

Document 2

Jeopardy Style

We will be providing two rounds of the new Jeopardy-style game each meet for leagues to have a chance to try this new game and give us feedback throughout the year.

Because we are providing 2 Jeopardy-style rounds that we expect everyone will be participating in, we have made the decision to move the monthly test online for both teen and beginner. Details for how to take the tests will be made in a separate announcement shortly.

What will this new Jeopardy-style game look like?

Before we get into the why behind each of the elements of the Jeopardy-style team game, I would like for you to look at the below synopsis. You will find it to be similar to the Individual Tournament, with a few adjustments:

- Players no longer receive negative points for missing a question
- There are rebounds
- On a rebound each player on the opposing team may have an opportunity to answer the question, until either the question is answered correctly, all the players have missed, or no one makes an attempt.

We believe that this format change will be an easy transition for students because they already know how the individual game format works, and this will not change their studying habits

TEAM JEOPARDY-STYLE RULES

1. A game lasts 10 minutes, with the timekeeper standing at 9 minutes.
2. There are 16 questions in a game, arranged into 4 categories with a point value of 10, 15, or 20 points.
3. The game begins with the reading of the lowest point value question of the first category listed. If no team answers that question, the next lowest point value question will be asked. After a question has been answered correctly, the team that most recently answered a question correctly has 5 seconds to confer and choose which category and point value the next question comes from. The captain will relay this information to the quizmaster.
4. **"Buzz-out:"** A player who scores 50 or more points has "buzzed-out" and is no longer eligible to buzz for the duration of that game, but will remain seated at the table and can still offer input on category selection. In case of a tie, all buzzed-out players are eligible to buzz on the tie-breaker.
5. When a player correctly answers the toss-up invoking a buzz-out, the scorekeeper(s) will immediately notify the quizmaster that a buzz-out has occurred. The Quizmaster is to stop time and the audience is to recognize the player for this accomplishment with applause. After this, time is resumed and the game continues with the reading of the next question.
6. **"Free-for-all Rebound:"** If the first team to buzz misses the question, each player on the opposing team may buzz-in and attempt to answer the question until someone answers correctly

or all players have attempted. After each miss, the next player's buzz must be immediately forthcoming; otherwise the quizmaster is to move on to the next question.

7. If the first team to buzz misses the question, the quizmaster will re-read the entire question to the opposing team. Should a player on the opposing team buzz-in and miss before the end of the re-read, the question will not be completed for the remaining players.
8. At the end of the game, if there is a tie score, the quizmaster will read an additional tie-breaker question for 1 point.
9. All questions have a specific type of answer based on its category, therefore only the required answer, its direct modifier(s), and insignificant words may be given.

How do these things help Bible Bowl accomplish the mission?

Buzz out:

The buzz out will allow a significantly larger percentage of players to participate in buzzing than currently do. We believe this, in conjunction with the Free-for-all Rebound will allow Bible Bowl to better fulfill its mission of training as many students as possible in the Scriptures.

Free-for-all Rebound:

This will allow all players to attempt to answer questions without risking hurting their team. The goal of this change is to allow players to grow in confidence when answering, where we have no mechanism for this now. It is our goal to get all students at the table engaged in the game!

No bonuses:

At a time when attention spans are at an all time low, we do not believe bonuses any longer serve the missional needs of Bible Bowl. We believe that a faster paced game which does a better job of engaging all students in the reading of toss-ups will better serve the mission of training our students, and the students to come, in the Scriptures.