

The background of the entire page is a blue-tinted photograph of three students sitting at a desk, looking at a computer screen. The image is overlaid with a pattern of small, light blue dots. The text "Getting Started" is in yellow and "Guide" is in white, both in a large, bold, sans-serif font.

Getting Started Guide

How to lead practices & play the game



Bible Bowl

Getting Started Guide

2 - 3

Leading Practice

Open With Prayer
Bible Study
Rapid Fire Drills
Play a Practice Game
Homework

4 - 7

Gameplay Instructions

Object of the Game
Equipment
Setup
Playing the Game
Buzzing Procedure
Bonus Procedure
Timing
Scoring
Winning
Official Rule Book

8

Resources

Leading Practice

1 Open With Prayer

2 Bible Study (20 minutes)

As you read through the material, entertain any questions your players may have. Use the **Leader's Bible Study Workbook** to work through the verses. The students can fill in the answers in the **Student Bible Study Workbook** sheets if they have not already done so at home.

3 Rapid Fire Drills (40 minutes)

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. Cover up to 5 verses at a time until the players can provide answers without hesitating. Repeat the process until you've covered all material for the lesson. **Example:**

READ text aloud

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

REVIEW with Rapid Fire

'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

4 Play a Practice Game (15 minutes)

Use the corresponding practice questions provided to play a practice game. As you play, discuss any questions players have about the game. If you are unfamiliar with how to play a game, you can learn using the Gameplay Instructions on pages 4-7.

5 Homework (Optional)

Assign the students the verses for the next lesson for them to go over before the next practice. The students should fill out the answers in the **Student Bible Study Workbook** sheets 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. The **Student Bible Study Workbook** sheets can be found on the Starter Kit flash drive or printed out from the Coach-Pro software.

TIP for future practices

If time allows, spend about ten minutes reviewing the prior practice's material using Rapid Fire (see step 3) before covering new material.

Gameplay Instructions



OBJECT of the Game

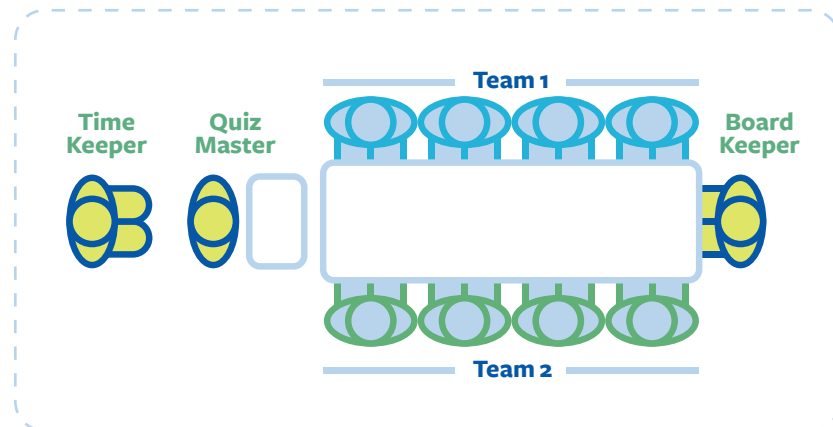
Work as a team to have more points than the opposing team at the end of the game.

Equipment

A buzzer board and a timekeeping 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.



Quizmaster

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

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.

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.

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.

Gameplay Instructions

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.

Buzzing Procedure

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.



CORRECT

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.



INCORRECT

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



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



*If player from the opposing team answers **incorrectly**, neither team gets 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.

Timing

A game is 14 minutes long. If time expires during a bonus, the team may finish the bonus. Feel free to ignore time while learning and practicing the game.

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 RULE BOOK

This is a simplified description of gameplay. The Official Rule Book can be found at www.BibleBowl.org.



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, commentary, mobile apps, and even PC games where they can compete against other players nationwide.



Find Local Competitions Near You

Join the community and get connected with your local league by visiting [BibleBowl.org](https://www.biblebowl.org).



Rules

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





www.BibleBowl.org

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