

LESSON #3: FOCUSED LEAD-IN

Your lead-in needs to point players to what you are going to ask in the question. If your lead-in does not point players to the question, then you have a "vague lead-in". Players will have no inclination as to what their answer should be. This leaves the player stranded having to choose between a) starting from the beginning and hoping they are correct, or b) bouncing their way through a verse(s) hoping to hit the answer before they give words not contained in the additional information. In addition, should you use a once or twice used word in a vague lead-in, players are left with a similar dilemma as above, with the added problem of possibly being in the entirely wrong verse because they "keyed" on the once or twice used word, but the question did not. The solution is to focus your lead-in to lead to the actual question.

Example 1:

This lead-in doesn't lead anywhere. The players have no idea where the lead-in is going, and they're not sure if "song" or "respect" is the subject.

BEFORE	Aretha Franklin had a famous song in which she demanded respect. A man in our text did the opposite and asked that the LORD not respect something. For 10 points, Who said to the LORD, "Don't respect their offering"? --MOSES [N 16:15]
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We can solve this problem by putting the "text" part of the lead-in at the start of the question. When the lead-in is re-worded to focus in on what the actual question is going to ask, it leaves no doubt about where it's going.

AFTER	A man in our text did the opposite of what Aretha Franklin did in her famous song and asked the LORD not to respect their offering. For 10 points, Who said to the LORD, "Don't respect their offering"? --MOSES [N 16:15]
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Example 2:

This lead-in has the same problem as in example 1. The "text" part needs to come first:

BEFORE	I bet all of you have been asked what you want to do with your life. If you don't know, pray about it. Maybe God will give you a clear, precise directive like he gave Moses in Exodus 3:10. For 10 points, What did God tell Moses to go and do? --LEAD MY PEOPLE, THE ISRAELITES, OUT OF EGYPT. [E 3:10]
AFTER	What God says to Moses in Exodus 3 makes it clear that God had a plan for the life of Moses. For 10 points, why did God say he was sending Moses to Pharaoh? --SO THAT YOU MAY LEAD MY PEOPLE, THE ISRAELITES, OUT OF EGYPT. [E 3:10]

The BEFORE version used the keyword "life" in a random sentence, which leaves the players wondering if they should buzz or not, and if they do buzz, they have no idea what to say because the question hasn't hinted at anything. The AFTER version conveys the same general idea as in the BEFORE version, but this time you signal right off the bat that you're zeroing in on a specific part of the text, so the players should realize that you're not keying on the word "life" at all simply by listening to the direction of the question.

This brings up something that has confused some people. Some people have wondered how our game can function when we are no longer protecting the "first keyword." When you write your lead-ins like we are suggesting, by putting the "text" part first and the "non-text" part second (or not at all), then the players don't feel like they should jump on the first keyword they hear. When you immediately start talking about the text itself, it becomes apparent that the question is focusing in on a specific part of the text.

END OF LESSON #3