

Central Canadian District Quizzing Policies

(Approved May, 2018)

I. Policies at the Church Level

A. Plan to Protect

All churches must follow the “Plan to Protect” policy or equivalent in their local church quizzing programs.

B. Quizzer Eligibility

According to the Bible Quizzing rule book, under Eligibility Requirements Section 1 part A: “All quizzers for the district and international competition must be 12 to 18 years of age or still enrolled as a full-time high school student. Any teen that is married will be ineligible to quiz.”

C. Number of Non Alliance Youth on an Alliance Church Team

As a regulatory measure, at least 50% of Central Canadian District (CCD) Quiz teams are to be made up of youth who attend an Alliance church on a regular basis. Youth who attend churches from other denominations can be involved in a church quizzing program. Quiz team practice does not qualify as church attendance. This does not refer to youth who come from an unchurched background. All Alliance Church Quiz programs must agree to abide by standard quizzing rules including our district policies. A declaration must be signed by each quizzing church coordinator and their pastor/elder.

D. Teams from Non Alliance Churches

To maintain identity and governance, at least 50% of churches involved in CCD Quizzing must be from the Christian and Missionary Alliance.

Other churches may join the Central Canadian District Quizzing program provided-

1. they have a coach,
2. they have the approval of their church leadership as endorsed by a pastor or elder,

3. their church subscribes to the following basic statement of faith: We hold as of first importance that Christ died for our sins according to the Scriptures, that He was buried, and that He was raised on the third day according to the Scriptures (see 1 Corinthians 15:3,4),
4. they agree to abide by these policies and the CMA Quizzing Rules.
5. A declaration must be signed by each quizzing church coordinator and their pastor/elder.

E. Number of Quizzers per Team

According to the Bible Quizzing Rule Book, under Eligibility Requirements, Section 1. Part C: "A team will be composed of five members: four starting quizzers and one substitute." (This means that a team may not exceed five persons). It is also to be noted that churches should make as many 5-person teams as possible. (Example if you have 20 quizzers you would have 4 teams of 5, not 5 teams of 4).

F. Number of Teams per Church

Churches are to inform the chairperson of their number of teams at least two weeks in advance of a meet. If unexpected changes are necessary between that time and the meet, the church will inform the chairperson of the changes immediately.

II. Policies at the District Level

A. Governance

1. District Committee

- a) This district will have a committee of six members, at least 50% of whom are involved in Alliance Churches. The responsibilities covered will include: liaison with district churches, scheduling and planning of tournaments, quizzing (eg., generation of quizzes, Head Official, scheduling of tournament quizzes), treasurer, awards, secretary, statistics, organization of officials, maintenance and management of equipment, plan to protect administration for those involved at the district level, liaison with

District and National leaders within the denomination, and liaison with International partners. The committee will select one person from their number to serve as Chairperson.

b) A position on the committee is to be held for a length of one year going from the fourth quiz meet of the current year to the fourth quiz meet of the next year. Anyone planning to vacate his or her position should let the chairperson know by the third quiz meet.

c) A list of positions needing to be filled by the end of the quizzing year will be provided (with a brief description of responsibilities) to all coaches and others involved in the quizzing program at the third tournament.

d) Suggestions for committee members will be accepted prior to the year-end coaches' meeting held in May.

e) If no names are submitted, the District Quiz Committee will approach suitable persons who could fill the positions.

f) If for any reason a committee member is under disciplinary action in their local church, they will be asked to step down from the committee.

2. Committee of the Whole

a) The committee of the whole consisting of the Committee, Church Coordinators and Officials will meet at least twice a year at the November and May tournaments.

b) To ensure fairness of representation in voting the following guidelines will be followed:

(1) one vote per committee member

(2) one vote per team (cast by the coach or allocated by church coordinators)

(3) one vote per quiz room by officials present (cast by a designate of the group)

3. **Officials**

All officials are leaders in the quizzing community and, as such, must meet and continually strive to meet the following criteria in order to continue in their leadership positions

- a) Live a life of integrity that is consistently God-honouring
- b) Regularly attend a church
- c) Be familiar with the material that is being studied for the current quizzing year
- d) Participate in online or in-person training sessions to develop skills as an official
- e) Fulfill, to the best of their ability, any role assigned to them at the discretion of the head official
- f) Be familiar with quizzing or open to learning about quizzing before officiating at a tournament

B. Dress Code

Jesus calls his followers to serve one another in humility, not calling attention to self. One can express a heart disposition of love and service by dressing modestly.

Quizzers and leaders should keep these principles in mind when making clothing choices, asking themselves,

- “Am I wearing this to call attention to myself or my body?”,
- “Is my clothing properly fitted and appropriate for the situation (sitting on benches, leaning forward, standing to answer questions)?”,
- “Could what I am wearing be offensive to anyone?”, and
- “Could this clothing choice lead someone else to entertain impure thoughts?”

In general, quizzers’ and leaders’ clothing should cover chest, midriff, lower back, bottom, and upper thighs. Undergarments should never be visible. Beyond these general guidelines, leaders may choose to enforce church-specific requirements.

It is expected that Church Coordinators will educate their quizzers and coaches about the Dress Code prior to tournaments. Similarly, the Head Official will

ensure that all officials are aware of them. Should a leader or quizzer notice someone dressed in a way that deviates from these guidelines, he or she will speak to that person's coach or church coordinator, or in the case of officials, the Head Official. A leader from that church or from the committee in the case of officials, will speak to him or her about changing clothing in order to effectively meet the guidelines outlined above.

C. Tournaments

1. The District Committee will confirm the dates and locations of the four district quiz tournaments prior to the start of the quizzing year.
2. Each church that offers to host must be able to provide a facility that has five separate rooms that are not close to each other, or other noisy areas.
3. Host Churches should contact the District Quiz Chair with all tournament details four weeks prior to the event.
4. Each church hosting a tournament must provide participating churches with information packets no later than three weeks before the tournament. (This will include such things as billeting information, maps and activity schedule, etc.)
5. The host church should provide billeting homes with an information packet with information including curfews and known allergies. Those billets must follow the Plan to Protect policies.
6. Coaches of district quiz teams should stress to their quizzers the importance of assigned curfew. A curfew of 11:30 for Friday night and 12:00 am for Saturday night is reasonable.
7. Those churches wishing to host a tournament using a rented facility will not be subsidized by the committee and must not raise the quizzing costs to the quizzers to cover this fee. Churches in this situation must appeal to their own congregation for help with this.
8. Churches hosting a full weekend tournament will receive an honorarium of \$150.00. A church hosting for a one-day tournament will receive a \$100.00 honorarium.
9. The fee for a quizzer will be \$200 divided into four equal payments. The fee for a coach will be \$35 per tournament. The committee will prepare a reconciliation between fees paid and the actual costs of the

tournaments between the third and fourth meet to determine the actual fee for the final meet. Supplementary fees may be required to cover costs.

10. The International Quizzing Competition event is funded entirely through registration fees from the participants. Accordingly the funds necessary for the Christian and Missionary Alliance Quizzing Leadership Team (CQLT) to fulfill its responsibilities come from the broadest base of CMA quizzing since the activities of the CQLT benefit everyone involved in CMA Bible Quizzing. Therefore the policies for Alliance Bible Quizzing approved by the national offices of the CMA in both the USA and Canada authorize the collection of a participant fee which has been set at \$10 per quizzer. This figure will be based on the currency of each country and will not be required to be converted based on the present exchange rate. In addition to the International Tournament, these funds are used to promote and grow quizzing in both Canada and the United States, facilitate the provision of resources to strengthen quizzing and to facilitate communications among quizzing leadership in both countries.

D. Awards

The James Pyles Memorial Award for Quizzing Excellence (formerly the Officials Award for Quizzing Excellence) is awarded at the May tournament to a quizzer who is in his/her last year of quizzing (not necessarily the Grade 12 year) and who has demonstrated quizzing excellence, leadership and good sportsmanship.

E. Rules

1. Rule Book Differences

A complete copy of the international Christian and Missionary Alliance rule book can be found at

<http://www.cmabiblequizzing.org/home/index.php/resources/#.WetJbWiPLcc>

The rulebook is set up for 20 question quizzes. In our district we use 15 question quizzes. These are the changes to the rules because of that difference.

- a)** There will be 15 questions in a quiz.
- b)** Each question will be read only once.
- c)** All questions have a value of 20 points when two or three teams are eligible.

d) A toss-up question is the result of an error by one team. The two remaining teams will have the opportunity to jump, but the team making the error is ineligible for that question.

e) If question 1 to 11 is erred, the next question will be a toss-up question.

f) If toss-up question 2 to 11 is erred, then the next question is awarded as a 20-point bonus question to any member of the team that has not erred (decided by jumping).

g) If question 12 is erred, the toss-up question will be question 12A. If 12A is erred, then 12B is awarded as a 20-point bonus question to whichever member jumps from the team that has not erred.

h) If question 12 is a toss-up question and is erred, 12A is awarded as a 20-point bonus question to whichever member jumps from the team that has not erred.

i) Error points begin at question 13.

j) The first error committed, beginning at question 13, results in a toss-up question, which is numbered 13A, for the two remaining teams. If there is an error on 13A, the next question will be 13B and will be a 10-point bonus for the team that has not committed an error. This process applies for the remainder of the quiz. Three teams must be enlisted to jump on questions 14 and 15.

k) Time-outs may be called up to the beginning of question 15.

2. Jumping Bonus

Although International and Invitational level competitions use an Assigned Bonus, at the District level we will continue to use the team jumping bonus in the situation where two teams have erred in a row and only one team is left able to jump.

3. Types of Questions in 15 Question Quizzes

a) In years where Epistles are studied there shall be 6-11 Interrogative (INT) questions, 2-4 Finish (FTV, F2V, FT, FTN) questions, 2-4 Multiple Answer (MA) questions, 3-4 Reference (REF) questions, 1-3 Quote (QT, Q2V) questions and 0 Situation

(SIT) questions. Reference Multiple Answer questions are not included in the MA question type.

b) In years where narrative texts (Gospels and Acts) are studied there shall be 5-10 Interrogative (INT) questions, 2-4 Finish (FTV, F2V, FT, FTN) questions, 2-4 Multiple Answer (MA) questions, 2-4 Reference (REF) questions, 1-2 Quote (QT, Q2V) questions and 2-4 Situation (SIT) questions. Reference Multiple Answer questions are not included in the MA question type.

c) Question type minimums must be met within the numbered questions (1-15).

d) Question type maximums cannot be exceeded including A and B questions.

e) Overtime questions will be asked in groups of 3 to break a tie. For each group of 3 questions, the numbered questions will all be of a different type. Question type maximums can be exceeded in overtime.

4. Unique Words

INT do not need to be word perfect, but must contain all the information provided. Synonyms (even for unique words) are acceptable at district level.

5. Team Tie-breaker Quiz

a) In the event three teams are involved, a 15-question tie-breaker quiz will be used. The above rules for a three-team, 15-question quiz apply.

b) In the event two teams are involved, a 15-question tie-breaker quiz will be used with the following guidelines:

(1) If an error occurs on questions 1 through 11, the next numbered question is a 20-point jumping bonus to the team that did not error.

(2) If questions 12, 13, 14, or 15 are erred, the bonus question will remain on the same question number and will not be counted in the basic 15 questions. Both teams must jump on questions 13, 14, and 15.

(3) All bonus questions up to and including 12B are worth 20 points.

(4) All bonus questions from 13 to the end of the quiz are worth 10 points.

(5) Error points begin at question 13.

6. Individual Tie-breaker Quizzes

a) In the event that two or three quizzers are involved, a 5-question tie-breaker quiz will be used. In the event there are more than three quizzers involved a 7-question tie-breaker quiz will be used.

(1) A quizzer quizzes out (and wins) after 3 correct answers in a 5 question quiz and 4 correct answers in a 7 question quiz.

(2) A quizzer errors out after 3 incorrect answers.

(3) There are no A and B questions.

(4) Any quizzer on the bench has the right to challenge and speak against other challenges when called upon.

(5) In a 5 question quiz, there will be 2-3 Interrogative questions, 1-2 Reference questions, 0-1 Multiple Answer questions, 0-1 Quote questions, 0-1 Finish the Verse questions and, in the Gospels/Acts years, 0-1 Situation questions.

(6) In a 7 question quiz there will be 3-4 Interrogative questions, 1-2 Reference questions, 1-2 Finish the Verse questions, 0-1 Multiple Answer questions, 0-1 Quote questions and in the Gospels/Acts years, 0-1 Situation questions.

(7) During regular tournament play, there will be no time-outs.

III. Policies at the International Level

A. International Quiz Teams

1. Eligibility

In order to be eligible to qualify for an International Team a quizzier must obtain a minimum total score of 75% for the year (rounded scores will be considered) and have all of the material memorized. In the event of unforeseen circumstances (eg., serious illness, inclement weather, etc.) the committee *may* exercise discretion in granting such quizzers eligibility.

2. Number of Teams

a) The Central Canadian District will normally send two teams to internationals if a minimum of 15 quizzers meet the eligibility requirements. If less than 15 quizzers are eligible, the District will send only one team. In the event that the number of quizzers in the district significantly exceeds 200, the committee may choose to revisit this number.

b) In those years when the Central Canadian District hosts the International Tournament, if finances allow and if there are least 30 eligible quizzers, three teams may represent the district. In the event that the number of quizzers in the district significantly exceeds 200, the committee may choose to revisit this number.

3. Qualification Process for International Tournaments

a) The Internationals Selection Committee (ISC) will be comprised of the total number of international coaches plus an additional four members selected from the Head Official and District Committee Members.

b) The Internationals Selection Committee will choose the teams based on the results of the following two items: Quoting and Team Simulation Quizzing.

i. Quoting

- Occurs individually during the team simulation quizzing when a quizzier is not involved with a team.
- Two members of the Internationals Selection Committee will listen to the same quizzier quote.

- Before each quoting session, the ISC will determine who will give the quizzer hints while the other listens and notes the quality of the quoting.
- Quizzers will quote a minimum of two randomly selected chapters until a minimum or maximum of 50 verses has been reached.
- Chapters will be selected by the quizzer drawing a numbered piece of paper from a hat or another similar container.
- In the event that the total number of verses from the selected chapters is greater than 50, the ISC will decide how to divide the required 50 verses between the two chapters (Ex. Verses 1 – 20 of the first chapter and verses 31 – 60 of the second chapter).
- In the event that the total number of verses from the selected chapters is less than 50, another chapter will be selected until a minimum of 50 verses has been reached.
- Quizzers will quote all required verses within 15 minutes. A timer will begin as soon as the quizzer begins to speak.
- The ability to quote the required verses within the given time limit will be evaluated as a yes/no answer.
- The ISC will evaluate the quality of the quoting using a 1-5 scale with a rubric for the following criteria:

1. Audibility

1	2	3	4	5
Quizzer is completely inaudible. Listener is always straining to hear the quizzer.	Quizzer is mostly inaudible. Listener is often straining to hear the quizzer.	Quizzer is half audible and half inaudible. Listener spends 50% of the time straining to hear.	Quizzer is mostly audible. Listener rarely has to strain to hear the quizzer.	Quizzer is always audible. Listener never has to strain to hear the quizzer.

2. Enunciation

1	2	3	4	5
Quizzer never enunciates their words. Listener is never sure which words have been said.	Quizzer rarely enunciates their words. Listener often guesses which words have been said.	Quizzer enunciates 50% of their words. Listener spends 50% of their time guessing which words have been said.	Quizzer enunciates most words. Listener rarely has to guess which word has been said.	Quizzer enunciates all words. Listener never has to guess which word has been said.

3. Number of hints given to quizzer

- When a mistake is made, the ISC will say, “Again” after the quizzer has finished quoting the verse. They will not say “again” at the exact moment a quizzer makes a mistake.
 - No hints or redirection may be given unless asked for by the quizzer.
 - The quizzer must correct the mistake before continuing to quote.
 - A quizzer may ask if they are missing or adding a word, or rearranging words to which the ISC may reply, “You are adding/missing/rearranging a word”.

1	2	3	4	5
26+ hints are given. Quizzer is only able to correct their mistakes with assistance.	21-25 hints are given. Quizzer struggles to correct their mistakes without assistance.	16-20 hints are given. Quizzer is able to correct some of their mistakes without assistance.	11-15 hints are given. Quizzer is able to correct most mistakes with some assistance.	0-10 hints are given. Quizzer is able to correct most mistakes with little assistance.

- The ISC will fill in together the evaluation of the completed quoting session before beginning the next quoting session.

ii. Team Simulation Quizzing

- The goal of this simulation is to mimic team quizzing at an internationals level in order to see how well the quizzers handle the stress and work together as a team.
- Depending on the number of quizzers who qualify, the ISC will create teams of 3-4 quizzers.
- Each team will be assigned a coach to assist them with team strategy and to keep track of question types, etc.
 - The team simulation coaches are not the same as the international team coaches. The team simulation coaches will be chosen from among the district officials and church coaches by the International Selection Committee.
 - The assigned coaches will have 3 minutes to collaborate with their team before the beginning of each quiz in order to choose a captain and co-captain.
- Each quizzer will have the opportunity to participate in 3 quizzes. The total number of quizzes required for the entire team simulation process will be determined by the number of qualified quizzers participating in the simulation. The teams for each simulation will be determined before the start of the entire simulation process.
- After each quiz, the ISC will change the teams to allow quizzers to experience quizzing on a variety of teams.
- The quizzes will follow the rules for 20 question quizzing.
- The following data will be collected during each quiz:

Quizzer Name:		Preferred Question Type(s):
Quiz 1	Quiz 2	Quiz 3
Team:	Team:	Team:
Total Personal Points:	Total Personal Points:	Total Personal Points:
Total Team Points:	Total Team Points:	Total Team Points:
Total Number of Questions Answered:	Total Number of Questions Answered:	Total Number of Questions Answered:
Total Number of Questions Answered Correctly:	Total Number of Questions Answered Correctly:	Total Number of Questions Answered Correctly:
Question Types Jumped On: MA INT FTV/FT Q CR/CVR	Question Types Jumped On: MA INT FTV/FT Q CR/CVR	Question Types Jumped On: MA INT FTV/FT Q CR/CVR
Enunciation (see quoting rubric): <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	Enunciation (see quoting rubric): <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	Enunciation (see quoting rubric): <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
Audibility (see quoting rubric): <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	Audibility (see quoting rubric): <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	Audibility (see quoting rubric): <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
Demonstrates Sportsmanship: <input type="checkbox"/> Yes <input type="checkbox"/> No	Demonstrates Sportsmanship: <input type="checkbox"/> Yes <input type="checkbox"/> No	Demonstrates Sportsmanship: <input type="checkbox"/> Yes <input type="checkbox"/> No
Demonstrates Leadership: <input type="checkbox"/> Yes <input type="checkbox"/> No	Demonstrates Leadership: <input type="checkbox"/> Yes <input type="checkbox"/> No	Demonstrates Leadership: <input type="checkbox"/> Yes <input type="checkbox"/> No
Other Observations: (Please provide specific examples)		

c) Choosing the team(s)

After quoting and team simulation are completed, the ISC will meet to use the results, evaluations, and observations of each activity to determine which quizzers will fill the available spots on our district's International Team(s).

NOTE 1: The personal points accumulated during the team simulations do not affect a quizzer's overall placement in the district. The final placing of each quizzer will be determined by their score for the entire year of quizzing which ends the Friday night of the May Tournament.

NOTE 2: The All Star Meet held in April will serve as a platform to prepare all participants with respect to how they will be evaluated during the quoting and team simulation process. It will also provide an opportunity for quizzers to learn how to quiz as a team at the International level. ISC members will sign a non-disclosure agreement stating that they will not discuss the results or observations of the All Star Meet with each other or with anyone else.

4. In the event that there is more than one team, the international coaches will have the final say over team assignment.
5. Alternates will be appointed by the selection committee equal to the number of teams sent to Internationals in the event that a selected quizzer must withdraw their name from the international roster.
6. The committee will cover up to \$500 of the registration and travel costs for each international team member. The committee will not cover the costs of any extra side trips before or after internationals.
7. The committee will cover the total registration and travel costs for each coach to attend internationals. In addition, each coach will receive an extra \$100 to cover the cost of his or her uniform and any additional costs. The committee will not cover the costs of any extra side trips before or after internationals.

B. International Coaches

1. Openings for the positions of coaches and assistant coaches shall be announced at the coaches' meeting at the first tournament.
2. Any coach, official, or person involved in the district quizzing program who is interested in being a coach of an international team must submit his/her name to the District Quiz Committee by the March Tournament.
3. The District Quiz Committee will select the most suitable candidates for the position based on such things as quizzing know-how,

number of years in the program, compatibility with the quizzers, previous experience with international quizzing. The guidelines will be followed more closely for Head Coach than for the Assistant Coach as the roles of each vary.

4. Past quizzers must be out of the program as a quizzer for 3 years in order to be eligible to apply.
5. Those who have been selected as coaches will be contacted by the District Committee before the final quiz meet in May and will be announced when the international quiz team(s) has (have) been decided.

C. Guests Traveling to International Tournaments

1. Anyone coming to Internationals who is not a coach, official, or a member of the international team is asked to not travel with the team. This is a special bonding time for the teams.
2. The quiz teams and coaches will travel together. If a quizzer's family is traveling with the teams, the quizzer will travel with his/her team.
3. In case of air travel, all visitors may join the team but will make their own flight arrangements and take care of all related costs, including accommodations, food, and registration.
4. The district quiz coaches are not responsible for visitors while at internationals. They are solely responsible for the youth who are part of the International Team.