# 1   Participants

## 1.1   Judge

1.1.1   A Judge should be a Pastor or Congregation Judge (as indicated on their Registration Form).

1.1.2   A Judge should not judge for a team from their congregation.

1.1.3   Each Team Judge and/or Pastor identified at Registration will be given a room assignment for him or her to help judge.

## 1.2   Reader

1.2.1   A Reader should be any individual who can read clearly and loudly.

1.2.2   A Judge may also be Reader for his room.

## 1.3   Timekeeper

1.3.1   Any person in the audience, who has a time keeping device and willing to keep time, can be the Timekeeper.

## 1.4   Scorekeeper

1.4.1   A person in the audience who is willing to keep the "official score" on the provided score sheets and write those scores on a board provided in the Room.

1.4.2   A room may have more than one Scorekeeper.

## 1.5   Player

1.5.1   Youth in grades $6^{th}$ to $12^{th}$ in the current academic calendar are allowed to participate.

1.5.2   Youth should have studied materials under supervision or sponsorship of an LCMS congregation. (They do not have to be a member of an LCMS congregation.)

1.5.3   They may participate in either or both the Team or Individual competition(s).

*1.5.3.1   This allows those who cannot raise a team to compete in the Individual Competition.*

*1.5.3.2   This allows any team member(s) to come from multiple congregations or parishes.*

## 1.6   Team

1.6.1   Teams will consist of 3-5 players, of which only a maximum of four (4) players may participate in any given game.

## 1.7   Test Correctors

1.7.1   Anyone willing to help correct tests during Lunch.

1.7.2   Test Keys will be provided for each Test Corrector.

# 2   Study Materials Provided

2.1   Study materials will be provided as follows sometime prior to January.

2.2   There will be potential, or example quiz questions provided.

2.3   There will be an example text provided, which should be about half the length of the official test with proportions related to the official test.

# 3   Individual Competition

3.1   Each Player will take a test that can consist of multiple choice, true/false or matching questions on the topics for that year.

3.2   The test will range from 75 to 100 questions.

3.3   Testing will begin at 11:30 am

3.4   Each Player will be given no longer than one (1) hour to complete the Test.

3.4.1   Each Player's time will begin, only when they have received their test.

3.5   Trophies will be given for the top two places.

## 4   Team Competition

4.1   All questions and judgments shall be based on the English Standard Version (ESV) of the Bible (©2001 Text Edition: 2011), and Luther's Small Catechism copyright © 1986.

4.2   A Game will consist of fifteen (15) questions.

4.2.1   Each Quiz Sheet shall have 20 questions labeled #1-#15 with A-E (to be used to break a tie, or in the event that a question is judged "Out of Order").

*4.2.1.1   A question should be judged "Out of Order" when:*

4.2.1.1.1   the Reader accidentally reads the answer to the question.

4.2.1.1.2   the answer is revealed before both teams have had an opportunity to answer the question.

4.2.1.1.3   the Judge concludes that there is an error with the question due to a missing word or other irregularity.

4.2.1.1.4   the Judge determines a team might have been treated unfairly for whatever reason.

4.2.2   Question Sheets:

*4.2.2.1   The verse or chapter, the question, or statement needing to be complete?*

4.2.2.1.1   Answer [continued or additional part of the answer]

4.2.2.1.2   "A:" will indicate acceptable answers (or parts of answers)

4.2.2.1.3   "NA:" will indicate not acceptable answers (or parts of answers)

4.2.2.1.4   "Note:" will indicate further explanation of Answer (which should be read after every question is finally judged).

4.3   The Reader will start each question by saying the question # and the question.

4.4   The team whose light goes on first has the right to answer the question first.

4.5   Each team must wait to answer only after the Judge has acknowledged the team's light.

4.6   Answers given are to be judged as either "correct" or "incorrect".

4.7   Teams are permitted to challenge an answer.

4.7.1   Challenge should be based on ESV text Edition, misread question, switch or light issues, or an incomplete answer.

4.7.2   The Judge should rule the question either "Out of Order" or challenge "invalid" trying to be fair as possible.

4.8    In the event that a team switches on the light before the Reader has finished reading the question, the Judge should interrupt the Reader to acknowledge said light, without finishing the question.

4.8.1    In the event the answer is judged "incorrect," the Reader shall re-read the entire question to the other team, without interruption, giving them a chance to answer.

4.9    A team, upon being acknowledged, has fifteen (15) seconds to complete the answer.

4.9.1    A team that has not completed its answer in the fifteen (15) seconds time limit is considered to have answered "incorrect".

4.10    A team member may receive help from teammates in preparing an answer for a question.

4.11    Only one team member is allowed to answer any given question.

4.11.1    The first answer given will be the answer that will be judged "correct" or "incorrect".

4.12    If one team's answer is deemed "incorrect," the other team has the opportunity to either answer the question or pass on the question.

4.12.1    The team has a fifteen (15) seconds time limit to consider answering or passing on the question.

4.13    If neither team turns its light on within fifteen (15) seconds following the completion of reading of the question, the question will be passed.

4.13.1    The question will be counted as one of the fifteen in the Game.

4.14    The answer to unanswered questions, judged "incorrect" questions, and questions that were passed on by both teams are to be revealed by the judge, only after both teams have had their opportunity.

## 5    Scoring

5.1    An answer that is judged "correct" will receive ten (10) points added to their score.

5.2    An answer that is judged "incorrect" will have three (3) points removed from their score.

5.3    If no answer is given, then NO points are removed / added.

5.3.1    The Scorekeeper should mark the question as one of the fifteen (15) questions of that Game.

5.4    In the event that after fifteen (15) questions the score is tied, the Reader and Judge should refer to rule 4.2.1, questions A to E are to be used to break a tie.

5.4.1    Ties will not be broken by a team's incorrect answer.

5.4.2    Ties will be broken by correctly answering a question, only if points are added this breaks the tie and provides a winner.

5.4.3    In the event that a team answers a question incorrect, the other team must answer that question correct in order to break the tie, otherwise no points will be added or removed in overtime.

## 6   Pool Play

6.1   All teams will be divided up semi-randomly into 4 Pools.

6.1.1   Multiple teams from a registration form will be divided up into different pools, trying to avoid them facing each other early.

6.1.2   Unless a congregation has more than 4 teams, each team from a congregation will be placed in separate Pools.

6.2   The morning rounds will consist of Pool Play, in which teams will play as many teams as possible in their Pool.

6.3   The top two teams from each Pool will be placed in the A Bracket.

6.3.1   Team with the Best Record

6.3.2   Team that won head-to-head competition

6.3.3   Team with the oldest players (based on registration form each team will be ranked by grade level)

6.3.4   Team with the most total points (not margin of victory)

6.4   The bottom teams from each Pool will be placed in the B Bracket.

6.4.1   The B Bracket may have more than eight (8) total teams based on the number of overall teams.

## 7   Bracket Play

7.1   This will be single elimination bracket.

7.2   Bracket A will place all eight (8) teams. (1st – 8th Places)

7.3   Bracket B will place a minimum of four Teams. (1st – 4th Places)

7.4   Team Names placement in Brackets will be filled out during Lunch hour.

7.5   First and Second Place teams from both Brackets will receive Trophies.

7.6   All placed teams will receive certificates.