

A photograph of students sitting at a table, likely in a classroom or study hall, with a green overlay. The students are focused on their work, with one student in the foreground looking down at a book or paper. A water bottle and some papers are visible on the table.

**Practice and Game
Guide**

This guide is intended as a quick-start tutorial to help someone run practices and play the game of Bible Bowl. It does not replace or take precedence over the official Rules & Procedures, which is updated annually and may be found at BibleBowl.org/resources. If you have any questions about this guide or the Rules & Procedures, please check with your local league director or contact office@biblebowl.org.

Before You Begin

In order to run a successful program, we recommend having the following people, resources, and facilities:



Players

Teams are comprised of 3-5 players who fall within the official grade ranges* (listed below), but a maximum of 4 players may play on a team at a time. Teams of 2 players are permitted in some leagues, but it is not recommended. Single players may not play solo as a “team.” Players who choose to compete in leagues or nationally must register with National Bible Bowl for each season. Go to biblebowl.org/login for more information.

Beginner Bible Bowl: grades 3-5

Teen Bible Bowl: grades 6-12

**Local programs may allow for some flexibility within these ranges; please refer to the official Rules and Procedures on biblebowl.org for complete eligibility requirements.*



Sponsors

Every program needs sponsors! These are trusted adults who will guide and coach the players as they study and play over the text.



Practice Space

Teams practice in a variety of settings, including, but not limited to: churches, schools, homeschool co-ops, and homes.



Resources & Equipment

The resources listed below are what we recommend as necessary for getting started. These resources, plus additional study aids, can be found at biblebowl.org/resources.

For each group (including one or more teams):

- Question Pro Software
- Buzzer Board- A regulation buzzer board has 8 buzzers, split between 2 teams, which operates on a “lock-out” system in which the buzzer of the first player to buzz lights up and prevents any other player from buzzing until the board is cleared. The light goes out after 3 seconds to indicate that time is up for the player who buzzed in.

For each sponsor:

- Study Guide (Teen)
- Leader Guide (Beginner)

For each player:

- Study Guide

Leading Practice

Listed below are elements that you may wish to include in your group's practices. As you practice, you will discover which elements work best for your group. Groups with shorter practices may want to focus on buzzing and practice games and have players drill new material at home; groups with longer practices may choose to cover new material as a group. Smaller groups may wish to keep the whole group together during practices; larger groups may wish to separate into smaller groups and rotate through some of the parts. Try out multiple ways and see what works best for your team!

Beginner Bible Bowl groups may choose to follow the step-by-step guide for practices and daily units found in the Beginner Study Guide and Beginner Leader Guide.



Open with Prayer

We encourage you to begin every practice and game with a moment of prayer! At competitions, a player is asked to volunteer at the beginning of each game, so practice gives players the chance to get comfortable leading prayer for a group.



Bible Study

Students learn a text better when they understand it! As you read through the material, entertain any questions your players may have. (Discussion questions and commentary are available as an additional resource in our software packages.)



Rapid Fire Drills

Read the Rapid Fire material in order as it is written, reading the questions aloud and letting the players provide the answers. Cover a reasonable length of text at a time until the players can provide answers without hesitating or looking at their text.

Example: Taken from Acts

REVIEW *with Rapid Fire*

SPONSOR: Suddenly a sound like that of a WHAT?

PLAYER(S): violent, rushing wind

SPONSOR: came from WHERE?

PLAYER(S): heaven

SPONSOR: and it filled the WHAT?

PLAYER(S): whole house

SPONSOR: where they were DOING WHAT?

PLAYER(S): staying



Memory Verses

Players could work on memory verses during practice by quoting them to a sponsor during practice, or you could hold a "quote bee" once a month, in which players take turns quoting memory verses verbatim, spelling bee style, until one player remains.

Leading Practice, continued...



Buzzing Practice

Using a buzzer board and toss-ups from the Question Pro software, or using Rapid Fire questions, give players the opportunity to play against each other individually, buzzing in to answer uncategorized toss-up questions.



Play a Practice Game

Using a buzzer board and team jeopardy-style games generated with the Question Pro software, split players into teams and play a practice game. (How to play is covered under “Gameplay” in this booklet.)



One-on-One Quoting

Players who wish to challenge themselves benefit from time quoting parts of the text they’ve memorized one-on-one with a sponsor. They may use resources such as our Fill-in-the-Blank & Prompterizer Guide (available as a book, and in Coach Pro or on the app), or they may wish to quote completely without prompts.



Quizzes

Many teams benefit from taking a quiz during practice. You may choose to do it as a warm up exercise before beginning practice, or at the end, as a way to gauge how much they’ve retained during practice. Quizzes in the form of crosswords, word searches, or bubble tests are available in Coach Pro, or you may prefer to create your own.



Mix It Up!

You may find at times that you have some extra time, or you want to mix up the way your team studies by adding in a unique element of your own. Many popular board games, such as pictionary and tower blocks, can be adapted for use in a Bible Bowl practice setting. Get creative and do whatever works to help your players connect as a team and learn the text!



Assign Homework

Assigning homework is optional and dependent on the goals of each team and their sponsor. Any of the study elements listed for practice are useful as homework assignments. For players who truly wish to be able to buzz in and participate, we recommend that each player study a minimum average of 15-20 minutes per day, or 1.5 hours per week. Players who wish to play more competitively may choose to study more; the amount of time a player puts into daily study will depend on the abilities and motivation of each player.

Gameplay Instructions



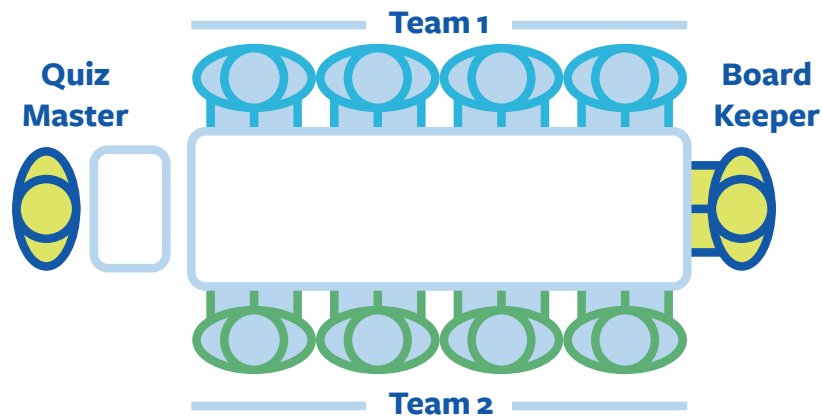
Equipment

A buzzer board is needed; in lieu of a buzzer board, you can use the free online buzzer at biblequizshop.net, or players may clap or slap the table with their hands.



Setup

Two teams of up to four players at a time sit on opposite sides of a table facing each other. (In competitions, teams usually sit 8 across, facing the audience.)



Quizmaster

The quizmaster guides the flow of gameplay, reads all category toss-ups and team bonus questions, and judges if answers are correct or incorrect.



Board Keeper

The board keeper sits opposite the quizmaster and resets the buzzer board before the reading of a toss-up and after incorrect answers.



Team Captains

The team captain is designated at the beginning of each game and represents the team during bonus questions. A team captain may appoint another player on the team as the team captain if needed for the duration of a bonus or if the team captain buzzes out and is replaced by another player. Team captains also work with their teammates to choose the next category toss-up when the team answers correctly.

Gameplay Instructions



Playing the Game

The quizmaster asks who the captains are for each team, and makes sure there are scorekeepers for each team. After asking a player to volunteer to pray for the game, the quizmaster hands each captain the category boards for the game and reads through the categories out loud for the audience to hear. Once team captains and scorekeepers are ready, the quizmaster begins the game with the first 10 point category toss-up.

Buzzing Procedure:



The quizmaster begins the toss-up and stops reading the instant a player buzzes in. A player has 3 seconds to begin his/her answer (as indicated by the buzzer board.)



CORRECT



Points are awarded to the player and team; team captain picks next category toss-up and point value.



INCORRECT



Free-for-All Rebound:

Quizmaster reads the question again for the opposing team (only once, stopping when the first player buzzes); every player on the opposing team gets the chance to buzz in and answer until one of the players gets it correct (or until every player who wants to buzz in has tried.)

BONUS BREAK:

Every time four toss-ups have been read, the quizmaster will read a bonus question for each team, alternating which side goes first. Bonus answers are discussed by the team, but only the team captain can relay answers to the quizmaster. The team captain has five seconds to begin the team's answer after each bonus segment is asked.

Category Board

	10	15	15	20
People				
Word-Within-Word				
Alliterations				
Places				
Mystery!				

Categories:

Categories are listed, Jeopardy-style, on a Game Board, which is given to the captain of each team at the beginning of the game. Games always begin with the reading of the first 10 point question.

Point Values

There are 20 questions in a game, arranged into 5 categories. Each category has one 10 point question, two 15 point questions, and one 20 point question.

? Sample Category Toss-Up Questions: *Taken from Matthew*

People:

- 10 Whose birth came about this way? --JESUS CHRIST
- 15 Whom did the angel of the Lord tell Joseph not to be afraid to take as his wife? --MARY
- 15 Who did as the Lord commanded him when he woke up? --JOSEPH
- 20 What did they name him, which is translated, "God with us?" --IMMANUEL

? Sample Team Bonus Break Questions: *Taken from Matthew*

- Your answers will come from the section "Wise Men Visit the King" for 5 points each:
1. After Jesus was born in WHERE? --BETHLEHEM OF JUDEA
 2. in the days of WHOM? --KING HEROD
 3. WHO arrived? --WISE MEN
 4. From the east of WHERE? --JERUSALEM

