

Spring Folly Quizzing Rules

Last Modified: Jan 21, 2019

We hope that the Spring Folly Quiz tournament is a fun and challenging way to motivate youth to memorize and study scripture. We try as much as possible to foster a tournament spirit of good sportsmanship and teamwork. The rules of the game have been adjusted over the years in an attempt to make quizzing as engaging and positive an experience for quizzers and coaches as possible, and we hope you can join in that vision!

Sample Quiz: Here is a [Sample Quiz](#) with notes on the different types of questions that may appear, and how the Quiz Master will approach answers to those questions.

Rules

1. Game Setup

- 1.1. Each team may have up to 5 players
- 1.2. Only 4 players per team may be seated as quizzers at one time during a game
- 1.3. There is an opportunity to sub a 5th player in after the 10th question
- 1.4. 20 questions per game with a short half-time break after question 10
- 1.5. Questions will be taken directly from the ESV edition available at <https://www.biblegateway.com/>.
 - 1.5.1. FYI, Bible Gateway currently uses the 2016 ESV edition

2. Questioning

- 2.1. When the Quiz Master (QM) refers to a chapter and verse, only the chapter and verse numbers will be stated. Eg. “one one” rather than “chapter 1 verse 1”.
- 2.2. Only QM or the one person answering a question should be speaking. There should be no helping each other out during the game.
- 2.3. QM will state a question. If you know the answer, buzz in.
- 2.4. DON'T blurt out an answer until QM acknowledges you (or else you may end up giving the answer to a person who buzzed in before you)
- 2.5. If you buzz in before QM finishes stating the question, you must BOTH complete the question correctly AND answer it correctly to get points.

- 2.5.1. UNLESS the question is a 'Buzzable List'. (QM will state UP FRONT when this type of question comes up.) For this type of question, QM will state the question, followed by a list. Quizzers may buzz in at any time ONCE the list has begun. (See the Sample Quiz.)
- 2.6. You have 30s to answer the question after being acknowledged, otherwise the answer is considered incorrect.
- 2.7. If you answer a question incorrectly or you run out of time, the other team gets a chance to answer the question (aka a cross-over question)
 - 2.7.1. QM will repeat the question for the person on the other team in the SAME SEAT POSITION as the person who answered incorrectly, and restart the timer.
 - 2.7.2. You have 30s to answer a cross-over question, otherwise the answer is considered incorrect.
- 2.8. After answering 5 questions correctly you AND THE SEAT YOU ARE IN are 'quizzed out' and CANNOT buzz in for the rest of the game
 - 2.8.1. You CAN still answer cross-over questions
 - 2.8.2. Correct cross-over answers do NOT count toward whether you are quizzed out
 - 2.8.3. Quizzed out players CANNOT be subbed out at the half-time break
 - 2.8.4. This rule is intended to prevent one exceptional quizzer from dominating a team's answers, in the spirit of encouraging a team-wide effort
- 2.9. After answering 3 questions wrong you AND THE SEAT YOU ARE IN are 'frozen' and CANNOT buzz in for the rest of the game
 - 2.9.1. You CAN still answer cross-over questions
 - 2.9.2. Incorrect cross-over answers do NOT count toward whether you are frozen
 - 2.9.3. Frozen players CANNOT be subbed out at the half-time break
 - 2.9.4. This rule is intended discourage quizzers from 'strategic early buzzing'. We want quizzers to buzz in after being confident of an answer, not to 'just get the first buzz' and hope they know the answer.
- 2.10. During an answer, QM will USUALLY remain silent until an acceptable answer is given, or until 30s have passed. There are a couple of exceptions:□

- 2.10.1. If the answer to a question involves comprehension more than strict memory, and you are quoting the CORRECT passage as your answer but not really answering the question, QM may ask you to apply what you are quoting to the question. (See the Sample Quiz.) □□NOTE: If you are NOT quoting the correct passage QM will remain silent even if it is a more comprehension-based question.□
- 2.10.2. If you CLEARLY state “I don’t know” before the 30s is up, QM will proceed to the next question.□
- 2.11. Unless otherwise specified, QM won’t necessarily expect word perfect answers with all the correct ‘and’s and ‘the’s, BUT most answers will require key words to be correct. (See the Sample Quiz.)
- 2.12. If QM EXPLICITLY asks for a ‘recite perfectly’ answer then ALL words (even the ‘and’s and ‘the’s) must be recited PERFECTLY.
 - 2.12.1. For ‘recite-perfectly’ questions, quizzers will have ONE chance to recite the verse(s) with word for word perfection, NO SELF-CORRECTIONS —take your time!
 - 2.12.2. If a quizzer has not finished reciting after their 30s has elapsed, QM will interrupt, the answer will be considered incorrect, and the other team will get a cross-over attempt
- 2.13. QM’s best judgement will be used as to whether an answer is valid or not, and the decision is final.

3. Scoring

- 3.1. Correct answer: 20 points
- 3.2. Incorrect answer: -10 points
- 3.3. Correct cross-over answer: 10 points
- 3.4. Incorrect cross-over answer: zero points
- 3.5. If 4 or more team members answer a question correctly, your team gets a bonus 20 points
 - 3.5.1. Correct cross-over answers do NOT count toward the team bonus
- 3.6. At the end of the game, the team with the most points wins
 - 3.6.1. Depending on tournament structure, in the case of a tie there may be a tie-breaking question at the end of a game