

Bible Bowl 2009

Purpose: To challenge students to achieve in-depth knowledge of God's Word.

Process:

- Enroll four-member teams in grade level of oldest member.
- Select one adult scorer for each Bible Bowl team.
- The study material for Bible Bowl 2009 is "John."
- All questions will be drawn from the **text of The Holy Bible, New International Version, Copyright 1973, 1978, and 1984 by International Bible Society**. Any information in the text may be asked, and some questions may cover information from more than one verse.
- The Bible Bowl Event is a tournament consisting of four rounds.
- Scores in all rounds will be used to determine individual and team awards.

Team Requirements:

1. A team consists of four members.
 - a. If you do not have enough team members, you are responsible for finding the additional team members. The best way to find other members is to contact other congregations in your area.
 - b. If you have extra team members, please contact the Bible Bowl coordinator before LTC weekend.
 - c. At the convention, completion of teams will take place at a table outside of the event area.
 - d. Teams with extra members or teams in need of extra members must report to the check-in table outside of the event area no later than 5 p.m. on Friday, April 10, 2009.
 - e. If a complete team is not formed and a team of less than 4 members takes part in the event, there will be no adjustment to the team's score either by adding points for the missing participant or using a percentage of the correct answers of the competing participants.**
2. To play in any round, each team must have:
 - a. An adult scorer.
 - b. Official LTC nametag on each participant with the Bible Bowl team number written on the front.
 - c. The team's completed team sheet, including the name of the scorer and the team number.

Rules:

1. A congregation may enter any number of teams in any number of grade levels. There are five grade levels in this event: Grades 3-4, 5-6, 7-8, 9-10, 11-12.
2. A participant may be a member of only one team during a convention.
3. A participant may participate in any grade level above his own, but may not participate in a lower grade level.
4. Game time is forfeit time.
5. Participants may have no materials on their tables during the event.
6. Teams will sit at tables arranged in the front of the room. The audience will be seated in the back of the room.
7. Team members will sit in single file with their backs to the audience, facing a scorer.
8. Each participant will have a cube with the letters A-E. Cubes will not be uniform in letter arrangement. A team will have the same color letters. The cubes measures 3 inches on each side.
9. Spectators are not allowed to enter or leave the room during the event. Spectators are allowed no speaking privileges regarding an event.

Questions:

1. All questions are objective, calling for specific facts, order of events, or chapter locations. Question will not call for interpretation. Each question will have a Scripture reference. Questions are taken from the text of Acts, **not** a study guide. NTLTC does not endorse, recommend, or utilize any study guide.
2. Each participant receives a printed copy of the questions. No marks will be made on the copy of the questions.
3. The Quizmaster will read each question aloud one time only.
4. After each question, the Quizmaster will give the correct answer.
5. If the Quizmaster or any Scorer hears an answer spoken by anyone, the question will be voided. No substitute question will be asked.
6. If a question is disqualified by spoken answer or by protest, credit on that question will be given to all participants.
7. After play has started, a participant will be disqualified for talking.

Answers:

1. After the reading of each question, each participant will have five seconds to think about his answer.
2. After five seconds, a tone will sound. The participant will then have five seconds to prepare his cube for display of his answer.
3. After five seconds, a second tone will sound. Each participant will reveal his answer (one of the letters A-E on the cube) to the scorer at that time. A participant who reveals his answer after that time receives no credit on the question.

Scoring:

1. A scorer may not keep score for a team from his/her home congregation.
2. After each question, the scorer will record the individual answer of each participant on a standardized score sheet.
3. The scorer will then record the correct answer and determine the team's combined score on that question.
4. Each team scores one point for each participant who answers a question correctly.
5. No bonus or adjusted points are given for any reason.
6. By raising a card with a number on it, each scorer will display his team's score on each question.
7. After all scores are recorded and displayed, the Quizmaster will ask the next question.

Protests:

1. All protests will be lodged with the floor judge at the back of the event area.
2. Protests are received only from adult coaches.
3. Protests are to be made at the end of the round in question. After the Quizmaster's protest closure at the end of a round, no protests will be heard concerning that round.

Bible Bowl Tournament:

1. No team is ever eliminated from Bible Bowl; all teams take all quizzes.
2. There will be four rounds of 25 questions each. Breaks will occur between rounds and not during them.
3. The scores of each individual team member will be added together to achieve a team score.
4. 3rd – 6th grades will take the first 3 rounds for a total of 75 questions.
5. 7th – 12th grades will take all 4 rounds for a total of 100 questions.
6. The scores in each grade division will be compared to determine the award level.

Awards:

Individual Bible Bowl Awards are determined by the score of the individual participant in all 4 rounds.

Gold – 90% - 100% of the top score in the grade division
Silver – 80% - 89% of the top score in the grade division
Bronze – 50% - 79% of the top score in the grade division

Team Awards are determined by the adding the scores of the 4 individual participants in all 4 rounds.

Gold – 90% - 100% of the top score in the grade division
Silver – 80% - 89% of the top score in the grade division
Bronze – 50% - 79% of the top score in the grade division

Rules for all Convention Events

1. In a team event a participant may move up to an older level, but an older participant may not move down to a younger level. Each team in each event will participate at the grade level of the highest graded member.
2. A participant may be in only one individual or team event during a given time period.