

KCEA

Bible Quiz Tournament Administrative Handbook



Revised 2023

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6101 Bell Road, Harrisburg, PA 17111

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KCEA’S SUGGESTIONS FOR “DURING THE YEAR” BIBLE QUIZ ACTIVITIES

PHILOSOPHY

Our concern is that school leaders should think, plan, and execute your school’s philosophy with professionalism. It is not the purpose of KCEA to define a singular philosophy of how to teach Bible and instill the love for Bible in any student body. Some do not wish to use quizzing as a tool to teach Bible, and some have well-thought reasons for using other methods. We do not seek to discourage them from following their planned philosophy.

Bible quizzing is one tool, one way. Of those who do quiz, there is significant variation in how the local school balances quizzing with other important activities. Practice for quizzing can be accomplished as an extracurricular activity, a club, a special class, a replacement to other classes.... There is no doubt that the more time the students commit to the task of quizzing, the better they will get at that specific task.

KCEA coordinates the “season-ending” tournament. Additionally, KCEA gives general support to the schools where quizzing is part of their activities derived from their philosophy.

PURPOSE

To provide avenues for fellowship, encouragement, and competitions throughout a school year so that the youth have a five or six-month-long “season” for quiz competition which ideally should contain preparation, quizzing against neighboring school teams, and a “season-ending” tournament.

SCHEDULING

If a school can schedule sports events and can schedule retreats, why can’t a school schedule events for quizzing? These can be held during late afternoon/early evening time, evening time, or weekend time.

The emphasis is on learning the Biblical content and quizzing procedures. In addition to the normal tournament bracketing, a losing bracket will be available to encourage every team. Thus, every team and every student will be able to quiz multiple times.

PARTICIPATION AND LOCATION

KCEA schools throughout the state can organize two-way and three-way matches at their convenience and consistent with their philosophy. The KCEA office and other quizzing schools can give ideas as to which schools quiz.

LEADERSHIP HELPS

Mr. Michael Boole coordinates and serves as Tournament Director for KCEA's "season ending" tournament. School Phone: 570-937-4848; Email: mike.boole@canaanca.org.

MEALS/SNACKS

Hosting schools are encouraged to work with attending schools to meet these needs and thus enhance the total experience. This could be a simple meal where all sit together and develop long-term friendships. It could be an *a la carte* method similar to food service at most of our KCEA sports events or KCEA Festivals. Service, fellowship, and encouragement to the participating students should be the primary motivations.

TIME FRAME

The dates and times are unlimited. You work with fellow schools to accomplish your mutual goals.

QUIZ MATERIAL

The participating schools can designate whether the event is over a prescribed set of questions, a portion of the text, the entire text of the year, or whatever is mutually agreed.

KCEA's "STATE TOURNAMENT" BIBLE QUIZ COMPETITIONS

PURPOSE

The goals of the statewide Bible Quiz tournament are to provide students an opportunity for fellowship and Biblical competition in the spirit of Proverbs 27:17, to reward those most diligent in study, and to serve as a finale to the quizzing year.

FORMAT

KCEA sponsors a double elimination tournament that typically begins in mid-morning and culminates in mid-afternoon. Seeding will be done based on head-to-head and common opponent quizzing during the current year. If no comparative data exists, the results of the previous year's tournament or results of non-KCEA quiz events may be used as a basis for seeding. All KCEA schools with Bible Quiz teams are encouraged to participate.

LOCATION

A site will be announced annually, usually near the middle of the state to allow the shortest travel time for the most teams possible.

ELIGIBILITY

Participation is limited to students enrolled in a currently affiliated KCEA school in grades 7 – 12 who are at least 12 years old but younger than 20 years old. Junior High teams are composed of students enrolled in grades 7, 8, 9. Senior High teams are composed of students enrolled in grades 10, 11, 12. *Junior High quizzers may participate at the Senior High level on a mixed Junior High/Senior High team.*

Enrollment is defined as follows:

1. Full-time Students:
 - a. have completed the school's standard enrollment process and are meeting all of their compulsory attendance requirements through attendance at the school.
 - b. are required to adhere to the standards as listed in the school's student handbook and/or similar documents. This must include the enforcement of eligibility requirements set for extracurricular activities, including (1) deportment (character, testimony, behavior, dress, etc.) and (2) academic achievement.
 - c. are enrolled in a standard schedule of classes commensurate to the student's grade level in the school.
 - d. are required to attend all scheduled chapel periods during the week.

2. Part-time Students:

- a. have been screened through the same application–process used for all students, including interviews, references and all applicable fees. (Note: the same application fee must be applied, as represents a true application fee, not including variables such as book fees, etc.)
- b. are meeting the compulsory attendance requirements through legal means, either by augmenting attendance at that school through another legal education option or by augmenting through attendance at that school.
- c. are required to adhere to the same standards as a full-time student, as listed in the school’s student handbook and/or similar documents. This must include the enforcement of eligibility requirements set for extracurricular activities, including (1) deportment (character, testimony, behavior, dress, etc.) and (2) academic achievement.
- d. are required to attend school chapel services on a weekly basis proportioned to the academic load carried. (As full-time students are required to attend all chapel periods during a week, a half-time student is required to attend at least half of the weekly chapel periods, etc.) No student may attend fewer than one chapel period per week.
- e. are in attendance, at minimum, in one class of the standard academic subjects in one of the five major core fields of either Bible, English, Math, History, or Science.
- f. carry an academic class load at the school that includes no fewer than one Carnegie class period per day on average for the full class year.

REGISTRATION COSTS

There is a registration fee of \$30 per team entered. Fees for State Finals are the only fees for the season; thus, it is hoped that these fees offset some or all KCEA expenses, including awards, printing, mailing, phone, travel, and time.

MEALS/SNACKS

KCEA will work with the hosting school to provide a relaxed sit-down meal for quizzers, coaches, family, and friends. We seek to develop an atmosphere in which life-long friendships between quizzers can be forged. During this respite from competition, we encourage students to associate with participants beyond their own teammates. Service and encouragement to the participating students should be the primary motivations. A donation to offset the cost of the meal incurred by the host school will be accepted.

DATE

The date will be announced on the annual KCEA Calendar of Events. Typically, the third or fourth Saturday in March is selected.

APPROPRIATE DRESS

School dresses/skirt-blouse (ladies) and school dress slacks and collared shirt (gentlemen) are considered appropriate.

QUIZ MATERIAL

CONTENT. Quizzing will cover the entire portion of the Bible designated for that year. Please see “Competition Rules” for a complete listing of upcoming Scripture selections.

PROCEDURE. The Tournament Director will select questions. The questions will follow the different formats as described in the rules section of this manual.

SPECTATORS

We encourage fellow students, parents, and friends to attend the Quiz Tournament. We believe it is important to encourage the students in this important activity.

PROCEDURES TO PARTICIPATE

1. The school administration should decide if they want their Junior High and/or Senior High students to be encouraged to take part in quizzing. One or more sponsors should be selected to coordinate your school’s activities. Students should be made aware of the opportunity, including giving one-on-one encouragement to the specific serious students who need to be and who would gain the most from being in attendance.
2. We encourage schools to view Bible Quizzing as a “season-long” activity, not a “one-day” affair. Would you work hard at learning all of the required content if it were only for one day? Consult with Michael Boole on how to build enthusiasm.
3. A school may send two teams per age group to the State Finals unless, due to high numbers of entering teams, the field must be reduced.
4. Schools must provide competent adults to be available to serve as timers and scorekeepers in proportion to the number of teams that school enters. If one or two teams are entered, one adult helper should be provided. For those schools entering three or four teams, two adult helpers should be provided.
5. Send the completed REGISTRATION FORM to the KCEA office with a postmark of 14 days in advance of the event. This timely notice is important for the purpose of planning building usage, judges, equipment, and food.
6. Be on time for the beginning of the event.
7. Supervise your students during your time at the hosting school.

AWARDS

Team trophies denoting the final ranking of the competing teams (champion, runner-up, third, and fourth) will usually be awarded. This presumes that five or more teams are competing.

All team awards should also reflect a level of accomplishment. The Tournament Director is responsible to augment or modify this pattern relative to a standard of excellence. Additional trophies may be given if the Director determines that the high quality of numerous teams merits additional team awards. Fewer team trophies may be given if the Director determines that the quality of the teams does not merit the award.

Individual participants who exhibit extensive personal ability and a positive Christian attitude and testimony during the Tournament will also be recognized by selection to an "All-Tournament Team." The Quiz Director, upon consultation with Quizmasters, scorekeepers, and timers, will choose deserving participants to receive the "All-Tournament" medallion. The number of recipients may vary but will usually range from four to eight per age level.

EMERGENCY INFORMATION

As for every school-sponsored activity, the sponsor in charge should have a complete packet containing the names and emergency phone numbers of all students who are attending.

QUIZZING RULES AND INFORMATION

Bible Quizzing is a "jump-quizzing" competition quizzing Bible knowledge and speed of recall, with a handheld "Jeopardy"-style signaling device option being available in the case of one or more physically handicapped participants. If the latter signaling option is needed, all teams involved in that quiz will utilize the same signaling device type. Three opposing teams are challenged by an oral question and any team member responding first is given opportunity to answer within a time limit. Points are scored for correct answers and penalties assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest scoring team is declared winner at the game's end. Competition proceeds as in a double-elimination tournament.

QUIZ PANEL. The Quiz Panel will determine any contested decisions upon request of the Quizmaster and will declare the winner.

1. The Quiz Panel will consist of the Quizmaster, Scorer, Timekeeper and two Judges. One judge may keep time.
2. The Quiz Panel will be appointed and instructed by the Director.
3. All decisions by the Quiz Panel will be final.

TEAM MEMBERSHIP. For each game, a team will be composed of two to five members and one substitute from the same school.

1. A team may change team members after the conclusion of a given game in the tournament.
2. Two events are offered, one for Junior High and one for Senior High.

TEAM COACHES. Each team’s coach will be present during competition.

1. Although the number of coaches for pre-contest preparation will be at the school’s discretion, each team will have only one coach present officially during competition.
2. The coach must be officially appointed by the school whose team he coaches and be recognizable by a lapel marker available at tournament headquarters.
3. The coach will be responsible for the behavior of the team at all times.
4. The coach’s behavior will be considered as team behavior and as such, will meet the contestants’ conduct code outlined in the General Rules.
5. The coach may lodge a protest with the Tournament Director solely after a game has been completed. No protests shall be entertained by the judges at any time. Protests presented to the Tournament Director courteously will be received courteously.

STUDY CYCLE. The King James Translation will be the only authorized translation for all Tournament purposes.

2022-2023	I / II Corinthians
2023-2024	Matthew
2024-2025	Hebrews, I / II Peter
2025-2026	Romans, James
2026-2027	Mark, I / II / III John, Jude
2027-2028	I / II Thessalonians, I / II Timothy, Titus
2028-2029	Galatians, Ephesians, Philippians, Colossians, Philemon
2029-2030	John
2030-2031	Acts

PRE-GAME PROCEDURE AND SEATING PLAN.

1. The Quizmaster will face the opposing teams.
2. Three opposing teams will be seated so to both clearly see and hear the Quizmaster.
3. Each school’s starting contestants will sit as a team, numbered 1, 2, 3, 4, 5.
4. Each team will choose a captain and a co-captain. Captain and co-captain will be identified by a lapel marker provided on the day of competition.
5. The official mode of response will be announced and explained prior to play. A sensor-and-light system will be used for all KCEA Bible Quiz events.
6. The Quizmaster will review the rules and game procedure and answer any related questions preceding play.

GAME PROCEDURE. A game will consist of twenty correctly answered regular or toss-up questions plus whatever free to tie-breaking questions become necessary, regardless of time.

1. Team members will be seated, with one seat sensor or handheld signaling device per person. If needed, players will walk to a central microphone to provide their answers. Otherwise, players will be recognized in the order they successfully signaled.
2. *REGULAR QUESTIONS:* A game will commence with the reading of a regular question by the Quizmaster to the three teams.
 - a. If no quizzer responds within ten seconds after the reading of a question, the question will be tossed out and another read to continue play.
 - i. Tossed-out questions will not constitute any of the twenty regular questions.
 - ii. Team members may confer before any quizzer is recognized.
 - b. After the reading of a regular question, the first team member to come to full stature in a continuous motion or successfully press and hold the handheld signaling button will be recognized by the Quizmaster as the team spokesman for that question and will be addressed by number as, for instance, "Number Three."
 - i. The player must return to his seat immediately after completing his answer. (A physically disabled player is not required to stand if the player is unable or if it is impractical to do so. In this case, the player will signal, and then provide an answer after being recognized by the Quizmaster.)
 - ii. Once the player is seated, the Quizmaster will announce whether the answer given is "correct" or "incorrect."
 - c. The Timekeeper will deem the Quizmaster's verbal recognition of the quizzer as the signal to start the clock.
 - i. Thirty seconds will be allowed in which to answer any question in entirety.
 - ii. The quizzer will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run, marking the thirty-second count.
 - iii. If the quizzer fails to begin his answer within the ten seconds, it will constitute an error.
 - d. Upon correct answer to a regular question, twenty points will be scored for the answering team and another regular question read to continue the cycle.
 - i. Each individual quizzer's points will be tallied on a scoresheet.
 - ii. During the competition, any quizzer having correctly answered six twenty-point questions (quizzing out) will leave the game.
 1. He may be replaced by an eligible substitute.
 2. He will not return to the current game.
 3. Should the team captain quiz out, the co-captain will assume the role of challenger.
 - e. At the Timekeeper's call of time, any incorrect or incomplete answer will constitute an error.

- i. Each individual quizzer's errors will be tallied on a scoresheet.
 - ii. During the competition, any quizzer having made six errors (erroring out) on regular or toss-up questions will leave the game.
 - 1. He may be replaced by an eligible substitute.
 - 2. He will not return to the current game.
 - 3. Should a team captain error out, the co-captain will assume the role of challenger.
 - iii. Beginning at the fourth team error, ten penalty points for each error will be deducted from the team's score.
 - 1. The first three team errors will not affect a team's score.
 - 2. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted, whether or not the team has previously committed three errors.
3. *INTERRUPTED QUESTION:* The reading of a regular, toss-up, or tie-breaker question may be interrupted by a quizzer, but he must then answer the question without hearing it read in entirety.
 4. *TOSS-UP QUESTIONS:* After penalty points have been assessed for the incorrect answer to a regular question, the regular question shall be reread and will constitute a toss-up question.
 - a. Only the remaining two teams may vie for response to this challenge.
 - b. If no contestant responds within ten seconds, the question will be tossed out.
 - c. A correct answer to a toss-up question will score twenty points for the answering contestant's team.
 - d. Beginning at the fourth team error, an incorrect answer to a toss-up question will deduct ten points from the team's score.
 - e. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
 - f. When competition consists of only two teams, toss-up questions will carry a value of twenty points and incorrect answers will not be penalized.
 5. *FREE QUESTIONS:* Upon error on a toss-up question, the remaining third team will be given a FREE question, which will be a new, previously unread question.
 - a. The first team member to rise or to signal using his handheld device may attempt to answer a free question without fear of penalty upon error, termed "attempt."
 - b. The first team member to rise may attempt to answer a free question without fear of penalty upon error, termed "attempt."
 - c. No other attempts to answer will be permissible.
 - d. A correct answer to a free question scores ten points for a team.

- e. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered, or unanswered in any manner; hence, the term “free.”
 - f. An unanswered free question will be tossed out.
6. **TIE SCORE:** In the event of a tie score after the twentieth question, single regular questions will be asked until the tie is broken by the use of an additional question, termed a “tie-breaker” question.
- a. Individual scores and errors will continue to be tallied.
 - i. If the twentieth question is answered in error, the entire round will continue to completion, toss-up and, if necessary, free question included. Thereafter, the single tie-breaker questions will continue until a winner is declared as in a sudden-death play-off.
 - ii. A round can end only with the correct answering of a question. Thus, if a team receives an error (and the corresponding point deduction) and no answer is given by the previously tied team, the Quizmaster will continue with a new question. If a team provides the correct answer to the subsequent question, and the teams are not tied in score, the round is completed.

Example: Team A and Team C are tied after twenty questions with a score of 160 points. In answering the tie-breaker question, a player on Team C is recognized but answers in error. No member of Team A attempts to answer. New Score: Team A 160, Team C 150. In the second tie-breaker question, a player on Team C is recognized and answers correctly. Final Score: Team A 160, Team C 170.
 - b. If after the twentieth question, one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest and the game will continue until a tie-breaking question produces a loser.
 - c. The same process will be followed if two teams are tied for first place honors at the end of a game. Each game will have a high and middle winner and one loser, depending on the number of remaining teams in that round (see “DETERMINATION OF WINNER” on pg. 14).
7. **TIME-OUTS:** A coach may call two time-outs during a game.
- a. Time-outs will be allowed after the answer of one question and before the reading of the next.
 - b. Time-outs will be no longer than one minute.
 - c. No time-outs will be allowed after the seventeenth question has been read.
 - d. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of team members.
 - i. Voluntary substitutions require the calling of time-outs.
 - ii. Other teams may substitute contestants during one team’s time-out.

- iii. A time-out may be called for a team conference.
8. **FOULS:** The following actions will constitute fouls:
- a. Talking or conferring by any team members between the time the quizzer has been recognized and the time points are awarded or penalties assessed.
 - b. A team's display of an overly antagonistic attitude toward officials and rulings
 - c. A disagreeable attitude evidenced by indiscreet challenging
 - d. Any behavior not conducive to the Christian spirit
 - e. For every three team fouls, ten points will be deducted from that team's scores.
 - f. If a quizzer begins to answer before he is recognized a foul will be given, but he will be allowed points for a correct answer.
 - g. If the wrong quizzer answers a question, the right quizzer will be then permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed and the question repeated as a toss-up question.
9. **CHALLENGES:** Any opposing team's answer may be challenged if it is believed that the above rule has been violated.
- a. Challenges must be made before the free question is asked or before the following regular question is asked.
 - b. Only a team captain may challenge by raising his hand and stating, "Excuse me, Mr. Quizmaster, I would like to challenge."
 - c. Such challenge must be made immediately following the awarding of the points for the question in challenge.
 - d. The Quizmaster, with or without counsel of the Quiz Panel, will have sole authority to accept or reject the challenge.
 - e. Should a challenge be sustained, points which would have been awarded will be withdrawn but no penalty points will be assessed against the team.
 - f. Should a challenge be overruled, no points will be deducted from the challenging team's score.
 - g. An answer to any question, regular, toss-up, free, or tie-breaker will be considered open to challenge, if:
 - i. It is believed that correct information was considered incorrect.
 - ii. In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in competition.
 - iii. It is believed that incorrect information was considered correct.

QUESTIONS AND ANSWERS. No unanswered (tossed out) questions will be asked again until all questions have been asked once during the entire competition. All decisions on the correctness

of answers will be the sole responsibility of the Quizmaster, who may seek counsel of the judges at his own discretion.

1. Description of question forms and acceptable answer forms
 - a. *INTERROGATIVE* Question form: a question constructed by the use of a direct key word from Scripture together with an interrogative and answerable by a paraphrased word or phrase.
 - i. Interrogatives will be limited to selections from this list: who, whom, what, why, where, when, which, how.
 - ii. Interrogative questions drawn from Scriptural context without the inclusion of direct key words will not be permissible.
 - iii. Interrogative questions will include the book and chapter citation from which the question is drawn.
 - iv. EXAMPLE: Q: "In Jesus' trial in the wilderness in Matthew 4, Jesus was led into the wilderness by whom?" A: "The Spirit."
 - ii. *FINISH-THE-VERSE* Question form: a verse completion question answerable by a direct Scriptural quotation without the reference citation.
 - i. Finish-the-verse questions will begin with the statement, "Finish this verse," and quote a portion of a verse, stopping at the point where the quizzier is to finish quoting the verse verbatim.
 - ii. Finish-these-verses questions will begin with the statement "Finish these verses," and quote a portion of a passage, stopping at the point where the contestant is to finish at least two but not more than three succeeding verses verbatim and state the number to be quoted.
 - iii. No quizzier will be expected to cite references in finish-the-verses questions.
 - iv. EXAMPLE: Q: "Finish this verse, 'He came unto his own, . . .'" A: "And his own received him not."
 - v. An answer will not be considered incorrect if the quizzier repeats those portions of the verse given in the question.
 - iii. *REFERENCE* Question form: a question citing a reference with or without the use of a key word/s answerable by paraphrased phrase and/or indirect quotation.
 - i. Reference questions will begin with the phrase, "According to . . .," followed by a reference and the stated question.
 - ii. Reference questions will be acceptable if they refer to either verse and chapter citation or to chapter citation alone.
 - iii. Reference questions may or may not use interrogatives.
 - iv. Reference questions are answerable with paraphrased quotations as opposed to verbatim quotations.

- v. EXAMPLE: Q: “According to Matthew 4, Jesus answered Satan in which manner?”
A: “He quoted the Scripture: It is written, man shall not live by bread alone, but by every word that proceedeth out of the mouth of God; Thou shalt not tempt the Lord thy God; Thou shalt worship the Lord thy God, and Him only shalt thou serve.”
 - iv. *QUOTATION* Question form: a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation.
 - i. Quotation questions will begin with the phrase, “Quote this verse. . .,” and follow with a book-chapter-verse reference.
 - ii. Quotation questions will be answerable by the verbatim quotation of the verse cited. Quizzer may cite the reference; however, he must begin the quotation of the verse within the ten second time frame.
 - iii. EXAMPLE: Q: “Quote this verse: John 1:4.” A: “John 1:4: ‘In him was life; and the life was the light of men.’”
 - v. The citation of the book and chapter will be included in each question; however, their location in the question will vary.
2. Determination of correctness of answers
- a. An answer will be considered correct only if it will have been correctly and completely stated within the thirty second time limit.
 - i. Answers to quotation and finish-the-verse questions must be verbatim and complete within the time limit.
 - ii. When answering reference and interrogative questions, if a quizzer will be interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness, so long as the information given before the call for time was correct and complete, the answer will be considered correct.
 - b. An answer which would require clarification for understanding will constitute an error.
 - c. Quoting a verse word for word in response to an interrogative or reference question will constitute an error.
 - d. An answer to a finish-the-verse or quotation question in which there is any deviation from verbatim quotation of Scripture (i.e., any addition, omission, reversal, or change of words) will constitute an error.
 - e. An answer will be considered correct if a proper name is mispronounced.
 - i. The Quizmaster may request clarification by spelling.
 - ii. An incorrect spelling of the proper name will constitute an error.
 - f. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.

- g. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an automatic error.
- h. Any incorrect information in an answer will constitute an error.
- i. Any incomplete answer at the call for time will constitute an error.
- j. When a quizzer has finished his answer, he should be seated.

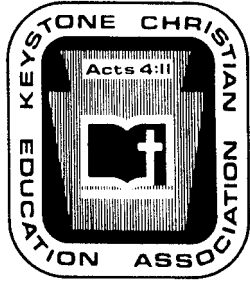
DETERMINATION OF WINNER. The team with the highest score at the end of the twentieth question or sudden death tiebreaker will be declared the high winner. The team with the second highest score will be declared the middle winner. The last place team will be considered the loser of the game. In other words, each game with three teams will have two winners and one loser.

1. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.
2. The Quizmaster will determine the teams competing in each game. Monitoring the winners of each game will help the Quizmaster determine the selection of teams to participate in subsequent games.
3. Competition will proceed as in a double elimination tournament so that each team must be defeated twice before being eliminated.

FORMS

KCEA BIBLE QUIZ STATE TOURNAMENT REGISTRATION FORM. Photocopy this master form and submit the photocopy.

PART-TIME STUDENT ELIGIBILITY CONFIRMATION FORM. Photocopy this master form and submit the photocopy.



KCEA BIBLE QUIZ STATE TOURNAMENT REGISTRATION FORM

Year _____

School Name _____

School City _____

Contact Person _____ Phone _____

Email _____

“BASED UPON THE INFORMATION THAT WE HAVE RECEIVED FROM KCEA,
PLEASE REGISTER THE FOLLOWING TEAMS:

(Please enter a number as appropriate.)

WE WISH TO ENTER THE FOLLOWING JUNIOR HIGH TEAM(S) _____

WE WISH TO ENTER THE FOLLOWING SENIOR HIGH TEAM(S) _____

For the purpose of food preparation, we hereby notify you that we anticipate bringing about
_____ parents and friends to observe and encourage.”

Known food allergies of attendees: _____

COST PER TEAM = \$40.00
(Please make checks payable to KCEA.)

Shirley Clater
Keystone Christian Education Association
6101 Bell Road
Harrisburg, PA 17111-3817
Email: sclater@kcea.com
Phone: (717) 564-1164
Fax: (717) 564-1163

**Form must be postmarked 14 days before the Quiz date.
The “Part-Time Student Eligibility Confirmation Form”
Must Accompany This Registration.**

**PART-TIME STUDENT
ELIGIBILITY CONFIRMATION FORM
FOR KCEA-SPONSORED ACTIVITIES**

School: _____ City: _____

Check if there are no part-time students participating in this event.

Check if there are part-time students participating in this event.

This is to confirm the listed part-time student's eligibility for participating in: (Please check the appropriate box or fill in the blank.)

KCEA Sports Tournaments – Boys Girls

KCEA Creative Writing – Elem. Jr H Sr H

KCEA All-State Choir

KCEA Festivals – Jr H Sr H

KCEA Bible Quizzing – Jr H Sr H

KCEA Written Competition – Elem. Jr H Sr H

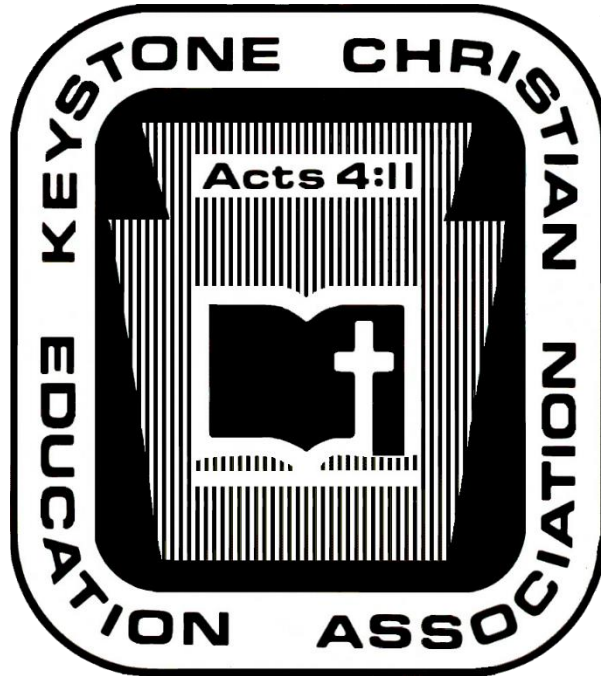
KCEA All-State Band/String Orchestra –

Other: _____

Part-Time Student's Name	Please circle the course(s) in which the student is enrolled: Math Science English History Bible Other: _____	Is the registration fee paid equivalent to a full-time student's fees? Yes No	Is the enforcement of department and academic standards the same as for a full-time student? Yes No	Is chapel attendance in the required proportion to class load? (Minimum 1 per week.) Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No
	Math Science English History Bible Other: _____	Yes No	Yes No	Yes No

Pastor/Administrator's Signature: _____ **Date:** _____

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