

HLUB'09
Hmong Alliance Youth
Bible Quizzing Tournament

I. RULE

- A. The following are the rules adopted for HLUB'09 Bible Quizzing.
- B. If there is any errors made in this printing or editing of the rule, the correct wording will be refer to the Rule Book of the Christian and Missionary Alliance.
- C. For the purpose of HLUB'09, many wording has been changed from "Zone, District, and "International competition" to "HLUB'09.

II. TEAM

- A. A team will be composed of five members: Four starting quizzers and one substitute. These five shall constitute the team. None of the five may be changed once registered for HLUB'09.
- B. Team Captains (Each team will appoint a Captain and Co-captain.)
 - 1. A Captain must be on the platform at all times. In the event of the Captain's leaving, the Co-captain will become acting Captain.
 - 2. Only the Team Captain may challenge a decision.
 - 3. Captains may sit in any chair. Scorekeepers (Quizmaster) must be notified which quizzer is Captain before the quizzers take their seats to begin the quiz.
 - 4. The Team Captain may change during a given competition but not during a quiz.
- C. Three to five people may compose a team for HLUB'09 competition.
- D. Quizzers will be identified by numbers. They will keep the same number throughout competitions. Any number may sit in any chair.
- E. All quizzers for HLUB'09 Bible Quizzing Tournament competition must be between the age of 12 and 18, and a HLUB'09 registered attendees to be eligible to quiz.
- F. Anyone who is 19 or older, or in school beyond high school before HLUB'09, or who is married, will be ineligible to participate.
- G. Each church may establish team or teams of at least 4 quizzers per team.
- H. Each team should have a Coach and may also have an assistant Coach.
- I. The team's numbered order must be submitted to the Scorekeepers prior to the start of the quiz meet.
- J. The team line up, indicating actual seating order for a quiz, must be submitted to the Scorekeepers before the quizzers take their seats to begin a quiz. Failure to do so would require the quizzers to sit in their numbered order as submitted at the beginning of the quiz meet.

III. PLATFORM RULES

- A. Quizzers will be seated facing the audience and Quizmaster.
- B. Hands of the quizzers must not touch any part of the chair.
- C. Feet of the quizzers are to be on the floor.
- D. Quizzers must be seated on their chairs so that both legs are resting on the edge of the chair.
- E. No talking or visual communication is permitted between team members, Coaches or audience from the time the Quizmaster calls "question" until points have been awarded.

IV. JUMPING AND PRE-JUMPING

- A. Jumping without Electronic Equipment. (Not Applicable for HLUB'09)
- B. Jumping with Electronic Equipment

1. Failure to answer after jumping and being recognized by the Quizmaster will constitute an error.
2. If a quizzer's light comes on after a question has been called and before the question has begun, a foul will be called. The quizzer is ineligible to answer that numbered question, (including the toss-up or bonus question. See Section Two, IX. G.)
3. If a quizzer's light comes on after the Quizmaster has begun reading the question, this will be considered a pre-jump, and the quizzer will be given an opportunity to answer (base on whatever/wherever the Quizmaster has complete of the question).
4. The first quizzer to rise and trigger his/her light, provided there has been no foul, will be recognized.
5. If in the judgment of the Quizmaster a deliberate attempt is made to forfeit a question, an error will be charged and points will be deducted from the team score. The next question will be numbered the same.

C. Pre-Jump

The pre-jump is recognized as a vital part of the quiz program. It is dependent of the KEY words or PHRASES being placed early in the question, thus allowing the quizzer with the best knowledge to pre-jump, finish the question and answer it.

1. When a quizzer rises and triggers his/her light before the Quizmaster finishes reading the question, that is considered a pre-jump. If no fouls have been committed, the first quizzer to rise and trigger his light will be recognized by the Quizmaster.
2. In completing a question, should the quizzer include both the information of the question and the answer in the opinion of the Quizmaster, the answer may be ruled correct. (See Section Two, VII. B.1)

D. Tie Jump

1. When member of the same team tie, the captain will select one to answer.
2. When quizzer of two teams tie, the question will be replaced with a question of the same type on which all the members of the tied teams may jump. The question number remains the same.
3. When a quizzer errors on the tiebreaker question, it will be treated as a regular question and the quiz will continue as normal.
4. When quizzers of three teams tie, the question will be replaced and all teams and quizzers will be eligible to jump. The question number remains the same. The same type of question must be used as a substitute question.

V. **PRE-JUMPING PENALTIES**

- A. When two errors occur in a row in questions (2 to 15), the next question will be a numbered 20–point bonus question. This question will be given to the corresponding quizzer on the team that did not error. There will be no point deduction if bonus question is missed.
- B. Bonus questions up to and including 16B are worth 20 points
- C. Bonus questions on 17 through the end of the quiz are worth 10 points.
- D. Ten points will be deducted from the individual's score and the team score for the second individual's total score.
- E. No bonus question points will be counted on an individual's total score.
- F. The 10–point bonus for four correct answers without error will be included in the individual's score.

VI. TYPES OF QUIZZES

A. Two-Team Quizzes (not applicable for HLUB'09)

1. There will be 20 questions in a quiz.
2. In the event the quiz ends in a tie, additional units of three overtime questions each will be used until the tie is broken.
3. If a question is missed, a bonus question will be read for the corresponding quizzer on the other team. The bonus question will be the next numbered question, except for question 16 and following.
4. Both teams must be eligible to jump on questions 17-20.
5. Each question will be read only once.
6. All questions have a value of 20 points when two teams are eligible.
7. All bonus questions have a value of 10 points. (See Section Two, VIII. C. 3.)
8. A quizzer will be ineligible to jump when he has answered four questions correctly or committed three fouls or three errors.

B. Three-Team Quizzes

1. There will be 20 questions in a quiz.
2. In the event the quiz ends in a tie, additional units of three overtime questions each will be used until the tie is broken. Two-team rules will apply in overtime if only two teams are involved.
3. A toss-up question is the result of an error by one team. The two remaining teams will have the opportunity to jump, but the team making the error is ineligible for that question.
4. If a question is erred, the next numbered question will be a toss-up question.
5. If question 16 is erred, the toss-up question will be question 16A.
6. Toss-up questions on questions 16, 17, 18, 19, and 20 will not be counted in the basic 20 questions. The first error committed beginning at question 16 results in a toss-up question, which is numbered 16A, for the two remaining teams. If there is an error on 16A, the next question will be 16B and will be 20–points bonus for the team that has not committed an error. Three teams must be enlisted to jump on questions 17, 18, 19, and 20.
7. Each question will be read only once.
8. All questions have a value of 20 points when two or three teams are eligible.
9. A quizzer will be ineligible to jump when he/she has answered four questions correctly or committed three fouls or three errors.
10. There is the possibility of a team ending a quiz with a minus score.
11. Error points begin at question 17.

VII. QUESTIONS

A. Invalid Questions. Questions may be declared invalid by the Answer Judges if:

1. The answer requires interpretation by the quizzer.
2. The question can be answered “yes” or “no,” “true” or “false.”
3. A multiple-answer, reference, finish-this-verse, situation or quote question is not preceded by a statement to that effect.
4. The question is ambiguous, trick or misleading.
5. The question might have two different or conflicting answers.
6. The question is multiple-choice.
7. A synonym is used for a KEY word in the NIV in either the question or answer.
8. The question is not preceded by the Quizmaster calling “question.”

B. Correct Answers

1. An answer is correct when:
 - a. It contains the information requested. If the Quizmaster did not complete the reading of the question, the quizzer's answer must include the information in the remainder of the question. It is not required to be in a question and answer form, except in the case of a reference question. (See Section Two, IV. C. 2.)
 - b. The Quotation is word-for-word as found in the NIV in finish-this-verse and quote questions. In finish-this-verse and quote questions, quizzers may go back and correct their answers if done in the 30 – second time limit. The quizzer may not change to another verse. “Shall” and “will” may be interchanged.
2. Mispronounced names are still recognizable as the answer.
3. Only the first answer of the quizzer will be considered correct.
4. All material given by a quizzer must be from the context of the question. Context shall be limited to five verses before or after the verse or the paragraph, whichever is greater.

C. Incorrect Answers

An answer is incorrect when:

1. Incorrect information has been given that is not part of the context, even though the right answer may be included in it.
2. The given information is incomplete.
3. The time limit has elapsed before the complete answer is given.
4. Any word is omitted or added in a finish-this-verse or quote question or the wrong verse is begun.
5. The deity is incorrect.

D. Preparation of Questions

1. All questions will be based on the NIV of the Bible.
2. For HLUB'09, questions will be written covering the entire book for the quiz tournament.
3. HLUB'09 Quizmaster will be responsible to solicit and/or prepare his own questions.
4. Question for HLUB'09 Bible Quizzing Tournament will be the responsibility of the Bible Quizzing Coordinator. He (and the Quizmaster, if different) will be responsible for the correctness of questions.

E. Reading of Questions

1. All questions will be read by the Quizmaster.
2. Each question will be read only once. An exception is made in the case of a bonus question in two-team quizzing.
3. The Quizmaster will read all questions at an even speed.
4. The Quizmaster will call for each question by saying, “Question number _____ , question,” after which time there must be silence.
5. If an answer is sufficiently clear so as to leave no doubt about its accuracy, the Quizmaster may declare “correct” or “incorrect” without referring to the Answer Judges.
6. In the event of a need for ruling on a disputed decision, the Quizmaster should always refer to the Answer Judges.
7. If a Jump Judge is being used, the Quizmaster should not recognize a quizzer or permit him to begin answering until his number has been called by the Jump Judge.
8. The Quizmaster must stop reading a question immediately when a pre-jump made.
9. In the event that there is no jump within five (5) seconds, the question is closed and the correct answer is read to the quizzers and the audience by the Quizmaster.

F. Question Types

1. All questions must be short, clear, and precise. They must be based on KEY words.
2. INTERROGATIVE QUESTIONS will be built on two premises: (1) direct KEY words from Scripture and (2) the use of an interrogative. Interrogative questions drawing from the context of Scripture without a direct KEY word are unacceptable.
 - a. The seven permissible interrogatives are who (or a form of it), what, why, where, when, which and how.
 - b. One of these interrogatives must be in each interrogative question, either at the beginning or end.
3. FINISH-THIS-VERSE QUESTIONS will be direct quotes from Scripture and will be significant verses.
 - a. Another form of this question type may be FINISH THIS, which begins a quotation in the middle of a verse.
 - b. The Quizmaster can give no more than five words of the verse.
4. REFERENCE QUESTIONS move the quizzer to a specific chapter or verse.
 - a. All reference questions begin with the words, "According to..."
 - b. Reference questions may refer to chapter and verse or chapter only
 - c. The Quizmaster shall specify whether chapter and verse or chapter only.
 - d. Reference questions should be used to identify similar words from different passages.
5. MULTIPLE-ANSWER QUESTIONS have more than one part to the answer.
6. SITUATION QUESTIONS ask who said it, who said it and to whom or how, why, when, where or about whom. All situation questions must be direct quotes from Scripture.
7. CROSS-REFERENCE QUESTIONS are drawn from two different verses or have an answer that comes from parts of two or more verses not directly following one another.
8. QUOTE QUESTIONS are those in which the Quizmaster gives only the book, chapter and verse reference for the verse. It must be quoted directly from Scripture. The quizzer will answer this question as he would answer a finish-this-verse question.

G. Content Guidelines for a Quiz

1. Chapter distribution
 - a. There shall be an even distribution of questions per quiz.
 - b. The distribution of questions should be evenly divided.
2. Content distribution for HLUB'09
 - a. Minimum of 8 and maximum of 12 interrogative questions.
 - b. No less than 2 and no more than 3 finish-this-verse questions.
 - c. There may be up to 4 situation questions.
 - d. No less than 2 and no more than 7 multiple-answer questions in each quiz. Multiple-answer questions may also be reference questions.
 - e. There should be one or two quote questions in each quiz.
 - f. There should be no less than three and no more than five reference questions in each quiz. They may be selected from any of these types:
 - 1). Chapter reference
 - 2). Chapter and verse reference
 - 3). Cross reference
 - 4). Multiple-answer reference

VIII. SCORING

A. Team Points

A team with its full number of meet-registered quizzers present at the scheduled time for a quiz will receive 20 bonus points. A team with fewer than that number will receive 10 bonus points.

B. Twenty Points Earned

1. Each correct answer is worth 20 points.
2. All toss-up questions are worth 20 points.
3. If, in the first 15 questions, two teams error on consecutive questions, a 20-points bonus question will be awarded the third team on the next numbered question.
4. If question 15 is erred, question 16 becomes a toss-up for the other two teams. If both question 15 and 16 are erred, 16A becomes a 20-point bonus.
5. If question 15 is answered correctly and 16 is erred, 16A becomes a 20-point bonus.
6. When a quizzer errs on the tie-breaker question, it will be treated as a regular question and the quiz will continue as normal (See Section Two, IV. D.)

C. Ten Points Earned

1. Four correct answers by a quizzer, without error, earns a 10-point bonus.
2. When three teams are competing, all bonus questions numbered 17 through the end of the quiz are worth 10 points. These will always be on the "B" questions.
3. When two teams are competing, the bonus is worth 10 points but is the next numbered question on questions 1 – 15. On questions 17-20 both teams must be jumping.

D. Ten-Point Deductions

1. Beginning on the 17th question, 10 points will be deducted for each team error.
2. Two errors made by the same quizzer will be a 10-point team and individual deduction.
3. Three team errors will constitute a deduction of 10 points from the team score.
4. For every three team fouls, 10 points will be deducted from the team score.
5. Ten points are deducted for a team's second overruled challenge and each subsequent overruled challenge.
6. Never will more than 10 points be deducted from the team score for a single infraction (error, foul or overruled challenge).
7. If in the judgment of the Quizmaster (Officials) a deliberate attempt is made to forfeit a question, an error will be charged and 10 points deducted from the team score. The next question will be numbered the same.

E. In the case of a tie score, quizzing will continue with sets of three additional questions until the tie is broken. Scoring will continue as above.

F. Team Placement Points

Team placement points for determining positions shall be awarded as follows:

1. First Place: 10 points plus 1 point for each 10 points scored over 100.
2. Second Place: 5 points plus 1 point for each 10 points over 60.
3. Third Place: 1 point plus 1 point for each 10 points over 30.
4. In case of a tie, points are awarded according to the team score at the end of question 20.

IX. FOULS

A. The following shall be considered fouls:

1. Team members talking with each other, other teams or with their Coach or the audience between the time "question" is called and points are awarded.

2. The use of the hands to assist in jumping. Hands may not touch any part of the chair from the time “question” is called until the Quizmaster recognizes the first one up.
 3. Not jumping toward full stature in a continuous motion when Jump Judge are used (applies only to the quizzer acknowledge as the first up).
 4. When electronic equipment is used, if any light goes on after the Quizmaster calls “question” and before he begins to read the question.
 5. Starting to answer before being recognized by the Quizmaster.
 6. Having more than the designated team members, one Coach and an Assistant Coach on the quiz platform during a time out.
 7. If a Captain confers with his Coach or teammates prior to issuing a challenge. In addition, the challenge will not be allowed.
 8. Infraction of the rules, in spirit as well as letter, as discerned by the quiz Quizmaster (Officials).
- B. Three fouls by a quizzer eliminate him from the quiz. The quizzer must leave the platform. Three fouls by a quizzer will constitute a deduction of 10 points for the individual and team. If the third foul on a quizzer should be the third team foul, it would not be -20 points
- C. For every three team fouls, 10 points will be deducted from the team score
- D. Fouls may be called by any quiz Official: the Quizmaster, Jump Judge, Answer Judge, Scorekeeper or Timekeeper.
- E. A foul must be called before the Quizmaster calls for the next question.
- F. If the Officials fail to call a foul, a Coach or Team Captain may call it to the attention of the Quizmaster. If in the Quizmaster’s (and/or the judge’s) opinion a foul might have been committed, the Quizmaster will give due warning to the violating team. A foul may not be charged and points deducted when the Quizmaster receives such help from a Coach or Captain.

X. CHALLENGING

- A. If there is reason to believe that the Quizmaster or judges have ruled incorrectly on an answer or question, the Team Captain may challenge the decision subject to the following rules:
1. A challenge must be made immediately at the time of the Quizmaster’s decision and before the next question is called.
 2. Only the Team Captain may challenge (Co-captain if the Captain has been removed)
 3. The Captain may not confer in any way with his/her Coach or teammates before challenging. Such a conference will constitute a foul and the loss of the right to challenge.
 4. The Judges’ ruling on a challenge may not be challenged.
 5. If the challenge is sustained, a new question will be given. Error points will be recorded if necessary. Points which would have been recorded are withdrawn.
 6. Any question, including toss-up and bonus, is open to challenge.
 7. Ten points will be deducted from the challenging team’s score on the second and each subsequent overruled challenge.
 8. When a challenge is made, the Quizmaster will give the Captain(s) of the opposing team(s) opportunity to speak to the challenge before making a ruling on the challenge.
 9. A question may be challenged by the Team Captain under the following circumstances:
 - a. If incorrect information is given in the question, or a significant mispronunciation is made by the Quizmaster.
 - b. If the question does not come from the Scripture that is the basis of competition.

- c. If in a finish-this-verse question the first five words of the verse are the same as the first five words of another verse that is a part of the Scripture being used as the basis of competition.
- d. If synonyms are used for KEY words in the NIV.

XI. SUBSTITUTIONS

- A. Substitutions may be made only during the time outs, with the exception of a quizzer who has correctly answered four questions, fouled out or erred out, even though three questions have not elapsed since prior substitution.
- B. Only one substitution is allowed per time out.
- C. A quizzer who has answered four questions correctly, excluding bonus questions, is ineligible to jump on further questions. He may remain in the quiz to answer bonus questions.
- D. A quizzer who has answered four questions correctly or who has fouled out or erred out may be substituted for without time out.
- E. When a quizzer is returned to competition, he may be substituted for any chair.
- F. A quizzer being removed from a quiz must stay out for at least three questions before reentering the quiz. (NOTE: Quizzers who quiz out, foul out or error out may not return).

XII. ERRORS

- A. An error is an incorrect answer given to either an initial question or a toss-up question. On bonus questions (given to only one team) error points will not be deducted.
- B. Error penalties will be deducted from total team points.
- C. Two errors made by the same quizzer will be a 10-point team and individual deduction.
- D. Three errors by a quizzer eliminate him/her from the quiz. Three errors by a quizzer will constitute a deduction of 10 points for the individual and team. If the third error by a quizzer should be the third team error, it would not be -20 points.
- E. Never will more than 10 points be deducted for each error.
- F. The third team error and each subsequent error will deduct 10 points from the team's score.
- G. Beginning on the 17th question, 10 points will be deducted from the team score for all errors.
- H. If both the Captain and Co-captain must leave the quiz because of errors or fouls, the Coach will appoint another quizzer to serve as the Captain.

XIII. TIME OUTS

- A. Each team is entitled to two, one-minute time outs. No time out will be permitted after the start of question 18.
- B. Captains or Coaches may call a time out.
- C. Only the Coach, Assistant Coach and substitute may converse with the team during a time out.
- D. Coaches may substitute a quizzer only during a time out. (See Section Two, XI, C. for the exception.)

XIV. PROTEST

- A. Any Coach (no other) may place a quiz under protest
 1. When he feels a decision made is in violation of the rules.
 2. Before the next question is called.
- B. The Quizmaster will recognize a protest and attempt to settle it. If not settled, the quiz will continue under protest.

- C. Upon completion of the quiz, if the protest is not withdrawn, the Quizmaster will moderate a discussion by all Officials, Coaches and Captains involved. The Quizmaster will arbitrate and determine the just solution. In a case where the basis of the protest involves the performance of the Quizmaster, the spokesperson for the Answer Judges will arbitrate and determine a just solution.
- D. When a protest is honored, the Quizmaster and judges will announce a time and arrangements for a replay of the quiz starting at the point in the quiz when the protest was made.

XV. CONSULTING TEAM FOR REFERENCE

After asking permission of the Quizmaster, a quizzer may consult his team members for a reference to an answer given. This consultation may not exceed 30 seconds and need not be in the 30-second answer time limit.

XVI. MISCELLANEOUS

In case of electronic quiz equipment failure, the Quizmaster, Judges and Coaches will determine how much of the quiz will be replayed. Normally this should be from the point the equipment was first thought to be malfunctioning. For HLUB'09, a backup set should be on hand.

Note: For all HLUB'09 Bible Quizzing Teams.

1. This is the Rules and Regulations for Alliance Youth Bible Quizzing. At HLUB'09, we will not use all of these rules and regulations. But please read it and go through it with your team to familiarize with the format of this tournament.
2. There are a few changes that we made to these rules such as changing "Zone," "District," and "International" to "HLUB'09."
3. We take out, VI. Types of Quizzes, C. Fifteen-Question Quizzes, not applicable for HLUB'09.

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