



Coach's Guide

**Instructions for leading practices
and playing the game**

Bible Bowl **Coach's Guide**

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Before You Begin

As you read through this guide, it's important that your group has already decided their level of involvement. With Bible Bowl you can compete with your group amongst yourselves or go as far as to compete in the National Tournament. For details on the various levels of involvement, reference the "Get Involved" flyer which is included in the Starter Kit or available for download from [**resources.BibleBowl.org**](https://resources.BibleBowl.org)

Leading Practice

1 Open with prayer

about
45
min

Repeat steps 2 and 3, covering five verses at a time

2 Read text aloud

As you read through the material, entertain any questions your players may have. You can use a Commentary* to help you answer questions that may come up.

Read *example:*

"In those days a decree went out from Caesar Augustus that the whole empire should be registered."

Continue repeating these two steps until you have covered the desired amount of text based on the pace determined by your chosen level of involvement.

3 Review with Rapid Fire

Read the Rapid Fire material in order as it is written, which is in the format of a verse followed by questions and answers from that verse. Read the questions aloud and let the players provide the answers. Repeat until the players can provide answers without hesitating.

Review *example:*

"In those days a decree went out from Caesar Augustus that the whole empire should be registered."

"In those days a decree went out from WHOM?"

— CAESAR AUGUSTUS

"That the whole empire should be WHAT?"

— REGISTERED

* Available for purchase from BibleBowl.org

4 Play a practice game

Begin by learning how to play the game using the *Gameplay Instructions* (see pg. 7).

Depending on the material you covered, use the corresponding practice questions provided to play a practice game. As you play, discuss any questions players have about the game. For official rules on everything related to the game, see the Official Rulebook (see pg. 8).

Note: Practice questions are provided by chapter. If an entire chapter has not yet been covered, skip any practice questions on material you haven't covered.

Play example:

"I HAVE A **BASIC TOSS-UP** FOR 10 POINTS:

**From the section, 'The Birth of Jesus,'
What went out from Caesar Augustus
in Luke 2:1?"**

— A DECREE (L 2:1)

about
15
min
for
gameplay

10
min
for
Gameplay
Instructions

5 Set goals

At the end of each practice, set goals with each player on what they will achieve at home during the week and have prepared for the next practice. Consider how each player's goal will benefit the team as a whole. For example:

- Be able to answer all Study Questions over X verses
- Be able to quote X memory verses when only hearing the verse reference as the prompt
- Be able to quote X keyword verses when only hearing the keyword as the prompt

about
5
min

TIP: At future practices, spend about ten minutes reviewing the prior practice's material using Rapid Fire (see step 3) before covering new material.

Studying At Home

How To Memorize

Teach your players to study on their own at home using the following steps:

- 1** Using the included Study Text, **read a verse two or three times**. It is important to use the official version of the Scripture, as all competition questions are based on it.
- 2** Flip back to the Study Questions, and **quiz yourself on the verse** until you are able to answer the questions on that verse without looking.
- 3** **Repeat** the above process until you have learned several verses, then go back and read the Study Questions again to make sure you have it.
- 4** If you encounter a Memory Verse, **memorize** it verbatim.
- 5** Using the above process, add in a few more verses each day until you have reached your goal!

Bible Study

Using the Workbook*, assign the students the chapter (or verses) to cover before the next practice. The students should fill out the Workbook answers at home using their Study Text to look up the answers. The answers can then be discussed at the next practice after opening with prayer.

** Available for purchase from BibleBowl.org*

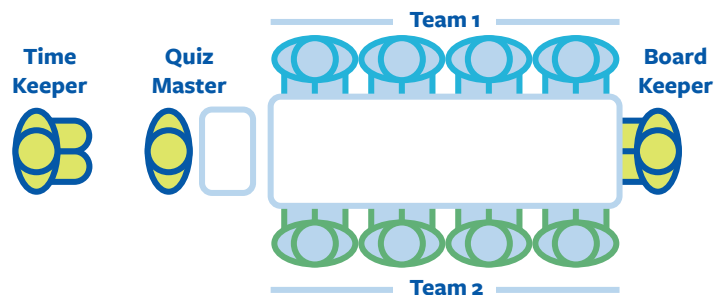
Gameplay Instructions

Object Of The Game: *Work as a team to have more points than the opposing team at the end of the game.*

Equipment A buzzer board and a time-keeping device that can be stopped and started are needed. In lieu of a buzzer board, you can download buzzer mobile apps or slap a table with your hand.

Setup

Two teams of up to four players sit on opposite sides of a table facing each other.



Roles

Quizmaster

The quizmaster guides the flow of gameplay, reads all toss-ups and bonus questions, and judges if answers are correct or incorrect. The quizmaster stands at the end of the table, facing the players.

Team Captain

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.

Time Keeper

The time keeper sits behind the quizmaster and must be visible to both teams.

The time keeper may be asked to stop and start time throughout the game as directed by the quizmaster. The time keeper must stand and remain standing when only one minute is remaining and call, "Time!" when time has expired.

Board Keeper

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

Playing the Game

The quizmaster reads toss-ups for any player on either team to buzz in on. The first player to answer correctly gets a series of bonus questions (referred to collectively as a “bonus”) for that player’s team to answer together. This pattern of toss-up followed by bonus is repeated throughout the game.

Rules of Buzzing

The quizmaster stops reading the toss-up the moment a player buzzes in. A player must start his or her answer within three seconds of buzzing in, as indicated by a three-second timer light built into the buzzer boards. Only one player per team can answer per toss-up.



If player answers correctly, that player’s team gets the bonus and the opposing team loses the opportunity to buzz in on that toss-up or earn that bonus.



If player answers incorrectly, the quizmaster will continue the question for the players on the opposing team only.

THEN

*If player from the opposing team answers **correctly**, that player’s team gets the bonus.*

*If player from opposing team answers **incorrectly**, neither team gets the toss-up nor earns the right to the bonus; therefore, the quizmaster moves on to the next toss-up.*

Bonus Procedure

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.

Contesting

If a player is ruled incorrect and thinks his answer is correct, or if a player thinks the opposing team was awarded the toss-up when he actually gave an incorrect answer, the player may ask, "May I contest?" If contesting the opposing team's answer, the person contesting must first give his own answer. Then he can give his argument to the quizmaster as to why he thinks he has given the correct answer and/or why the opposing team player has given an incorrect answer. If a player on the opposing team gave an answer, that player can defend his answer and weigh in on the discussion as well. Bonus answers may also be contested at the end of the bonus by either captain. The quizmaster calls for time to be stopped during toss-up contentions and started after the contention is resolved; bonus contentions are settled after the game is over. Any disputes are settled based on the Official Rulebook and the text.

Timing

A round robin game is 14 minutes long. If time expires during a bonus, the team may finish the bonus.

Scoring

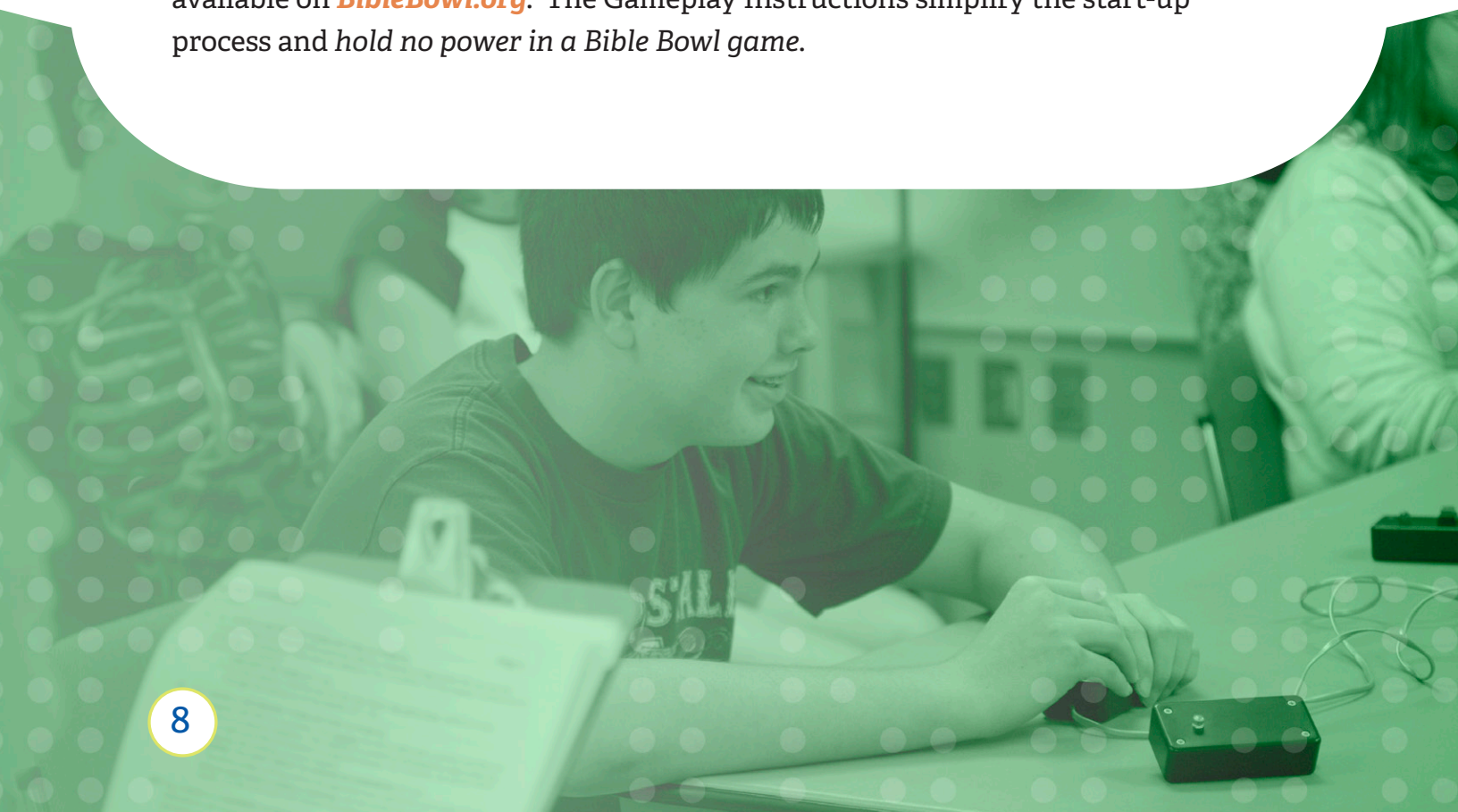
Teams are awarded 10 points for correct answers to toss-ups. Teams can earn anywhere from 20 to 40 points for each bonus, earned 5 points at a time for each correct segment; i.e., if bonus segments are not all answered correctly, the team may earn less than 20 points or even 0 bonus points. The quizmaster will announce the points awarded for each bonus at the end of each bonus.

Winning

The game is over when either all of the toss-ups and bonuses (if applicable) are read or when the time-keeper calls “Time!” when time runs out - whichever happens first. The team with the most points at the end of the game wins.

Official Rulebook

Any questions on game play or rules *must be verified against the Official Rulebook*, available on BibleBowl.org. The Gameplay Instructions simplify the start-up process and *hold no power in a Bible Bowl game*.



Resources Available at BibleBowl.org

Additional Gameplay Questions

Software can be purchased that gives you access to thousands of practice questions.

Study Aids

A variety of tools are available to help aid your players in their studying such as Flash Cards, Fill In The Blanks, Bubble Tests, mobile apps, and even PC games where they can compete against other players nationwide.

Bible Study

A Commentary and a question and answer style Workbook can be purchased to aid with Bible Study.

Rules

National Bible Bowl publishes rules for other tournament components including the Written Test and Quote-Bee.

Find Local Competitions Near You

Join the community and get connected with your local Round Robin.



www.BibleBowl.org

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