



BIBLE QUIZZING

CANADIAN MIDWEST DISTRICT

Coaches' Manual

The Alliance Canada

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Introduction

Bible quizzing (or simply *quizzing*) is a ministry of The Alliance Canada (formerly The Christian and Missionary Alliance) and Canadian Midwest Quizzing (CMQ) comes under the authority of the Canadian Midwest District of The Alliance Canada.

A Bible-memorization program developed for youth, ages 12 to 19 and in grades 7 to 12, quizzing is also a team sport. The CMQ policy on eligibility of participants can be found at <https://cmdbiblequizzing.org/policies>.

During weekly practices run by youth pastors and volunteers in their home churches, teens systematically study and memorize verses from selected New Testament books. The teens involved in Canadian Midwest District Bible Quizzing meet several times a year at competitive tournaments held on weekends from September to May. They gather as teams from across Saskatchewan, Manitoba and Northwestern Ontario to compete on the verses they have memorized. They match knowledge, recall ability and quickness. A mental and physical game, it is highly entertaining to watch.

We seek to sow spiritual seeds through Scripture memory and healthy competition so that God may transform all participants into the image of His Son. Through systematic study, teens are challenged in their walk with God, are encouraged to develop self-discipline and are equipped to serve in ministry. It is most exciting to see how God changes lives as the Holy Spirit sheds light on the memorized Word of God.

Learn it – Quiz it – Live it

In organizing the tournaments, Bible quizzing volunteers are eager to provide a weekend "retreat" experience for both teens and adults, allowing them to connect with others in the family of God as well as providing opportunities for spiritual refreshment. Besides the quizzing, these weekends include social activities plus praise and worship services.

Books of the New Testament are studied on an eight-year cycle determined by the C&MA Quizzing Leadership Team. See appendix for the schedule.

Canadian Midwest Quizzing is a non-profit organization with charitable status recognized by the Canada Revenue Agency. It is governed according to the Canadian Midwest Quizzing Constitution.

Why Bible Quizzing

Scripture includes many references about our need to hide God's Word in our hearts. (Psalm 119: 9, 11). Even Jesus as a young boy would have memorized the Pentateuch, the first five books of the Old Testament. In His teaching, Jesus quoted Scripture over and over. And He used it when tempted by the devil. Even He had God's Word hidden in His heart, and He *was* God. How much more do we need it?

God's Word....

- is eternal (Luke 21:33, 1 Peter 1:24, 25)
- can cleanse our ways (Psalm 119:9)
- when hidden in our hearts may be used to keep us from sinning (Psalm 119:11)
- gives us direction in life (Psalm 119:105)
- can refute Satan and aid in dealing with temptation (Matthew 4:1 to 11)
- can help us in witnessing and in refuting heresies (1 Peter 3:15)
- is the only offensive weapon in the Christian's armour (Ephesians 6:11 to 18)
- is the means to show ourselves approved of God, by rightly handling the word of truth (2 Timothy 2:15)

God uses Scripture to work on our character, making us more like Jesus. This looks different for everyone. For some, conviction explodes into their lives when they begin to immerse themselves with God's Word. For others, it's a slow process. Our responsibility is to plant seeds of truth, which come from God's Word, and trust Him to cause those seeds to grow into fruit for His glory. The beauty of memorizing God's Word is that it is eternal and stays with us throughout our lives, both now and into eternity.

So why combine Scripture memory with competition? Quizzing is simply a practical way to motivate teens to memorize Scripture. In doing that, they open themselves up to be transformed by the powerful Word of God and to encounter Jesus through that Word.

Online resources where pastors and others promote Scripture memory include:

- "If My Words Abide in You" - John Piper sermon (2009)
 - <https://www.desiringgod.org/messages/if-my-words-abide-in-you--2>
 - https://youtu.be/RudgOdcgsxI?si=nm-cdC2_5tNJG0ok
- "10 Reasons to Memorize Big Chunks of Scripture" - Desiring God blog
 - <https://www.desiringgod.org/articles/ten-reasons-to-memorize-big-chunks-of-the-bible>
- "5 Tips for Bible Memory" - Crossway article
 - <https://www.crossway.org/articles/5-tips-for-bible-memorization>
- "Advice for Better Bible Memory" - Desiring God blog
 - <https://www.desiringgod.org/articles/advice-for-better-bible-memory>

Coaching a Team

As a Bible quiz coach, you have an amazing opportunity and a responsibility to affect the lives of young people on your team for God. Thank you and may God bless you for taking up the torch.

A coach is... an example

As the adult leading youth to learn more about God, you need to emulate the concepts you are covering in the material. When you do that, they will soon figure out that the ideas stated in the Scripture verses are, in fact, ALIVE!! This includes watching our speech (individual words) and conversation (jokes, comments and attitude). A great way to be an example is to memorize the verses along with the youth.

A coach is... a teacher

Hand-in-hand with being an example is being a teacher. Perhaps you've never thought of yourself as a teacher before, but if you've ever explained something for others to understand, and they did, you've been a teacher. However, teachers cannot take students any further than where they themselves are. A "teacher" cannot take another person into an airplane and teach that person how to fly it if the "teacher" has never done it. A teacher can talk about what the Bible says but to experience what the Bible says is much better. In the quizzing setting, we can teach the teens what WE are learning about God and from God. Now that's exciting!!

Continually pray for your quizzers so they are always on your mind and under God's care.

A coach is... a student

Any teacher must also be a student. When we are learning from God, we can teach the quizzers those very same things, helping them to grow in their relationship with God. You might think that since you are the coach, you need to have all the answers, but there will be answers you don't have...yet. Isn't it strange how this seems to form a circle? We learn, we exemplify, we teach, we learn, and so on. Be humble and be ready to learn from the teens as well. They most likely will surprise you with their wisdom and the kinds of things they think about and ponder.

And a coach is... a coach, of course

Quizzing is about learning Scripture to say it correctly at quiz meets. That's the competitive part. As a coach you can teach quizzers to find their own unique memorization techniques, bind the quizzers together as a cohesive group and teach them sportsmanship. Winning is great, but losing can be a time to become a real team where the members can support each other.

Think of Bible quizzing in terms of two parallel tracks. One track is the spiritual growth that you and your quizzers will experience now and in the future. The other track is the game we play with the verses the students have memorized. Keeping the tracks in sync can be challenging but so important. To focus on the game only dishonours God. To focus only on the spiritual aspect dishonours the quizzers and the hard work they have done to prepare for the game.

Getting Started

Canadian Midwest District (CMD) Bible Quizzing is divided into three zones: northern Saskatchewan (including Saskatoon), southern Saskatchewan (including Regina) and Eastern (Manitoba/Northwestern Ontario). Each zone has a coordinator who is responsible for assisting local churches in setting up quiz programs. See the appendix for contact information for the zone coordinators as well as the other members of the district committee. You will want to be added to our email list to ensure that you receive information about quizzing and quiz meets.

In September, you will be asked to register your local church as a Bible quizzing church. Our registrar requires names, grades and gender of quizzers, as well as names and contact information for coaches. The head coach of each church will be the main contact and will receive regular emails from our district registrar. The cost to register a local church is \$100 annually. This fee is collected in January at the first district meet. The registration fee is waived for churches in their first year.

Resources

It is essential that all quizzers memorize the Scripture verses using the same version and copyright date that is used for the quiz questions. Currently (fall 2025), we are memorizing from and quizzing on the NIV 2011 version.

CMD Bible Quizzing sells the Scripture portion in a couple of formats. Using this material is recommended rather than using a Bible because the material is specially marked for Bible quizzing. We also publish a sampling of questions to be used for quiz practices. These questions are a sub-set of the questions used for competition. The church set is emailed to the head coach of each church.

To access QuizHelper, a free subscription online service, go to www.quizhelper.com. You will need to send an email requesting access to the service. It includes a quiz generator as well as resources to aid in studying.

Other resources and study aids are available online. Some are free while others are for sale. See appendix for a list.

Scoresheets are included in the appendix (samples) and available online at <https://cmdbiblequizzing.org/scoresheets>.

Equipment

In addition to CMD Bible Quizzing, many of the local churches involved in Bible quizzing own quiz benches. These benches are used for competition. A typical quiz room includes three benches (red, white, and blue) plus a light box, operated by the quiz master, which connects to the quiz benches via cables. Equipment is available for purchase from different vendors. See appendix for a list of vendors.

While it is preferred to practice using benches, it is not essential. You can practice by having the quizzers sit on chairs and a volunteer act as a jump judge to determine which quizzers jumped first. A variation of the game "spoons" is also fun. Have the quizzers sit in a large circle around a plastic cup. The first quizzers to lunge and grab the cup answers the question.

A set of benches is available for rent for churches on an annual basis. These benches are often used for quiz meets and transporting them to the meets is the responsibility of the church borrowing them. Rentals can be arranged by contacting our Bible quizzing director.

The year – timeline

CMD Bible Quizzing's registrar maintains communication with head coaches of each quizzing program. The registrar will send an email for most of the following. By the end of August, the registrar will also send a schedule with suggested study outline and confirmed dates for events.

March:

- Order books and verse cards for purchase for the coming year. Verse cards must be pre-ordered. Books and verse cards will be available to be picked up at our final meet. If you are starting a quizzing program, books will be available before the fall. We order extra.
- Provide registrar with names of quizzers who are graduating indicating how many years they have quizzed. They will receive graduation pins at our final meet.
- Provide registrar with an accurate estimate of the number of club 150, club 300 and club total material ribbons you will need for your quizzers and volunteers. They will receive these at our finals as well.

May/June: promote your Bible quizzing ministry at church. Ideas include: request time in a morning service to show our promotional video available on our YouTube channel (<https://www.youtube.com/watch?v=zlvUrZzyqh8>), present a Scripture recitation during the morning service, hold a quizzing demonstration at church or at youth night, set up a table with brochures available from the district quizzing committee and books for the coming year. Send a thank-you note to your church for supporting the Bible quizzing ministry.

August: meet with your coaches and other volunteers to discuss the coming year and divide responsibilities

End of August/early September: kick-start your quizzing year with an extended practice that includes quizzing and non-quizzing games

End of September: register your quizzers and volunteers with our registrar

Early October: one-day Bible quiz meets in three zones – Eastern, southern Saskatchewan and northern Saskatchewan

Mid-November: one-day Bible quiz meets in three zones – Eastern, southern Saskatchewan and northern Saskatchewan

Mid-January: North Central Invitational Bible Quiz Meet at Crown College, near Minneapolis

End of January/beginning of February: first district Bible quiz meet

Mid-March: second district Bible quiz meet

Mid-April: Great West Invitational Bible Quiz Meet, hosted by Western Canada District and held in Alberta

Late-April: Head-to-Head invitational quizzing event

End of April/early May: final district Bible quiz meet

Mid-July: international Bible quizzing tournament

Daily Personal Study and Memorization

Because Bible quizzing is a Scripture memorization program, it's essential that those participating memorize God's Word, according to the schedule determined by CMD Bible Quizzing.

At first glance, many people would be intimidated at the suggestion that they memorize more than 100 verses in eight months, but it's not as hard as most think. It does, however, require work and discipline. Memorizing God's Word is one of the most rewarding investments you can make. In challenging teens to memorize Scripture, take up the challenge yourself.

For you and your quizzers, planning is the key to memorizing new verses and reviewing those already memorized. Twenty to thirty minutes a day, five or six days a week is sufficient for most people.

Start by reading the assigned passage aloud once each day. Then work on one verse at a time, phrase-by-phrase. Aim to learn each verse word-perfect. It's easier to get it right the first time than to have to unlearn mistakes and re-learn the verse.

Use whatever works for you. Think of the brain as a filing cabinet. The more ways you can file the information, the easier it will be to recall that information.

Tap into your senses: hear, see, touch and move.

- Highlight the verses that you are memorizing in your quiz book, using your favourite colour.
- Say the verses aloud over and over again.
- Follow the words with your finger when reading/memorizing.
- Listen to the verses using an audio Bible. Just be sure that it's the same version and copyright date as the quizzing material.
- Record your own audio Bible, reciting the verses into a phone or recorder.
- Type the verses over and over again. Print a set on index cards to make your own flashcards.
- Move while memorizing. Go for a walk or do jumping jacks. Even pacing in the house might work for you. Toss a ball or small object in the air as you say your verse. Throwing it against the wall works too.
- Clap a beat to go along with your verse. Repeat multiple times daily.
- Write the verse on an erasable board and then erase one word at a time until you can say the entire verse.
- Write out your verses and hang them around the house where you see them regularly.
- Create hand motions for words.
- Write out your verse using pictures to replace words.
- Write each letter of your verse down vertically on the left side of your page. Use the first letters to help prompt you with memorizing your verse.
- Say your verses aloud to a friend or family member.
- Make up a song using the verse for the words.

- Clap your hands or snap your fingers when you say a unique word (bolded in the quiz material indicating it's the only time that word is used in the material).
- Use computer-based resources available for purchase. See appendix.

Make time each day.

- Set aside time in your daily schedule and take advantage of opportunities to spend a few minutes; for example, while...
 - Getting ready for the day or getting ready for bed.
 - Riding in the car or on the bus.
 - Doing chores such as washing/drying dishes or folding laundry.
 - During designated reading time at school. Ask your teacher's permission first.

Suggested schedule:

- Day 1: read entire week's material, memorize first one or two verses.
- Day 2: read material, memorize second or third verse, review first ones.
- Days 3 to 5: read material, memorize another verse or two, review others.
- Day 6: read material, review the week's verses, recite them to someone.

Weekly Quiz Practice

There is no one “right” way to run quiz practices. Keep in mind:

- The goal is for quizzers to memorize the Word of God.
- The coach’s role is to guide the quizzers in their relationship with God, wherever they are in their journey.
- Preparation for quiz meets involves learning the game and being prepared for wins and losses.

Many quiz coaches schedule a two-hour practice once a week. During that time, individual quizzers meet with an adult volunteer who listens to the verses memorized that week. The quizzers also work on the mechanics of quizzing, answering quiz questions and practicing their jumping. Be sure to allow sufficient time for Bible study that covers the week’s material. You want the quizzers to understand and apply to their lives the truth they are memorizing.

The order of the practice varies from group to group. Some coaches schedule the Bible study first to help the quizzers focus on the meaning of the passage. Others break up the practice, scheduling the Bible study in the middle. While others do the Bible study at the end after all the listening and practicing is over.

Keep track of the verses each person has memorized. See appendix for an example of a listening sheet.

Motivating teenagers to memorize God’s Word can be tricky. Some teens are self-motivated and eager to memorize from week-to-week. Many, however, struggle to make memorizing Scripture a priority, setting aside time each day to memorize and review the verses. Coaches will have different ideas on what works and what doesn’t work. Some coaches view memorizing as the responsibility of the teenagers while other coaches take steps to motivate the youth.

Here are some ideas:

- After a quizzers recites verses to a listener, the youth can have a candy. This sounds crazy but it works for some 😊.
- Award points to individual quizzers for reciting verses and reading the material. Before a quiz meet, host a pizza party for those who earned a pre-set number of points.
- More involved than hosting a pizza party is running a “quiz store” before each weekend quiz meet. Quizzers earn “quiz bucks,” fake money that can be spent at the store. The items “for sale” can be as inexpensive as candy, a can of pop or a bag of chips. You can also stock the store with notebooks, pens, markers, etc. Consider purchasing items at a variety of price points. A “quiz buck” could be worth as little as 10 cents or 20 cents.
- Set up accountability partners where a quizzers will call or send a message to another quizzers when they have learned their verses. You can award points for this too.

- Divide quizzers into groups and have each group collect points. The team with the highest points before each weekend quiz meet wins a prize. You will want to be sure that the teams are evenly matched and, maybe, re-set after each quiz meet. Be sure to create a chart showing the teams' progress. Not only is this motivating for some, it also has the potential to build relationships and to increase accountability within the teams.

Obviously, these ideas need to be funded. If your church does not have a line in its annual budget for the Bible quizzing ministry, find out what you need to do for that to happen. Be sure your church leadership knows how many youth are involved, the cost of coaches attending meets and other incidentals such as a reward system.

It may seem daunting to prepare a Bible study each week for practice. The Bible Project (<https://bibleproject.com>) provides several free resources that you may find helpful when preparing the studies.

- Animated video overviews of books of the Bible
<https://bibleproject.com/videos/all/?sort=TITLE-ASC>
- Bible study lessons
<https://bibleproject.com/guides>
- Bible study classes
<https://bibleproject.com/classroom>

Some coaches hold a longer half-day practice the weekend before a quiz meet. A potluck lunch on the Sunday can include the families of the quizzers, followed by a three- or four-hour practice. If you're going to hold a longer practice, it will be essential to "mix it up" and even play a game or two that doesn't involve the quizzing material.

Ideas for mixing up quiz practice regardless of length:

- **Hot Potato:** Have the quizzers sit in a circle. One person starts saying a couple of words from a verse and then throws something (a hot potato) to another person who adds a few more words before throwing the item to someone else who adds a few words until that verse is quoted word-perfect.
- **Phrase-by-phrase:** Type out verses and then cut into words and phrases. Put the slips of paper in an envelope. A quizzers assembles the verse with the words and phrases in the correct order. To make it a game, time the quizzers. Teens can either compete against themselves or against other quizzers to see how quickly the verses can be assembled.
- **Jeopardy using quiz question categories:** Divide the quizzers into teams. The first team chooses a category and points value (straight-forward for 100 points, etc.) The team that answers the question correctly chooses the category and points value. This continues until all categories and points have been used. The questions come from the church practice set.
- **Mr. Potato Head/Cootie:** Quizzers can compete individually or as teams. Each correct answer earns the quizzers(s) a part while an incorrect answer removes a part. Whoever finishes Mr. Potato Head or the Cootie first wins.
- **Kerplunk:** As individuals or as teams, a quizzers who correctly answers a question removes a stick and any marbles that fall are claimed by an opposing team. An

incorrect answer results in an opposing team pulling a stick and any marbles that fall are claimed by the one who answered the question incorrectly.

- **Basketball Bump:** Play the usual game of bump. When quizzers are bumped out of the game, ask them quiz questions until someone wins bump.
- **Quickie Questions:** Quizzers make up their own questions using unique words. Give a unique word and ask them to make a question using that word. Or have the quizzers make up the question that has the word as the answer.
- **Look it up:** When a quizzer answers a question incorrectly, rather than giving the correct answer, provide the reference and ask the quizzer to look up the verse and try to answer correctly.

Quizzing - The Game

Whoever developed the game of Bible quizzing was brilliant! It's not a new game, dating back to at least the 1950s. More than a dozen denominations and church groups throughout North America run quizzing leagues. While rules may differ from one group to another, they have one thing in common. Questions based on the Bible text are asked in a certain way that points to one specific verse and only that verse. A question is considered to be "key" at the point where only one answer satisfies the question. Sometimes, the prepared quiz questions indicate when the question is "key" with ">>", sometimes called the jump mark.

Types of Questions

There are several types or categories of questions.

- **Quote (Q, Q2):** The chapter and verse numbers are given to the quizzier who then quotes that verse word-perfect. Some quote questions are quote-two. This occurs when the verses individually do not provide a complete thought, for example, the fruit of the Spirit listed in Galatians 5:22, 23.

Quote Question: Quote Acts chapter 2 verse 38. »

Answer: And Peter said to them, "Repent and be baptized every one of you in the name of Jesus Christ for the forgiveness of your sins, and you will receive the gift of the Holy Spirit."

- **Finish-the-verse (FTV, F2V, FT, FTN):** Up to the first five words of a verse are given to the quizzier, who then quotes the rest of the verse word-perfect. Also in this category are: finish-two-verses when the verses individually do not provide a complete thought; finish-this when the last part of a verse forms a complete thought and starts a new sentence; finish-this-and-the-next when the last part of a verse starts a new sentence and the next verse is needed to complete a thought.

FTV Question: And Peter said to them, »

Answer: "Repent and be baptized every one of you in the name of Jesus Christ for the forgiveness of your sins, and you will receive the gift of the Holy Spirit."

FT Question: "Repent and » be baptized every ...

Answer: One of you in the name of Jesus Christ for the forgiveness of your sins, and you will receive the gift of the Holy Spirit."

- **Straight forward or interrogative (INT):** These are often short questions that require short answers. The question must include unique material within the first five words of the question. Unique material can be a word, a two-word phrase or a three-word phrase that appears only once in the quizzing material. Some question writers, further classify these questions as "INTI," a straight-forward question beginning with an interrogative (what, who, where, when, why), and "INTF," a straight-forward question with the interrogative at the end of the question.

INT question: Repent and » be what?

Answer: Baptized every one of you in the name of Jesus Christ for the forgiveness of your sins.

INT question: The forgiveness » of your what?

Answer: Sins.

- **Multiple answer (MA):** This is similar to the straight-forward question, but the answer has at least two parts, often distinguished by "and." Multiple-answer questions include lists.

MA question: For the promise is » for whom?

Answer: You and for your children and for all who are far off, everyone whom the Lord our God calls to himself.

- **Reference (CR, CVR, MA CR, MACVR):** There are several sub-categories of reference questions. In each case, the question includes a word or phrase that appears more than once in the quizzing material. The answer to the question varies based on the reference given. When quizzers jump before the quiz master finishes asking the question, they must finish the question in addition to providing the answer to be called correct.

- **Chapter reference:** The question includes a word or phrase that appears more than once in the material, but only once in that particular chapter.

CR question: According to Acts 2, you » will receive what?

Answer: You will receive the gift of the Holy Spirit.

- **Chapter verse reference:** The question includes a word or phrase that appears more than once in the material and more than once in that particular chapter, which triggers the need for the question to include the verse number.

CVR question: According to Acts 2:38, » the name of whom?

Answer: The name of Jesus Christ.

- **Multiple answer chapter reference:** This is similar to a chapter reference question, but the answer has at least two parts.

MA CR question: According to Acts 1, for he » was what?

Answer: For he was numbered among us and was allotted his *share* in this ministry.

- **Multiple answer chapter verse reference:** This is similar to a chapter verse reference, but the answer has at least two parts.

MA CVR question: According to Acts 2:17, » who shall prophesy?

Answer: Your sons and your daughters shall prophesy.

- **Situation (SIT):** This type of question appears in narrative books only: the Gospels

and Acts. The question includes a quotation spoken by a person or entity, and the quizzer is asked to identify one or more aspects: who said it; to whom was it said; about whom was it said; when was it said; how was it said; why was it said. At most, three of these situation interrogatives will be required by the question; the quiz master will announce which interrogatives are required before reading the question. If quizzers jump before the quiz master completes the quotation, they must finish the quote and answer the question.

SIT question: Who said it. "Repent and » be baptized every one of you in the name of Jesus Christ for the forgiveness of your sins, and you will receive the gift of the Holy Spirit. For the promise is for you and for your children and for all who are far off, everyone whom the Lord our God calls to himself."

Answer: Peter

Answering Questions

Regardless of the type of question, questions are asked in a certain form once the question type is introduced:

"Question number one. Question. [Insert actual question]."

As soon as a quizzer jumps, the quiz master stops asking the question. The quizzer then must answer the question. If the quiz master did not finish the question, the quizzer must provide the information in the question as well as the answer. The information does not need to be given in a question-and-answer format except in the case of a reference question.

The [2024 Bible Quizzing Rule Book](#) states on page 23:

Only the first response of the quizzer will be considered, however, if the response by the quizzer is in **context** and is not incorrect, the quizzer will be allowed their full answering period to satisfy all requirements of a correct response.

"**Context**" is five verses before and after the verse that includes the question and answer. The "context" rule does not apply to quotation, chapter-verse reference, and any variation of finish-the-verse questions.

Quiz masters will use their discretion to determine if the answer given by quizzers is incorrect or if they will give quizzers an opportunity to try their answer again (i.e., if they have not given incorrect information and they have remained in context of the correct answer). If quizzers provide an answer by quoting material within the 30-second time limit, the correct answer may be accepted by the quiz master, even if it is not the first information given.

As a general practice, encourage your quizzers to answer straight-forward and multiple answer questions by quoting the verse where the question and answer are found. If a mistake is made in quoting the verse, quizzers will have time to fix the mistake. If,

however, quizzers give a one-word answer and that answer is not correct, they will not have an opportunity to fix the mistake because their first answer was incorrect.

The Trinity Rule is fully explained in the [2024 Bible Quizzing Rule Book](#) (page 22). In summary, the correct person of the Trinity must be given and quizzers cannot move between persons of the Trinity when answering. “Jesus” and “Christ” may be interchanged. Quizzers cannot move from a specific person to “God” when “God” is the answer. However, quizzers can start with “God” and then move to the correct person of the Trinity when a specific person is required.

Rules of the Game

We follow the C&MA Bible Quizzing Rule Book with CMD Bible Quizzing Modified Rules. Both documents are online at <https://cmdbiblequizzing.org/rules>

- Officials: a quiz master reads questions, an answer judge listens for correct answers, a scorekeeper records results of quiz, question by question. All three sit at a table in front of the quiz teams.
- Quizzers: three to five per team. Up to four are on the bench at a time.
- Teams: three in each quiz.
- Quizzes: comprised of 20 questions with questions 16 to 20 having A and B questions for toss-ups and bonuses. There is also provision for a three-question overtime if teams are tied at the end of an elimination quiz. Those in the statistics room will break ties formed during preliminary quizzes.
 - 15-question quizzes are used at one-day quiz meets in the fall. Questions 12 to 15 have A and B questions. Those in the statistics room will break ties.
- 30 seconds to answer correctly. If an incorrect or incomplete answer is given, the quiz master is allowed to provide certain prompts. At the quiz master’s discretion, he or she may use “again” and/or “more” to prompt a quizzer to provide more or correct information in the question or the answer. The quiz master is not required to provide a prompt, with the following exceptions:
 - If a clarification of a pronoun is needed (as noted in the answer), the quiz master will ask for the clarification.
 - If a quote or FTV answer is incorrect, the quiz master will say “again,” but only after the entire verse has been quoted. On Q/Q2V questions, if the quizzer jumps before the quiz master says the full reference, the quiz master will ask, “What is your reference?”
 - On CR/CVR/CRMA/CVRMA questions, if a quizzer jumps before the quiz master says the full reference, and the quizzer provides all the information in the question and the answer, the quiz master will first ask, “What is your reference?”

After the quizzer provides the correct reference, the quiz master will ask, “What is your question?”

- Maximum of four correct questions per quizzer (not including bonuses). This is reduced to three in 15-question quizzes. This is referred to as a “quiz out.”
- If a quizzer makes three errors, that quizzer must leave the bench. This is referred to as an “err-out.”
- The first quizzer to jump, indicated by light on quiz master’s box, gets opportunity to answer the question. If incorrect, another question, called a “toss-up”, is read for the other two teams. If the toss-up is also answered incorrectly, the team that did not jump is asked a bonus question. According to CMD Bible Quizzing modified rules, anyone on this team is allowed to jump and answer the question. In all cases, quizzers must wait for the quiz master to call their names before coming forward to answer.
- Quizzers and coaches are not allowed to communicate from the time when the quiz master announces the question type until points have been awarded for that question. Communication includes talking, making eye contact and pointing among quizzers and between quizzers and coaches.
- **Scoring** (see appendix for sample scoresheets, also available online at <https://cldbiblequizzing.org/scoresheets>):
 - 20 points awarded at start of quiz if all team members are on time (see [2024 Bible Quizzing Rule Book](#), page 28); for each correct answer in regular and toss-up questions; for correctly answered bonus questions in the first 16 questions.
 - 10 bonus points awarded when third, fourth and fifth team members answer a question correctly (not including bonuses); when one person answers four correctly without error; and on correctly answered bonus questions beginning with question 17 (prior to 17 bonus questions are worth 20 points).
 - In 15-question quizzers, 10 bonus points are awarded when third, fourth and fifth team members answer a question correctly; when one person answers three correctly without error; and on correctly answered bonus questions beginning with question 13 (prior to 13 bonus questions are worth 20 points).
 - 10 points deducted for every incorrect answer starting at question 17; when the same quizzer makes two errors; each team error starting with the third team error; when three fouls are committed by one person; when four fouls are committed by the team.
 - In 15-question quizzes, 10 points are deducted for every incorrect answer starting at question 13; when the same quizzer makes two errors; each team error starting with the third team error; when three fouls are committed by one person; when three fouls are committed by the team.

- Time-outs: each team is allowed up to two 60-second time-outs, can be requested by the coach, the captain or the co-captain. Only one time-out may be taken after question 17 (A/B, if asked).
- Fouls: If team members are talking or communicating in any way after the question type is introduced by the quiz master; if hands are used in jumping; if a light goes on after “question” but before the question is actually read (can jump before whole question is read). When fouled, that quizzers can’t answer that numbered question including toss-ups and bonuses. If one person receives three fouls, that person must leave the platform and is penalized 10 points. If a substitute takes that seat, the substitute is ineligible to answer that numbered question.

Sportsmanship and Strategy

Quizzers and coaches are encouraged to demonstrate sportsmanship throughout the competition.

- Cheering for quizzers from other teams when they answer questions correctly and empathizing when they give incorrect answers are ways to encourage one another.
- “Burning questions,” jumping so fast with little hope of answering correctly in order to prevent another team from answering a question, is discouraged.
- In the elimination quizzes, toward the end of a quiz, if a team is out of the running for first or second place, that team is encouraged to let the other two teams compete for the placing.

Strategy is part of competition. There is no one right strategy and strategy often varies depending on the circumstances of the quiz. As coach, you are the quarterback of the team in addition to the cheerleader. You make the calls, slowing down some quizzers and speeding up others. Here are some very general guidelines.

- Work hard as a team to get the third-person bonus. It’s worth an extra 10 points.
- Strive to keep team errors to two, but encourage your quizzers to take them. The first two team errors, committed in questions 1 to 16 by two different people, are free. After that, errors will cost your team 10 points. Perhaps you’ll want to “push” your quizzers who are reluctant to jump or who don’t have a great command of the material to take a chance at jumping by telling them that if they get an error, it doesn’t cost the team and, because they are following your direction, it’s *your* error. Those quizzers might surprise themselves by answering correctly, giving them confidence to jump again.
- Discourage “one-person” teams, where only one person on the team is answering questions. Quizzers who want to answer all the questions need to be reminded that they can only answer four correctly before they quiz out. This type of quizzers is often better able to take the “pressure” of having to answer questions at the end of a quiz. Coach this quizzers to space out their jumps, leaving questions for their teammates.

And the quizzers who don't want to jump need to be reminded that one person can't do it all. Quizzing is a team sport and is more fun when everyone on the team participates.

- Challenge “weaker” quizzers to jump early, within the first five questions of the quiz. As a quiz progresses, some quizzers find it more difficult to get in the game. Depending on the situation, you might ask the “stronger” quizzer(s) on your team to jump slowly for a couple of questions to give the “weaker” one(s) an opportunity to jump. Assign a “stronger” quizzer a seat on the bench beside “weaker” ones. The “stronger” can encourage the “weaker”.
- Slow down a quizzer who has correctly answered two questions in a row. The risk of an error on the third jump increases, because the quizzer might jump too fast. And if a quizzer correctly answers three in a row, ask that quizzer to not jump for at least a couple of questions. The risk of an error goes up even more and the other members of the team need a chance to contribute.
- Take your two time-outs. You can use this to encourage your quizzers, relieve some pressure if you sense the quizzers are getting uptight, and provide direction to those on the bench. You might have to tell your fast jumpers to slow down or your slow jumpers to speed up. If you have five quizzers, you will need to take a time-out to substitute one quizzer for another.

Quiz Room Etiquette

Quizzing is made even more exciting when spectators cheer on their teams. It's important to be an asset and not a distraction.

- Spectators are not allowed to have any interaction with quizzers and coaches during a quiz.
- When entering or leaving a room during a quiz, it's important to wait until the quiz is between two questions. Do not leave or enter when a quiz master is asking a question or when a quizzer is answering a question. Even the slightest noise can distract a quizzer or interrupt the process.
- The front row of chairs is reserved for coaches and substitute quizzers.
- The seats directly behind the officials table (if applicable) should remain unoccupied at all times during a quiz.
- Cheering and supporting quizzers and their teams is absolutely allowed and heartily endorsed once a quizzer has answered a question and the quiz master has rendered a decision. An encouraging word can be appropriate even when an error is made. Just getting up off the bench is an accomplishment for some.

Jumping

We must remember that we are using the Word of God to play a game, and His Word must be treated with respect.

Quizzers learn that timing is the key to jumping. They shouldn't jump too early, but they shouldn't wait too long either. "Jump and then think" is a good coaching mantra! If your quizzers "think and then jump," another quizzer will have already jumped. Help them practice timing the jump before the end of the question and then anticipating the rest of the question. When asking questions at quiz practice, stop at the jump mark indicated by ">>." Have the quizzer finish the question and provide the answer.

Most quizzers find that sitting forward on the bench with one foot slightly in front of the other works well. Quizzers should be on the front edge of the seat, supporting their weight with their feet. Remember that hands are not allowed to help in any way. Rest hands and arms on the knees or upper legs. The slightest movement of the body should be enough to trigger the quiz light. With all the weight on the feet, the mid-section of the body should move first, not the feet or arms. Be positioned so the momentum is one of forward movement, not upward. Forward is faster. Think of an explosion when jumping. It must be quick. To help quizzers find this stance, have them sit on a chair. You should be able to pull the chair away from them and they should be able to maintain their stance. Quizzers can also practice by squatting against a wall and holding that pose. Most quizzing benches have a "click" that indicates the point at which their light will be triggered. Quizzers can practice the most comfortable and fastest position for themselves by listening to their own click.

Teach the quizzers to watch the quiz master's face, mouth and neck. It's possible to "see" a word being formed before it is actually said. Mimicking a quiz master by mouthing the words as the quiz master says them may also help. This must be done silently.

Do lots of jumping practice. Use colours, numbers, days of the week, months of the year, names, etc. Be sure to stop as soon as the light is triggered and before you are finished saying the word and have the quizzers figure out what you were going to say. Quizzers can also watch themselves in a mirror and see how they form words.

Work on helping quizzers focus. They should be looking directly at the quiz master and not at the floor, or around the room, at their friends or family. If other activity in the room is distracting, suggest the quizzer wear a ball cap with a brim.

Weekend Quiz Meets

Toward the end of September or the beginning of October and in mid-November, small local meets are held throughout the Canadian Midwest District. Three full district meets, where all the teams from the district come together, are scheduled between January and May: the end of January or early February, early to mid-March, and the end of April or beginning of May. These district meets are full weekends from Friday evening to Sunday morning/lunch. The local meets are usually one-day events held on a Saturday.

Quiz meets are hosted by churches and the dates are subject to the availability of church buildings and volunteers. The goal is to have dates confirmed by the beginning of the quiz year.

Coaches are responsible for chaperoning their quizzers throughout the entire quiz meet, for coaching them during the competition and for attending the coaches' meeting. When billets are provided, coaches may be billeted with quizzers and they may also be required to help transport quizzers to the homes. It's important for quizzers to be able to find you anytime throughout the weekend. Please provide them with your cell phone number and have your phone on all weekend (on vibrate when in quiz rooms).

If a coach, quizzers or official is concerned or made aware of a concern with the behaviour of any participant, the CMD Bible Quizzing director must be notified during the quiz meet when appropriate measures can be taken. The director will determine if the situation requires the completion of a QuizSafe incident report form. If a coach is not made aware until after the quiz meet, the coach is to contact the director to determine what process needs to be followed.

Coaches and officials when billeted with quizzers in homes and dormitories have the responsibility and the authority to deal with disruptive behaviour and then must report the issue to the director first thing in the morning. Coaches and officials are also expected to help quizzers observe bedtime curfews.

Divisions and the Draw

The draw for district quiz meets is split into divisions. We start with two groups: rookies I and non-rookies (A/B).

Teams registered in the non-rookie division are further divided after three preliminary quizzes that determine rankings.

The A and A consolation divisions are the most competitive and feature the fastest jumping. Questions are drawn from all the material studied. This level of competition may intimidate some quizzers, but quizzing in these divisions may be an excellent way to motivate those quizzers to improve their knowledge of the material. While these divisions include the handful of top competitive quizzers in the district, the rest of the approximately 90 quizzers in these divisions display a wide range of quizzing competence.

The B division is for quizzers who are still developing. In this division, quizzers jump at slower speeds. Quotation, FTV and reference questions are generated from verses in the Club 150 list (see page 33 for an explanation of Clubs 150 and 300) while all other questions can come from any verse in the material.

The C division is for first-year quizzers only, or for those others with prior approval of the CMD Bible Quizzing director. It's an opportunity for rookies to learn the rules of the game. Quotation, FTV and reference questions are drawn from Club 150 verses while questions from other categories can be based on any verse in the material.

In some circumstances, coaches may decide to register a "rookie" in the A/B division and not in the C division. This is permissible and does not require the director's approval.

Coaches are encouraged to send an email to the CMD Bible Quizzing's registrar prior to quiz meets if they have questions or concerns with the registration process.

At the meet, each team will quiz three preliminary quizzes to determine initial rankings. Based on those rankings, the teams are bracketed with up to 12 teams in each division competing against one another in respective elimination rounds. This may change from one quiz meet to the next based on the total number of teams registered for that meet.

Registering Your Teams

A couple of weeks before each quiz meet, coaches are asked to register their teams with the registrar. The meet organizers need to know how many teams in which division, how many quizzers and how many adults will be attending. Because the draw is specially designed for each quiz meet based on the number of teams registered, coaches must make every effort not to alter the number of teams they register.

For weekend meets, the organizers also need to know billet preferences as the youth and adults are billeted in homes for the weekend.

Once you know who will be attending the meet, assign each of the quizzers to a team. Each team needs a captain but it's not necessary to determine this before the meet. And the captain role can rotate among the quizzers even during a meet. Because the captain speaks on behalf of the team, a certain level of maturity is required. While changes to team composition can be made on Friday night when confirming registration, the number of teams cannot be changed. Once registration is confirmed on Friday, changes to the team composition are not allowed either.

Coaches who do not have enough quizzers to make up a team for a meet are to provide that information to the registrar who will match the quizzers with others to form teams. In this situation, **the registrar**, not the coach, determines who will quiz together.

Host Churches

Participating in Bible quizzing and attending quiz meets are privileges not rights. With 200 or more youth and adults being housed and fed during the weekend, it's important for

everyone involved to recognize the significant contribution local churches and church families make when hosting quiz meets. These churches and their families are the lifeline of the program. Without their support and willingness to serve, quiz meets would not happen.

Quizzers are expected to stay on the premises when attending meets and are allowed off campus only when accompanied by a coach or parent. Everyone needs to be respectful of the buildings we use. If something is damaged or broken, please report it immediately to those working in the statistics room so the issue can be dealt with by the director. Encourage your quizzers to thank the volunteers who work tirelessly preparing and serving food, maintaining bathrooms, and circulating throughout the building during the quiz weekends.

We also need to be appreciative of the host families who generously open their homes to quizzers, coaches and officials. Please be respectful and show your appreciation by leaving a thank-you card for the family.

Because quizzers should always be able to contact their coaches, please ensure that your quizzers know your cell phone number and that you have it on throughout the weekend, even during the night. It should be on vibrate during quizzes.

Cost of Meets

Canadian Midwest Quizzing is a non-profit organization with charitable status recognized by Canada Revenue Agency.

All quizzers and coaches will be charged a registration fee for each quiz meet they attend. Officials, including quiz masters, answer judges and scorekeepers, will not be charged the fee. The exception to this is the final quiz meet held at a Bible college (or facility with a residence) where officials are charged the fee to cover the cost of the dorm rooms and cafeteria food. This fee can be waived by CMD Bible Quizzing's treasurer, on a case-by-case basis for officials only.

The registration fee charged at meets covers the cost of the food, the social activity, trophies and other expenses associated with hosting quiz meets.

Everyone who is registered will be fed lunch and supper on Saturday, and lunch on Sunday after the church service. People who are billeted will be fed breakfast on Saturday and Sunday in their host homes.

Requirements

Some local churches have criteria that must be met for quizzers to be eligible to attend a quiz meet. CMD Bible Quizzing does not set any criteria as long as the youth is part of a quizzing program. Having a memorization goal might encourage the youth to be more serious about their memorization. The more they have memorized the more likely they will be to correctly answer questions at the competition. It might also serve as motivation if they know they must have recited a certain number of verses before attending a meet.

CMD Bible Quizzing does not require consent forms signed by parents. Local churches with quizzing programs often do require such forms before youth are taken on trips. Check with your church. See appendix for a sample consent form. Some churches also require students and parents to sign a quizzing code of conduct to ensure that everyone is in agreement regarding acceptable behaviour during the weekend. See appendix for a sample code of conduct.

Packing for the Weekend

Quizzers need to bring sleeping bags, pillows, towels, and toiletries to weekend meets. Please be sure that all luggage is marked with the quizzing team's name and name of the local church. Sleeping bags need to be labelled too. Masking tape works well. Coaches do not need to bring sleeping bags, as they are billeted in homes where beds are available. If coaches require bedding, they will be contacted in advance of the meet. The exception to this is the final meet where everyone is billeted in the dorms; bedding and towels are not provided.

Please remind quizzers that they are responsible for their belongings, including valuables. Perhaps suggest they leave their valuables at home. Coaches, please discuss the use of electronic devices. If bringing a phone means a quizzing team will be on the phone sending texts all weekend instead of connecting with other quizzers, perhaps the phone should stay at home, too.

Sometimes the social event is an outside activity. Quizzers and coaches need to bring appropriate clothes and footwear. The social will be announced in advance of the meet.

Everyone should also pack a great attitude :)

Out-of-District Opportunities

Youth and adults participating in Canadian Midwest District Bible Quizzing have several types of opportunities for trips beyond the regular quiz meets held within district.

North Central District Invitational

North Central District, which includes the city of Minneapolis, hosts an invitational meet over the American Martin Luther King Day weekend in January.

Canadian Midwest District is invited to send several teams to this meet. Typically, our quizzers who attend this meet are in grades 9 to 12 and have registered in the A/B division at one of the November zone meets. We need volunteer coaches for this quiz meet.

This is a developmental quiz meet for CMD Bible Quizzing. It is an excellent learning experience for quizzers and coaches. It's also a lot of fun. You meet quizzers from other districts, hang out at the Bible college, and spend time in God's Word.

Our attendance at this meet is dependent on coaches willing to organize the trip and supervise the quizzers at the meet.

Great West Invitational

Great West is an opportunity for quizzers, coaches and officials to participate in an out-of-district meet with the goal of developing their respective quizzing skills. Three districts – Canadian Midwest, Western Canada and Pacific Northwest – send teams to Great West. The weekend competition is usually held in southern Alberta. The location is determined a year in advance.

During the trip, we encourage the teens and adults to build friendships with others from our district as well as with the participants from the other districts. On the quizzing side, we strive to grow the technical quizzing skills of quizzers, coaches and officials. Quizzers and coaches will gain a greater understanding of quizzing strategy with an emphasis on team strategy. The emphasis is not on individual achievement. The hope is quizzers return to their church programs enthusiastic and encouraged, sharing that excitement with other quizzers in their local church quizzing programs.

CMD Bible Quizzing's executive committee chooses 20 quizzers to make five teams to represent the district. Quizzers will be considered based on these criteria:

District average from first and second district meets

- Quizzers who compete in the A division: average is calculated using all of their quizzes, except the final.

- Quizzers whose team drops out of the A division: average is calculated on the basis of five quizzes:
 - three preliminary quizzes,
 - the lowest preliminary score counted twice,
 - X-Y-Z quiz, if applicable,
 - if X-Y-Z quiz not applicable, the two lowest preliminary scores counted twice.
- The top 10 quizzers are automatically invited to attend.
- Church quiz teams placing a quizzer in the top 10 after the first two district meets earn a spot for another quizzer from their church who has placed 11 to 15th.

Church distribution

- Our executive committee desires to see as many churches represented by individual quizzers on these teams.
- After averages are considered, the selection committee invites quizzers at its own discretion.
- Similarly, the executive committee desires to see as many churches represented by the coaches. We choose 10 coaches for the five teams, pairing a more experienced coach with a less experienced coach.

Head-to-Head

Head-to-Head (H2H) is a one-day competition initiated in 1998 by Canadian Midwest Quizzing to promote the development of international all-star teams that are balanced across different question categories. The purpose of the day is to evaluate the strengths of potential all-star quizzers within their respective categories.

Only those quizzers who are seeking to qualify for the Alliance Bible Quizzing international competition to be held in the summer should attend this day. Quizzers who are invited to attend H2H but who aren't prepared to attend internationals are expected to decline the invitation to H2H, freeing up a spot for quizzers who are working toward qualifying for internationals. This is a closed event. Spectators including parents, siblings, friends and coaches are not invited to attend H2H.

CMD Bible Quizzing's head quiz master invites up to 20 quizzers to H2H based on the following criteria:

- Quizzers who compete in the A division: average is calculated using all of their quizzes, except the final.
- Quizzers whose team drops out of the A division: average is calculated on the basis of five quizzes:
 - three preliminary quizzes,
 - the lowest preliminary score counted twice,
 - X-Y-Z quiz, if applicable,

- if X-Y-Z quiz not applicable, the two lowest preliminary scores counted twice.

Quizzers who rank in the top 10 after the first and second district meets will automatically be invited to H2H, which is intended to help with the selection of the CMD international teams. However, if a quizzer is invited to H2H but is not planning to attend internationals, that quizzer is expected to decline the invitation and not attend H2H.

International Bible Quizzing Invitational

Each summer, Alliance Bible Quizzing hosts an international Bible quizzing tournament. Alliance districts throughout North America are invited to send teams based on the number of quizzers in their respective districts.

CMD Bible Quizzing sends two teams with each team comprised of five quizzers and two coaches. The selection of the top 10 quizzers in the district is based on their averages from the three district meets, their score at Head-to-Head, and discretionary points:

- 1st district meet: 15%
- 2nd district meet: 20%
- Head-to-Head: 25%
- Final district meet: 40%

These percentages are added and multiplied by 90 per cent. The remaining 10 per cent comes from the discretionary points that are awarded based on leadership within a church quizzing program and leadership at the district level.

To re-state the formula: (1st district+2nd district+H2H+finals) x 90% + 10% = 100%

Quizzers who qualify to represent CMD Bible Quizzing at the Alliance International Bible Quizzing (IBQ) competition ought to consider this a privilege that comes with responsibilities:

- First and foremost:
 - Represent well Christ, Canadian Midwest District and home quiz team by showing respect, acting with dignity and extending grace to other quizzers, coaches and officials.
- Before the summer competition:
 - study the quizzing material between quizzing finals and internationals as assigned by the international coaches
 - work hard to be as prepared as possible
 - attend practice weekend scheduled by the international coaches
 - attend practice week scheduled for several days before the international competition
 - participate fully in the team activities during the practice weekend and week
- At the competition:
 - respond appropriately to coaching during quizzes

- follow the expectations of the coaches who are acting in lieu of parents, remain with the team and not leave the quizzing campus unless accompanied by a coach or parent. There may be times when a quizzers cannot leave the campus because of various quizzing and team activities. The coaches must be consulted before a quizzers leaves the campus with parents.
- participate fully in team activities
- After the competition:
 - continue to participate in quizzing
 - invest in the growth of quizzers at their home churches and in the district
- Finances:
 - Valid passport, when the international quiz meet is held in the United States.
 - Team uniforms chosen by the quizzers and coaches.
 - International fees that cover quiz meet registration, transportation to and from the meet, most meals, accommodations, a fun activity. This varies from year to year and depends on where internationals is held.
 - These fees do not cover all the expenses. Quizzers are subsidized by CMD Bible Quizzing.
 - Additional meals enroute to the meet and home, during the fun activity day. This also varies from year to year.
 - Families living where practice weekend and week occur will be asked to billet quizzers and provide evening meals to the quiz teams.
 - Families not living where practice weekend and week occur will be asked to provide lunches and snacks that will be shared with the quiz teams.

Cuba Bible Quizzing

Canadian Midwest District Bible Quizzing representatives launched a Bible quizzing program on a Caribbean island in 2000. While WorldServe is the new ministry partner of the Bible quizzing ministry in Cuba, the quizzing community in Canadian Midwest District continues to support Bible quizzers and their leaders on the island. We provide financial support, raised through an offering taken at CMD Bible Quizzing's final quiz meet. Every 18 to 24 months, older quizzers and coaches are invited to join a group that travels to Cuba to show support for Bible quizzing there. The trip often coincides with a major meet in Cuba.

Memorization Clubs

CMD Bible Quizzing's executive committee determines verses for two "clubs" each year.

Club 150 is comprised of 150 verses selected from the year's Scripture portion. The verses are often called key verses because they represent some of the most important concepts in the material.

Club 300 includes Club 150 and an additional 150 verses.

Club total material is just that - all the verses in the Scripture portion studied for the year.

The Scripture is divided into weekly portions. Quizzers should be memorizing according to this schedule to ensure they are able to memorize the verses from whichever club they choose.

At the end of the quiz year, CMD Bible Quizzing recognizes quizzers and coaches who have memorized and recited verses from respective clubs throughout the year and who have passed a club test at the end, called a "club challenge".

The club challenge test is handled in the same manner regardless of the "club". Quizzers draw pieces of paper with the references. How long quizzers have to quote the verses is a coach's decision. Quizzers can retry the club challenge as often as you are able to work with them in an effort to pass. The verses must be recited word-perfect in order to pass.

Club 150: 15 references are drawn with at least five verses quoted based on the reference. The rest of the verses can be quoted as finish-the-verse. Three helps are allowed.

Club 300: 30 references are drawn with at least 10 verses quoted based on the reference. The rest of the verses can be quoted as finish-the-verse. Six helps are allowed.

Club Total Material: 45 references are drawn with at least 15 verses quoted based on the reference. The rest of the verses can be quoted as finish-the-verse. Nine helps are allowed. Alternatively, quizzers can quote the entire material from start to finish in one sitting— this form of club challenge is known as the "quote through". It is especially favoured by competitive quizzers hoping to make the international team, though any quizzers or coach who has memorized full material well can complete it. If they choose this option, they can be given one help for about every five verses. It must be obvious to the listener that the quizzers know the material and is not continually requiring help to quote the material.

More information about testing can be found at
<https://cmdbiblequizzing.org/memorization-clubs>

Local church organizers are free to recognize their quizzers in whatever manner they see fit. Some purchase their own ribbons to award quizzers for reaching memorization goals set locally.

Getting Your Parents and Your Church Involved

While you are the point person for your church's Bible quizzing ministry, you shouldn't be doing all the work yourself.

First of all, keep your parents and your church family informed about Bible quizzing. Send emails to parents and ask for a corner of your church bulletin. Provide information about upcoming meets, prayer requests and results from the quiz meets. Ask for space on a bulletin board in the church to post posters with lots of photos from quiz meets.

Recruit help by asking people to:

- Pray for quizzers and coaches. An "adopt-a-quizzer" program is a great way to ensure people are praying for your quizzers. People "adopt" a quizzer and commit to pray for that individual throughout the year. You prepare a prayer card with photo of the quizzer for each person who is "adopting" a quizzer and include a general prayer guide.
- Listen to quizzers recite their verses during the weekly practice.
- Teach the Bible lesson for the passage that's being memorized.
- Volunteer at quiz meets as an official (scorekeeper or answer judge). Training is provided.

As more youth join your quiz program, you'll need to recruit more people to help with the coaching. Former quizzers make great coaches. If you are blessed with more than enough help, we are always happy to train new officials. Your "extra" coaches can contact CMD Bible Quizzing's registrar.

QuizSafe

Canadian Midwest District Bible Quizzing's QuizSafe policy aims to protect quizzers as well as coaches, officials and other volunteers from emotional, physical or sexual harm.

The policy is distributed to the head coaches of each church. Alternatively, please email the executive committee at executivecommittee@cmdbiblequizzing.org to access the QuizSafe policy.

To be certified as a volunteer within Canadian Midwest District Bible Quizzing, all adults must complete QuizSafe's requirements. To be a QuizSafe volunteer, a person must:

- Submit a current (every three years) criminal record check through the Canadian Police Information Centre (CPIC). If born before Feb. 28, 1986, submit a vulnerable sector check once with his/her first criminal record check. Photocopies are accepted. If you have a current police record check on file with your local church, you can submit a copy of that.
- Submit a completed ministry application with an endorsement from his/her local church, and
- Attend a QuizSafe training session. Our training video is available on Udemy. Contact CMD Bible Quizzing's registrar for the link and sign-in information.

The documents from all three components of the certification must be submitted to Canadian Midwest Bible Quizzing's QuizSafe co-ordinator.

QuizSafe is in effect at quiz meets organized or attended by CMD Bible Quizzing only. Weekly quiz practices and other activities planned by local volunteers are the responsibility of the local church.

Appendix

Bible Quizzing Rotation

2025-2026	1st and 2nd Corinthians (694 verses)
2026-2027	John (878 verses)
2027-2028	Hebrews/1st and 2nd Peter (469 verses)
2028-2029	Matthew (excluding chapters 13, 23, 24, 25) (860 verses)
2029-2030	Romans and James (541 verses)
2030-2031	Acts (chapters 1 to 20) (741 verses)
2031-2032	Galatians/Ephesians/Philippians/Colossians (503 verses)
2032-2033	Luke (excluding 3:24 to 8, 12, 20) (792 verses)

CMD Bible Quizzing Contacts

Committee

- executivecommittee@cmdbiblequizzing.org
- director@cmdbiblequizzing.org
- registrar@cmdbiblequizzing.org
- treasurer@cmdbiblequizzing.org
- northernsaskatchewan@cmdbiblequizzing.org (Northern Saskatchewan, including Saskatoon)
- southernsaskatchewan@cmdbiblequizzing.org (Southern Saskatchewan, including Regina)
- eastern@cmdbiblequizzing.org (Manitoba and Northwestern Ontario)
- A complete list of executive committee members and their email addresses is available at <https://cmdbiblequizzing.org/contact>
- Canadian Midwest District Bible Quizzing, Site 510, Box 6, R.R. 5, Saskatoon, SK, S7K 3J8

Online and social media

- <https://cmdbiblequizzing.org>
- <https://www.facebook.com/cmdquizzing>
- https://www.youtube.com/channel/UCbbWS5K8p8cJpQEDB_KyFzA
- <https://www.instagram.com/cmdquizzing>

Resources and Equipment

CMD Bible Quizzing

- www.cmdbiblequizzing.org
- purchase material through zone co-ordinators
- Scripture portions in pocket-sized booklet and larger spiral-bound book
- church set of quiz questions (emailed to coaches)
- promotional video on YouTube <https://youtu.be/zlvUrZzyqh8?si=HTkU9-eQMbmC07IU>
- promotional brochure on our website <https://cmdbiblequizzing.org/wp-content/uploads/2025/04/Quizzing-Brochure-2025.pdf>

C&MA Quizzing Leadership Team

- <https://www.cmabiblequizzing.org>

QuizHelper

- www.quizhelper.com
- free subscription website
- quiz generator

Bible Quiz Shop

- <https://cma.biblequizshop.com>
- Scripture portions in various formats
- apps and online study resources

Acme

- www.acmequiz.com
- be sure to select Christian and Alliance
- Scripture booklet Missionary
- study guide and other study resources
- software including study aids, games, quiz generator
- quiz equipment: pads and consoles (digital technology)

Quizzing Equipment

- QuizMeet info@quizment.com

Listening Sheet (sample)

		Name: _____		Club: _____			
Date	Chapter	Club 145 Verses	Club 300 Verses	Club Full Material	Club Challenge	Chpt. Reading (mark each reading)	Initials
Date	Chapter	Club 145 Verses	Club 300 Verses	Club Full Material	Club Challenge	Chpt. Reading	Date
Sept 3	Ads 1-1-11	3, 5, 7, 8, 11	4, 9			1 2 3 4	
Sept 10	Ads 1-12-26	24, 26	14			1 2 3 4	
Sept 17	Ads 2-1-24	17, 21	2, 3, 4, 22, 23, 24			1 2 3 4	
Sept 24	Ads 2-25-47	28, 33, 36, 38, 47	31, 39, 42, 43, 44, 45, 46			1 2 3 4	
Oct 1	Ads 3	6, 15, 16, 19, 23	8, 12, 13, 20, 25			1 2 3 4	
		Local Quiz Meet		Verses complete		Yes	No
				Chapter reading complete		Yes	No
Oct 8	Ads 4	1, 2, 11, 12, 13, 31, 33	4, 10, 19, 20, 24, 29, 30, 32			1 2 3 4	
Oct 15	Ads 5	3, 16, 19, 20, 29, 31, 39, 41, 42	11, 14, 15, 21, 28, 30, 32, 38			1 2 3 4	
Oct 22	Ads 6	2, 3, 7, 8, 10, 15	NONE			1 2 3 4	
Oct 29	Ads 7-1-29	3, 17, 25	5, 9, 22, 23			1 2 3 4	
Nov 5	Ads 7-30-60	32, 49, 55, 60	30, 31, 34, 35, 36, 37, 44, 45, 48, 51, 52, 56			1 2 3 4	
		Zone Quiz Meet		Verses complete		Yes	No
				Chapter reading complete		Yes	No
Nov 26	Ads 8	1, 4, 11, 12, 20, 32, 39	3, 5, 6, 17, 21, 22, 25, 27, 30, 36			1 2 3 4	
Dec 3	Ads 9	1, 4, 15, 16, 17, 22, 31, 36	3, 11, 18, 20, 26, 27, 34, 40, 42			1 2 3 4	
Dec 10	Ads 10-1-23	2, 4, 15	5, 10, 13, 14, 19, 20, 22			1 2 3 4	
Dec 17	Ads 10-24-48	34, 35, 42, 43, 45	28, 33, 36, 38, 47			1 2 3 4	

Date	Chapter	Club 145 Verses	Club 300 Verses		Club Full Material	Club Challenge	Chptl. Reading (week ends reading)	Initials	Date
Jan 7	Ads 11	16, 17, 18, 23, 25, 26, 29	1, 15, 20, 21, 24				1 2 3 4		
Jan 14	Ads 12	1, 5, 7, 16, 23, 24	6, 9, 11, 14				1 2 3 4		
		1st District Meet:	Verses complete		Yes	No			
			Chapter reading complete		Yes	No			
Feb 4	Ads 13-1-25	2, 12, 17, 24	1, 3, 5, 15, 22				1 2 3 4		
Feb 11	Ads 13-26-52	39, 46, 47, 48	26, 27, 34, 37, 38, 43, 44, 45				1 2 3 4		
Feb 18	Ads 14	2, 3, 15, 19, 22, 27	1, 11, 13, 17, 23				1 2 3 4		
Feb 25	Ads 15	1, 6, 8, 9, 19, 20, 32	3, 5, 10, 11, 22, 28, 29, 36, 39						
Mar 4	Ads 16	4, 5, 10, 14, 25, 30, 31, 34	1, 6, 9, 17, 18, 19, 33				1 2 3 4		
		2nd District Meet:	Verses complete		Yes	No			
			Chapter reading complete		Yes	No			
Mar 18	Ads 17	2, 11, 16, 23, 24, 25, 27, 28, 31	5, 13, 17, 18, 26, 30				1 2 3 4		
Mar 25	Ads 18	3, 6, 9, 10, 19, 21	2, 5, 8, 25, 27, 28				1 2 3 4		
Apr 1	Ads 19-1-20	4, 10, 11, 17, 18, 20	6, 9, 12, 15, 19				1 2 3 4		
Apr 8	Ads 19-21-41	21, 30	22, 26, 32, 40				1 2 3 4		
Apr 15	Ads 20	1, 7, 19, 22, 24, 28, 32, 35, 38	9, 12, 20, 23, 27, 30, 34				1 2 3 4		
		District Finals:	Verses complete		Yes	No			
			Chapter reading complete		Yes	No			
		Club Challenge Completed:		Yes	No				

20 Question ScoreSheet

Date:	Location:	Team	Score
		First	
Division:	Quizmaster:	Second	
Quiz #:	Scorekeeper:	Third	
Room:			
Team:			
1	1	2	3
2	4	5	6
3	7	8	9
4	10	11	12
5	13	14	15
	16	A	B
	17	A	B
	18	A	B
	19	A	B
	20	A	B
	21	A	B
	22	A	B
	23	A	B
Timeout	1	2	Score

[illegible][illegible]

SCORING Rules:		
20 = correct answer	+10 = 3rd, 4th, 5th quizzer to answer correctly	F = foul (- 10 if 3rd foul)
30 = 4th correct answer without error	E = error, no loss of points	C = Challenge, 2nd overruled = - 10
B = Correct bonus answer (20 pts., 1-16; 10 pts. 17+)	-10 = after 2nd individual or 3rd Team error	> = Quizzer entering Quiz
BE = bonus error, no points loss	-10 = error after question 16	< = Quizzer leaving Quiz

15 Question Scoresheet

Date:	Location:												Team		Score																																																																																																																																																																																																																																									
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Bible Quiz Meet Consent Form (sample)

_____ Yes, my child(ren) will be attending the quiz meet on **INSERT DATE, NAME AND LOCATION OF CHURCH HOSTING QUIZ MEET.**

List name(s) of
quizzzer(s) _____

Allergies? _____

Billet preferences (include name and church) _____

If you have a vehicle to lend for the weekend, number of working seatbelts:

I, the undersigned parent/guardian will not hold Canadian Midwest Quizzing (CMQ), **INSERT YOUR CHURCH NAME**, or any of its staff responsible for any medical or personal injury, or any other loss or damage and therefore, waive any claim against CMQ and **INSERT YOUR CHURCH NAME**. I acknowledge that it is my responsibility to take the necessary steps for insuring against personal injury, loss, property damage, or any other loss or damage that might be incurred by my son/daughter.

Parent signature(s)

Date

Bible Quizzer Code of Conduct (sample)

Quizzer's code of conduct/responsibilities:

1. I will speak respectfully to coaches, teammates and officials.
2. I will do my best to bring my talents and a positive attitude to quizzing.
3. I will make my attendance a priority.
4. I will work hard to learn my material. My goal is to learn a minimum of <set a number>. Quizzers need to demonstrate a strong work ethic and commitment to the team in order to attend meets.
5. I will encourage my teammates.
6. When I make mistakes, I will do my best to correct them with my team, forgive myself and seek forgiveness from God.
7. I understand that quiz practice and quiz meets are meant to be safe places. I agree that I will keep my words and actions POSITIVE. (Bullying of any kind is not acceptable.)
8. I will demonstrate maturity. I understand that if my coaches feel I will need adult support in order to be successful in all parts of a quiz meet, a parent will need to accompany me in order for me to attend.
9. Should I find myself in a position of conflict with another member of my quiz team I will notify a coach so they can mediate the conflict to ensure a peaceful resolution.

Coach's code of conduct/responsibilities:

1. Plan, attend and supervise weekly practices.
2. Encourage and push quizzers to grow in faith and quizzing skills.
3. Communicate important information to parents in a timely manner.
4. Seek to make wise decisions about all aspects of quizzing.
5. Ensure quizzing is a safe environment that fosters fun and growth for each quizzer.
6. Help to mediate conflicts, should they arise.

I, _____, commit that I will fully abide by the quizzer code of conduct.

Quizzer signature

Parent signature

Coach Signature

Coach Signature