

Bible Bowl

PURPOSE:

To encourage personal commitment to Bible study as a continuing way of life. Bible Bowl helps young people:

- appreciate the Bible as the inspired Word of God
- learn to handle Scripture in locating specific information
- gain confidence resulting from excellence in Bible study and improved self-image
- increase personal knowledge of God's Word

SCOPE OF THE EVENT:

1. The subject of study for the 2018 Bible Bowl will be the book of 1 Samuel.
2. Content of all meet questions will be drawn from the text, including footnotes and chapter headings of the 2011 New International Version of the Bible. Any information in the text may be asked, and questions may cover information covered in more than one verse.
3. The GPLTC test designers are dedicated to encouraging Bible study and will carefully prepare Bible Bowl questions to be fair to all participants. All questions will be objective, calling for specific facts. No question will call for interpretation.

EVENT GUIDELINES:

Participation

1. To be eligible to participate, each Bible Bowl team (including grade level) and team member must be officially registered with LTC by the final registration deadline.
2. A congregation may enter any number of teams in any number of grade levels. There are grade levels in this event: 3-4, 5-6, 7-9, 10-12.
3. A player may be a member of only one team during a convention.
4. Players may participate in a grade level above their own, but may not participate in a lower grade level.
5. **Each team consists of up to four players. A team's score is the cumulative total of each team member's individual score. Individual scores are added together to form a team score (i.e. the team score is NOT an average of the individual scores).**
1. ** New since 2017, scorer is no longer required to be present for each team. Tests will be scored in an automated fashion.
2. Each team should report to the event area at least 30 minutes before the beginning of the Bible Bowl Event. Any team member who is not present at the beginning of a testing round, must sit out that round.
3. To play in any round each team must have:
 - a. An official LTC name tag on each player.
 - b. A printed team sheet from the registration website. The Bible Bowl Team Number must be included on this sheet.
4. Teams will sit at tables arranged facing the front of the room (the emcee's or Quizmaster's podium). The audience will be seated at the back of the room.
5. Spectators are not allowed to enter or leave the room while an event is in progress.
6. Spectators are allowed no speaking privileges regarding an event except in between rounds if a protest to a question is given.

Tests

1. ** New since 2017, the Quizmaster of the event will no longer read the questions to the participants. Cubes will no longer be used to answer the questions. Tests will be distributed at the beginning of each round and participants may work through the questions at their own pace, marking answers by pencil.
2. The Bible Bowl Event consists of **four tests** with Scripture from the entire book of 1 Samuel will be tested on each round. Each test is presented in a multiple-choice answer style.
 - Round 1 will feature a closed book test of **40 question** requiring participants to identify chapter numbers for **20** headings, **10** events, and **10** quotes and phrases. Participants will be given **10 minutes** to finish Round 1.
 - Round 2 will be closed book requiring participants to answer **35** objective questions regarding general facts and identification. A Scripture reference will be given for each question. ** This style is identical to the style of former Bible Bowl events. Participants will be given **15 minutes** to finish Round 2.
 - Round 3 will be *open* book requiring participants to answer **15** objective questions regarding general facts and identification. Round 3 is identical to Round 2 except that it will be open book and will not include a Scripture reference for each question. This style will allow for more challenging questions such as find-the-verse as well as combining information from multiple sections of the text. This round will also test a participant's ability to quickly look up information from Scripture. Participants will be given **10 minutes** to finish Round 3.
 - **Round 4 open book requiring participants to answer 35 objective questions regarding general facts and identification. Similar to the style of Round 3, testing a participant's ability to quickly look up information in Scripture. Participants will be given 20 minutes to complete**
3. Tests will be passed out at the beginning of each round and taken up only at the end of the round. Participants can only turn in their test once the allotted time for that round has passed.

Answers

1. Participants will provide answers to questions by filling in an appropriate response on the test sheet using a pencil.
2. Every question will be a multiple choice question. Five potential answers will be given for each question: "A", "B", "C", "D" and "E". Each of the letters A through E will have a circle around it like the following: A An answer is provided by filling in the circle of the participant's answer. A

Protests

1. All protests should be brought to the attention of the Quizmaster.
2. Protests are received only from adult coaches.
3. Protests are to be made immediately following the round in question. After the Quizmaster's protest closure at the end of a round, no further protests will be heard concerning that round.

Scoring and Awards

1. Tests will be collected at the end of each round and scored in an automated fashion using computer software.
2. A maximum of 50 points may be scored in each round with a maximum of 150 points for the entire Bible Bowl event.
3. Results will be posted in the medals room by Saturday morning.
4. Individual Bible Bowl Awards are determined by the cumulative score of each individual. There are four ratings available (Gold, Silver, and Bronze) in each grade level.
5. Team awards will be based on the combined scores of each team member for all three rounds. The maximum possible team score is 600 points. There are four ratings available (Gold, Silver, Bronze and Participant) in each grade level.

Bibles

1. For the first and second rounds, Bibles may not be opened, and may not be on the testing tables. For the last round, each team member may use text of the Bible to complete the test.
2. No helps, other than text of the Bible may be used. Charts, concordances, maps, etc., included in the Bible, may not be used. No extra papers that may be inserted into the Bible are to be used and should be removed.
3. Photocopied texts may be used. The margins may be no larger than one inch. Guideline 2 also applies to these copies. Photocopied texts may be highlighted and marked in any way desired including writing in the margins.

One of GPLTC's goals is to facilitate the learning process as much as possible for all participants. We desire to make it simple. Therefore, copying of the text is highly recommended. Please photocopy the text using the guidelines listed above in order to provide a fair opportunity for all participants and in compliance with all copyright laws. Biblica, Inc. does require all congregations to obtain permission for photocopying the New International Version. If you want to avoid this process, GPLTC has been given permission to distribute copies through our website. GPLTC provides photocopied texts on the resources website page: <http://gpltc.net/gpltc-resources/> or click on the "Resources" link on the home page.

COACHES:

1. Read and understand the guidelines for the current year.
2. Enroll teams in grade level of the highest-graded member.
3. Communicate the number of teams, the grade level of each team and the individual team members with your church coordinator.
4. Be certain that their participants are registered for Bible Bowl and *only* Bible Bowl for the given time period. No one will be allowed to participate in an event if they have a conflict with another event.
5. Make certain that the church coordinator has registered the correct number of teams. Final additions, modifications or deletions of teams must be corrected on the registration website by the church coordinator on or before the final registration deadline.
6. Print a team sheet from the registration website to turn in to the judges at the convention.
7. If you have an incomplete team, register and proceed as if you have a full team. Just prior to the beginning of the event, the opportunity will be given to form ad hoc teams at the discretion of the congregations and their teams to fill incomplete teams. Care should be made to ensure that individual participants are not isolated for participation in the events.
8. **If changes in the team need to be made after the registration date, contact the Event Coordinator to do so. Changes can be made up until 1 hour before the event begins, as approved by the Event Coordinator.**
9. Make certain that each team member has a name tag correctly prepared for this event.

CHURCH COORDINATORS:

1. Verify that the coaches have accomplished their tasks and correctly reported their teams and number of teams.
2. Make certain that the student is correctly registered in this event.
3. Create teams and modify any changes of those teams on the registration website on or before the final registration deadline.
4. Obtain the team numbers for the coaches by printing the "Team Sheet Report" from the registration website, and give the appropriate team sheet(s) to the coaches.