

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 2019 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. Bible Bowl is a team event that is taken individually. Thus, both a team award and individual award will be given to participants. 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 one of four grade levels (3-4, 5-6, 7-9, 10-12) in this event.
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 participant's score is the cumulative score of all tests for that individual. 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). Thus, it is best for teams to have four players. Opportunities will be given to combine teams if needed.
6. Each team must have an adult Facilitator who will help disseminate tests during the event as well as score tests at the conclusion of each round.
7. Each team should report to the event area at least 15 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.
8. Teams that still need to combine with other teams or make any team modifications the day of the event must report to the event area at least 30-45 minutes before the event starts.
9. 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.
10. 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.
11. Spectators are not allowed to enter or leave the room while an event is in progress.
12. No talking is allowed by spectators during a testing round.
13. Team coaches may lodge a protest for a question after that round has been completed.

Tests

1. Tests are distributed at the beginning of each round and participants may work through the questions at their own pace, marking answers by pencil. Pencils will be provided.
2. The Bible Bowl Event consists of four tests with each round using Scripture from the entire book of John. Each test is presented in a multiple-choice answer style. Example tests that demonstrate the style of each test can be found at <http://gpltc.net/gpltc-resources>.
3. Tests will be passed out at the beginning of each round and taken up only at the end of the round. Participants may turn in their test only once the allotted time for that round has passed.

Round	Length	Description	Time
1	10 questions	Selected book identification of chapter numbers for 20 headings, 10 events, and 10 quotes or phrases	10 minutes
2	10 questions	Selected book objective questions of facts and identification. A Scripture reference will be given for each question.	10 minutes
3	10 questions	Open book find-the-verse test identifying passages of Scripture.	10 minutes
4	10 questions	Open book objective questions regarding general facts and identification. No Scripture reference given for the questions.	10 minutes

Answers

1. Participants will provide answers to questions in rounds 1, 2 and 4 by filling in an answer bubble 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.
3. In round 3, participants will provide the chapter and verse number of the verse of Scripture.

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. After tests have been disseminated for the next round, Facilitators will score the previous round using provided answer key templates.
2. A maximum cumulative individual score of 125 points is possible for the Bible Bowl event.
3. Individual Bible Bowl Awards are determined by the cumulative score of each individual. There are three ratings available (Gold, Silver, and Bronze) in each grade level.
4. Team awards will be based on the combined scores of all team member for all four rounds. The maximum possible team score is 500 points. There are three ratings available (Gold, Silver, and Bronze) in each grade level.
5. Awarding of medals is subjective and is based on the highest score and distribution of scores in a particular division. If you have any question on scoring and awarding of medals please contact the Event Coordinator.
6. Results will be posted in the medals room by Saturday morning.

Bibles

1. For the first and second rounds, Bibles may not be opened, and may not be on the testing tables. For the last two rounds, each team member will need 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.
4. 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 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. After the final registration deadline, teams may be filled and combined at the discretion of congregations by contacting the Event Coordinator. It is strongly encouraged to do this after the registration deadline, but before the day of the event. However, team modifications may be made on the day of testing only if those teams arrive at least 30 minutes prior to the start of the event. Care should be made to ensure that individual participants are not isolated for participation in the event.
8. 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.