score for the second overruled challenge and all following overruled challenges that round for that team.

Quiz Master Workshop

Miscellaneous Topics

Fouls are to be called by the quizmaster. The occurrence of a foul can be brought to the attention of the quizmaster by any of the official helpers (such as the scorekeeper). It is then up to the quizmaster to make a judgment if a foul is to be called. The quizmasters announce the quizzers and/or team to be charged with a foul. Team fouls are allowed when it is not possible to distinguish who committed the foul on the team. Even numbered fouls result in a 10-point penalty. A quizzers with 3 fouls in one quiz is not eligible to quiz. Usually no more than one foul is called per team per question.

Fouls should be called for the following reasons:

1. Any communication by a quizzers between when the final "question" is called and the quizmaster announces their decision, other than the recognized quizzers answering the question.
2. A quizzers starting to answer a question before being recognized by the quizmaster.
3. A quizzers's light coming on between the final "question" being called and the reading of the question.
4. A quizzers touching their chair while jumping.

A warning and clarification/reminder of the rules may be appropriate for 1st time quizzers and/or 1st quiz of the day.

For more details on fouls see the *Official Rules NYI Bible Quizzing*.

Time keeping involves three situations:

1. After reading a question to completion, the quizzers have 5 seconds to jump. If no one jumps in this time period read the answer and go on to the next question.
2. After the quizmaster recognizes the quizzers who has jumped first, the quizzers has 30 seconds to complete the question, if necessary, and give their answer. Any information given after time is called must be ignored.
3. Time outs are 60 seconds long.

Each team is allowed 2 time outs per quiz. Substituting the 5th quizzers may only occur during a time out or if one of the other quizzers has quizzed out or erred out. Two active quizzers are not allowed to switch places during a time out. Only one substitution per team is allowed during a time out. No time outs are allowed after the start of the 18th question.