



IPHC FINE ARTS **BIBLE QUEST** **MINISTRY GUIDELINES**

(All changes to the Bible Quest Guidelines will be highlighted in yellow)

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IPHC FINE ARTS

BIBLE QUEST MINISTRY GUIDELINES

This section contains the official rules of the National Bible Quest Ministry (Junior and Teen) of the International Pentecostal Holiness Church. Rule adjustments are made, when warranted, by the National Bible Quest Committee. Discipleship Ministries promotes Junior Bible Quest from the local to the conference level, and Teen Bible Quest on all levels from local to the National Fine Arts Festival.

MISSION

Bible Quest is a ministry designed to implant the Word of God in the hearts and lives of young people, empowering them to live victorious lives with the sword of the Spirit. (Matthew 16:18; Hebrews 4:12).

VISION

- To make the Word of God a practical reality in daily living
- To involve maximum participation in Bible Quest tournaments
- To provide a quizzing forum on the local, district, conference, and national levels
- To provide our young people with a vibrant foundation for effective ministry

STRATEGIES

- To promote Bible Quest on all levels
- To encourage conferences to establish a Bible Quest committee for the promotion and execution of the Bible Quest Ministry
- To encourage each conference to have Bible Quest camps and workshops for the purpose of training coaches, quizzers, and potential Bible Quest staff

I. TEAM RULES

A. Eligibility

1. All young people in the local church are eligible to participate. (Sunday School, Youth Ministries, church member, etc.)
2. Age (Applies to all levels of competition)
 - a) Junior: A quizzer must be at least eight (8) years old and no older than twelve (12) on **January 1** of the participating year.
 - b) Teen: A quizzer must be at least thirteen (13) and no older than nineteen (19) on **January 1** of the participating year.

B. Official Tournament

1. Bible Quest Year:

The official Bible Quest year will begin **at the close of Nationals through the following year**. Bible Quest scrimmages should take place as often as possible throughout the year, and the tournament finals should be as follows:

- a) District – March or April
- b) Conference – April **or early May**
- c) National – Nationals will be held during the National Fine Arts Festival at Youth Quest.

2. Levels of Quizzing:

- a) Primary: (optional)
- b) Junior: Local (optional), district (optional), and conference
- c) Teens: Local (optional), district (optional), conference, and national

3. Advancement Procedure:

- a) All levels of tournament play will be Round Robin. **EXCEPTION: When there are only two teams in the tournament, the best two out of three games will determine the winner.**
- b) **Any team that registers at the conference level is eligible to compete at Nationals.**
- c) NATIONAL TOURNAMENT: The National tournament will be determined by Round Robin play.

C. Official Team

1. Number of Members:

- a) A team will consist of a minimum of two and a maximum of six members.
- b) Team Breakdown:
 - Two to five team members equal one team only.
 - Six team members may enter as 2 teams of three or 1 team of six.
 - Seven team members must be 1 team of four and 1 team of three. Eight team members may be 2 teams of four, or 1 team of five and 1 team of three.
 - Nine team members may be: 1 team of three and 1 team of six, 1 team of four and 1 team of five, or 3 teams of three. If you have any questions as to how to divide up your group into teams, please contact the National Bible Quest Director.
- c) For an official tournament, the coach will assign the quizzers to begin the game. The unassigned members of the team will be available as substitutes (II-D).

2. Team Registration:

Teams must submit a registration form for conference and national levels of play. For nationals, conference DM directors must forward a copy of the conference registration to the national DM office by the registration deadline of May 1 to be eligible to compete at the national competition. A copy of the registration form is available at the end of these guidelines. Teams must also confirm with the National Bible Quest coordinator as to their intent to participate at the national competition by the end of May. **To contact the National Bible Quest Coordinator, email Heather Hall at iphcbiblequiz@gmail.com**

3. Church Teams:

A church may enter multiple teams (see I.C.1)

D. Divisions of Teen Competition

1. Team Play:

a) **Bible Bowl**: Team tournament play in which all official tournament questions will be from the Bible, available prewritten study guide and practice questions. In each match, questions 11-20 will be in the Bible Bowl "format."

- The Bible Bowl format allows the team to confer, and then a quizzer will give the answer.
- The conferring and giving of the answer will be within 45 seconds.

- Before the question is read, the team with the most points will have the option of answering or passing the first Bible Bowl question.
- If the two teams are tied, the team giving the last correct answer will have the option of answering or passing the first Bible Bowl question.
- Failure to answer or give the correct answer will give the opposing team the opportunity to answer the given question. The quizmaster may ask the opposing team, "Do you want the question?" They must respond within 5 seconds and answer within 30 seconds. The question will not be reread for the opposing team.
- No negative points will result from incorrect answers in the Bible Bowl format.
- The Bible Bowl portion will contain 10 questions: four 10 pointers, four 20 pointers, and two 30 pointers.
- At the beginning of the Bible Bowl portion of the quiz match, each team will designate a captain who will be seated in the middle seat of the team. The captain is the only one to give the answer to a given question or can designate another team member to give the answer to a specific question.

2. Individual Play

a) **Power Play:** Individual play where all official tournament questions are from the available prewritten practice questions and presented in category form.

E. Junior Tournament Play:

The Junior competition will follow the Bible Bowl format. Contact your conference DM director or the National Bible Quest coordinator in reference to materials and options.

F. Primary: Tournament Play: (This program is optional on the conference level.)

1. Eligibility: A quizzer must be at least six(6) and not older than eight(8) on **January 1**.
2. Study Material(Optional)
3. Levels of Competition

G. Official Team Registration

Each conference will set its registration date and fees. It is the responsibility of each coach to register their team. Teams must register themselves for national competition.

H. Official Material (books of study)

Discipleship Ministries will determine the book(s) of study each year using the NIV 2011 version or newer.

1. 2024

- a) Teens: Acts 1 - 18
- b) Juniors: Acts 1 - 9

2. 2025

- a) Teens: I & II Thessalonians, Titus, James
- b) Juniors: I & II Thessalonians, Titus

3. 2026

- a) Teens: Romans 1 - 6
- b) Juniors: Romans 1 - 9

II. DEFINITION OF TERMS

A. Coach/Assistant Coaches

A teacher, sponsor, supervisor: the person(s) who oversees the team(s), submits official roster(s) and registers team(s).

B. Team

Consisting of two to six individuals; members selected from the submitted official roster and officially registered for a level of competition. (Refer to Team Rules C.1 for exceptions).

C. Quizzer

Any team member in position to answer questions.

D. Substitute

Any team member not in position to answer questions.

E. Judgment Call

A technical decision by the quizmaster or judges based solely on their judgment; this is not contestable.

III. TOURNAMENT RULES

A. Team Arrangement

1. The starting quizzer shall be seated, each team at a table. An electronic buzzer shall be positioned immediately in front of each quizzer.
2. One or both hands may be placed on the electronic buzzer. The hand not on the buzzer is to rest on the table. If it appears a quizzer is distracting another quizzer by the movement of their hands, a 5-point penalty may be assessed.
3. Where feasible, substitutes and coaches will be seated behind their team.
4. **CLARIFICATION:** It will be the responsibility of the quizmaster to make sure the team is in position before a question is read. Once a quizzer has been identified, all quizzers may relax their positions. The purpose is to keep the game "in order," but relaxed so the quizzer can concentrate on the questions, not the position of their hands.

B. Answering

1. Any response or disturbance from the audience, substitutes, or coaches that may hinder or help the quizzers in answering a question will result in a judgment call by the quizmaster and a possible penalty.
2. The quiz machine will light up to indicate which quizzer is to answer and then called on by the timekeeper or quizmaster.
3. If no quizzer responds within 5 seconds after the question is read, the timekeeper declares the question closed by the calling of "time."
4. After the identification of the quizzer, the quizzer has 30 seconds to complete the answer. The quizzer completing their answer in less than 30 seconds should say, "I am finished."
5. The correctness of a quizzer's entire answer will be judged in relation to the question asked. If any incorrect information is given, the answer will be ruled incorrect. The first answer takes precedence if more than one answer is given.
6. It is the responsibility of the quizzer to speak loudly and clearly. If the quizmaster and answer judges cannot determine what the quizzer said, it will be ruled incorrect.
7. A question may be read only once. If the quizmaster should read a question incorrectly, a question of equal value will be substituted.
8. A point of order may be called at any time to prevent the violation of any rule or for clarification.

C. Interruption

A quizzer may execute a deliberate interruption by pressing the electronic buzzer. When the quizmaster calls "interruption," and the light identifies the quizzer, 30 seconds will be given to complete the answer (the quizzer does not have to complete the question). If an incorrect answer is given, the question will be read in its entirety to give a player on the opposing team a chance to buzz in and answer the question.

D. Contesting

1. Contesting is permitted only when additional scriptural proof can be given to support an answer, an interpretation of rules is questioned, or the question is considered incorrect. If the validity of a question is challenged and proven incorrect, it shall be voided and another question of equal value substituted. When the interpretation of rules is contested, the quizmaster will make the decision.
2. A quizzer who disagrees may contest a decision of the judges or consult with the Bible.
3. To initiate a contest, the quizzer must state "contest," and wait to be recognized by the quizmaster. The quizzer will then have a maximum of 45 seconds to publicly contest the judges' ruling.
4. In the event a question is ruled incorrect, only the quizzer who is ruled incorrect is allowed 30 seconds to consult the Bible. Each team is allowed a maximum of 5 consultations per game.
5. Once the opposing team initiates a contest, the responding team's coach shall select a quizzer to respond publicly to the initiating team's contest within 30 seconds. This quizzer is also not allowed to confer with any person, only to consult the Bible. The judges will then either accept or reject the contest; if it is rejected, the team of the quizzer initiating the contest will be assessed a 10-point penalty. If the contest is accepted, the score will be adjusted accordingly.
6. When contesting an interrupted question, a quizzer who interrupts and is ruled incorrect cannot contest until the question is reread for the other team, and the judge has announced a decision. If a quizzer from the team that interrupted

wishes to contest, he/she must announce to the quizmaster which decision of the judges they are contesting: the original decision or the decision for the other team when the question was reread. If the original decision is reversed, the scorekeeper will correct their scores accordingly. This means the team of the quizzer that interrupted will receive the point value, and the other team will not receive any points or penalties.

7. When a quizzer interrupts a question, and the quizmaster or judges rule it correct, and if a quizzer from the other team contests and the contest is successful, a substitute question of equal value will be read for the contesting team only.

8. Contesting must be done before the next question begins, or “timeout” is called. The quizmaster shall not permit a team to call “timeout” if a quizzer from the other team desires to contest. After a timeout, no contesting is allowed on the previous question. After a game has been officially closed, no contesting is allowed.

9. A judgment call (II.E) of either the quizmaster or judges is not contestable, nor can be appealed.

E. Timeouts, Substitutions, and Replacements

1. Timeouts:

a) Two 30-second timeouts will be permitted, during which all team members may confer among themselves and with their coaches. Timeouts may be called by the coach or a quizzer, but only after a question has been completed and before the next question has begun. If a team so desires, they can use both their timeouts at one time.

2. Official Timeouts:

a) The quizmaster may call an official timeout during the competition if he/she deems it necessary.

b) Between questions, a coach may request an official timeout in order to have a conference with the quizmaster. If the quizmaster grants the timeout, both coaches must meet the quizmaster. However, the matter being discussed cannot change anything that has been done up to that point in the game. As with the two team timeouts, contestants may confer with each other during this time.

3. Substitutions:

Substitutions may be made by either coach during a timeout (see section I.C.1).

4. Replacements:

A quizzer who correctly answers his/her fifth question in Bible Bowl, (known as “quizzing out”), accumulates three errors (known as “erroring out”), or accumulates three penalties will leave the quizzing table and can be replaced.

F. Re-entry

A contestant who has quizzed out or erred out may re-enter that same game for Bible Bowl questions or overtime questions, whichever applies. A contestant who has accumulated three penalties may not re-enter the same game.

IV. RULES FOR SCORING

A. Bonus Points

Ten bonus points are scored for quizzing out (refer to III.E.4). The quizzer must leave that game at that point but can return for Bible Bowl and/or overtime (see Re-entry above)

B. Question Points

Each correct answer will score the full point value of the question. Incorrect answers are minus half the point value.

C. Penalties and Errors

1. An incorrect answer by a quizzer is an error and will score minus 50% of the point value of the question. This does not apply to Bible Bowl format (see section I.D.1.b).

2. All penalties will score minus 5 points, except for rejected contests, which are minus 10 points.

3. Conferring between team members, including the coach, other than at timeouts will result in a 5-point penalty. Exception: Bible Bowl Format while conferring about an answer from question 11-20.

4. If a quizzer buzzes in, but another quizzer starts to give the answer, a 5-point penalty will be assessed against the team of the quizzer who incorrectly spoke out. The quizzer who initially buzzed in, if from the same team, will be given an “incorrect answer” score deduction (see section III.B.8). If the quizzer who initially buzzed in is on the opposite team, he/she will be given opportunity to answer the question for full value.

5. The quizmaster will not allow the coach or a team member to make comments or ask questions during the game. If someone insists on doing so, a 5-point penalty will be assessed. If the person continues to talk, the quizmaster may assess additional 5-point penalties (see section III.E.2.b).

6. Any official observing a penalty will call it to the attention of the quizmaster. The quizmaster will determine the ruling.

7. Penalties: 5-point penalties may be assessed at the quizmaster’s discretion should a quizzer’s behavior or attitude be deemed out of character with Christ-like conduct. A warning may be given but is not necessary.

D. Tied Game

In case of a tie, a “standard quizzing format” (not a Bible Bowl format), a tiebreaker of five 10-point questions will be used to break the tie. There will be no contesting. Each quizzer will be given 5 seconds to respond and 15seconds to answer each question. The team with the most accumulated points at the end will be the winner of the game. In case of an additional tie, the same process will be repeated.

V. QUESTIONS

A Types of Questions

1. Direct Question: The answer to this question must contain the essence of the answer to the satisfaction of the quizmaster and/or judges.
2. Quotation Question: The answer to this question must be a direct and absolute quotation. If the quizzer starts a quotation and stops and repeats a word or series of words, the answer must be ruled incorrect because the quotation question must be “a direct and absolute quotation.” To repeat a word is the equivalent of saying that word is in the quotation twice.
3. Essence Question: The answer to this question does not have to be exactly word for word but must include all relevant information for as complete an answer as possible.
4. Quotation Completion: This answer calls for the completion of a quotation from the Scriptures and must be a direct and absolute quotation. A quizzer may begin to quote at the beginning, take up anywhere in the portion the quizmaster has read, or begin where the quizmaster left off. This is not considered an interrupted question. The quizzer may or may not restate that which the quizmaster has already read.
5. Essence Completion: This answer calls for the completion of a scripture that does not have to be word for word but must be as complete as possible.
6. Multiples Question: A question of more than one part or that requires more than one answer. If more than one answer is requested, all essential elements must be included to be counted correct.
7. Scripture Text Question: The answer will come direct from the scripture referenced in the question.
8. Complete Answer: Includes all keywords and phrases of the answer required.

B Point Values

The official question sheet will contain 20 questions: eight 10 pointers, nine 20 pointers, and three 30 pointers. Additional 10 point questions will be included for use in overtime.

C Obtaining Official Questions

To purchase questions for study, visit ph.biblesquizshop.com. Contact Heather Hall for official sets to use at your local competitions. iphcbiblequiz@gmail.com

VI. TOURNAMENT COMPETITION

A. District Tournament

If conducted, the district tournament will be arranged by the conference Discipleship Ministries director or appointee.

B. Conference Tournament

The conference tournament will be arranged by the conference Discipleship Ministries director or appointee.

C. National Tournament

The national tournament will be arranged by the national Discipleship Ministries coordinator and office.

VII. BIBLE QUEST OFFICIALS AND THEIR DUTIES

A. Discipleship Ministries Director Or Appointee:

1. The person in complete charge of the tournament at each level.
2. Secures qualified judges who have no direct ties with teams in the immediate tournament and conducts a briefing session with judges prior to the tournament.
3. Makes sure all teams involved receive notification of the time and place for the official tournament.
4. Has a briefing session with all teams involved prior to the official tournament.
5. Sees that proper facilities are provided.
 - a) Tables and chairs
 - b) An electronic machine
 - c) Public address system (mics if needed)

B. Quizmaster

1. Reads the official questions during the tournament.
 - a) Must read the questions in advance to familiarize himself/herself with pronunciation, punctuation, etc.
 - b) In reading the questions to the quizzer, the quizmaster should announce the number of the question, point value, and any other information given on the official question sheet for that particular question. Then he/she should say "Question" and proceed to read the question.
 - c) If a quizzer's answer is obviously correct or incorrect, even if his/her 30 seconds has not elapsed, the quizmaster will so state, together with the number of plus or minus points. If the answer is not obviously correct or incorrect, the quizmaster will refer the decision to the judges.
 - d) When a quizzer presses the buzzer, thus interrupting a question, the quizmaster should complete the word and stop immediately. The quizmaster will announce "Interruption" so all quizzers will know that the question was not completed. Their word is final in all judgment calls.

C. Answer Judges

1. Those persons designated to determine the correctness of quizzers' answers when requested by the quizmaster or when there is a contest. All official tournaments must have two answer judges in addition to the quizmaster.
2. The judges will be provided with a copy of the official questions and answers.
3. One of the judges is to be designated as spokesperson.
4. A unanimous decision is not necessary to make a ruling. Tiebreaking decisions between the judges are decided and announced by the quizmaster.
5. A decision will not be referred to the judges until the quizzer's 30 seconds are completed. EXCEPTION: The answer is two words or less and is obviously correct or incorrect, or the quizzer states, "I am finished." If either of the two exceptions applies, the quizmaster will call for a decision from the judges.
6. All judges' discussions are to be away from the quiz table, out of view or hearing distance of the quizzers and coaches.

D. Scorekeeper

A person designated to keep the official score.

E. Timekeeper and Machine Operator

1. The person designated to operate the electronic machine and keep time.
2. A stop watch must be used unless the machine is equipped with a timer.

VIII. AWARDS

A. Individual High Scorer

The average score for games played determines High Scorer. Overtime points are not included. High Scorer is recognized at the conference and national levels. In the event of a tie, the winner is determined by noting questions missed. The contestant with the least number of missed questions from those who had tied for the lead is the winner.

B. Team Awards

1. Local level: local churches are encouraged to present some form of award to their local winners.
2. District level: awards for winners of district competition should be appropriate awards.
3. Conference level: awards on the conference level should be:
 - a) First-place winners: trophies or medallion
 - b) First and second runners-up: appropriate awards (optional)
 - c) All other contestants: honorable-mention ribbons (optional)
4. National level: awards on the national level should be:
 - a) First place winners: trophies or medallion
 - b) First and second runners-up: appropriate awards (optional)
 - c) All other contestants: honorable-mention ribbons (optional)

C. Securing Awards

It is the responsibility of the director in charge on each level of competition to secure proper awards for all contestants.

IX. CORRECTIONS

Discipleship Ministries reserves the right to make corrections, additions, deletions and changes to these guidelines to facilitate and enhance the ongoing development of the National Bible Quest program. The corrections, if any, will be released to conference Discipleship Ministries directors for distribution to local churches after approval by the General Discipleship Ministries Board. These corrections or changes are submitted to the board by the National Bible Quest coordinator at the recommendation of the National Bible Quest Committee. Likewise, suggested improvements or changes are welcome for consideration by the National Bible Quest Committee.

STARTING BIBLE QUEST

TEEN & LEVEL

Materials can be secured at www.biblequizshop.com.
(Look for the Bible Quest logo for the IPHC program downloads. Compatible for Windows only).

For Quiz equipment, recommended site
www.quizequipment.com

JUNIOR LEVEL

Materials can be secured at www.biblequizshop.com.
(Look for the Bible Quest logo for the IPHC program downloads. Compatible for Windows only).

PRIMARY LEVEL

Contact your conference DM director for program and resource information.

POWER PLAY

RULES/GUIDELINES: FOR OFFICIAL TOURNAMENT PLAY

I. PURPOSE OF THE GAME

The purpose of Power Play is to involve individual competitors from the Junior and Teen Bible Quest Level in a more in-depth study of the Bible Quest materials.

Power Play is a game of categorized questions, in which accurate knowledge of the quiz material and speed of recall are tested.

II. QUIZPANEL

A. Quizmaster

1. Has general oversight of the contest.
2. Explains the rules and procedures.
3. Sets the tone for a proper atmosphere.
4. Reads the questions clearly and fairly.
5. Determines if the correct answers are given.

B. Scorer

1. Serves under the quizmaster to operate the program from a laptop.
2. Places the names of the competing persons on the scoreboard in the order they are facing the audience.
3. Adds the 10 points of each question to the person answering the question correctly.
4. Deducts 5 points of each question from the person answering the question incorrectly.
5. Keeps the cumulative total for each individual throughout the contest period with the aid of the program.

C. Timekeeper (minimum of one)

1. Serves under the direction of the quizmaster and assists in keeping time for the game.
2. Allows 5 seconds after the question is given by the quizmaster for any player to identify their attempt to answer the question before calling time.
3. If an identified contestant has not started answering a question or pauses for more than 10 seconds while giving an answer, then the timekeeper will call time. This will result in a wrong answer. If no answer has been given or an incomplete answer is given, the preannounced point value for questions will be deducted from the quizzer's score. If the quizmaster determines that the answer given before the time is called is correct, the quizzer will be awarded the preannounced point value for questions.
4. The quizzer has a maximum of 30 seconds to complete an answer before the timekeeper calls time (providing no pauses of 10 seconds are made in giving the answer).
5. It is not necessary for the quizmaster to wait for the timekeeper to call time before continuing play.

D. Judges (minimum of two)

1. Serve under the direction of the quizmaster, who also serves as a judge.
2. Rule on correctness of any answer referred to them by the quizmaster.
3. Consider and rule on contested decisions with final authority.

III. PARTICIPANTS

1. A competitor must meet all the requirements listed under the Eligibility section of the National Bible Quest Guidelines
2. Officially register with his/her conference D.M. Director following conference/national deadlines and procedures.
3. Power Play will be divided into the Alpha Category (ages 13-15) and Omega Category (ages 16-19).

IV. MATERIALS

1. Official International Pentecostal Holiness Church Bible Quest materials are available from:

Biblequizshop.com

2. Power Play is a downloadable computerized gameboard similar to Jeopardy. All programs are for Windows only.

V. GAME PROCEDURE

1. A question is selected from the Wildcard category and read as the toss-up question.
2. The person who buzzes in with the correct answer first will be awarded points for the correct answer and be given control of the Power Play board to select the next category of questions.
3. Following his/her choice, at anytime during or after the reading of the question, any competitor may buzz in and answer the question.
4. If the contestant gives the correct answer, he/she remains in control of the board. If the answer is declared incorrect, the remaining contestant(s) may then buzz in an attempt to answer the question. If no correct answer is given, control of the board remains with the contestant who had previous control.
5. Each competitor answering a question correctly will be awarded the 10 points for that question.
6. Each competitor answering a question incorrectly or called for time before giving a correct answer, will be deducted 5 points.
7. If a quizzer accidentally depresses his/her buzzer before a question is started, there will not be a penalty. The quizmaster will make a judgment call as to whether the question has been started. In this case, the question hasn't started until after the category and instructions have been given, and the question itself has been started.
8. If the wrong quizzer starts to give the answer, that answer will automatically be scored as an incorrect answer, and the quizzer who originally buzzed in will be given opportunity to answer the question.
9. The game will be completed after 20 questions. The contestant with the highest score will be declared the game winner.
10. Tiebreaker questions are used to determine a single game winner from contestants with the same score after the original 20 questions (sudden death format).
11. Contesting is not permitted during the Power Play game. Quizzers who believe a rule violation has occurred or who believe their answer has been incorrectly ruled by the quizmaster must wait until the 20 questions are completed and state "contest" before the final results are announced.
 - a) After being recognized by the quizmaster, the quizzer will have a maximum of one minute to state their observation publicly.
 - b) After consulting with the judges, the quizmaster will determine the final score and announce the outcome of the game explaining any adjustments (if needed) to the score resulting from the contest.
 - c) The ruling of the quizmaster and judges are final.
12. One/Two Word Category: Answer may not quote the entire verse or major portions of the verse.
13. Penalties: 5-point penalties may be assessed at the quizmaster's discretion should a quizzer's behavior or attitude be deemed out of character with Christ-like conduct. A warning may be given but is not necessary.

VI. NOTES

1. It is the purpose of Power Play to provide individuals who have studied the assigned Scripture portions an opportunity to participate in a fun, audience-friendly, rapid contest of Bible trivia. Every question asked is in the Power Play computerized program. Questions are divided into categories. Each new match randomly selects the questions for each category for that game.
2. At national competition players are seeded according to their average score while at that tournament. When there are more than 8 players per age group, multiple matches will be played taking the top 2 from each match for a final match to determine the winner.
3. It is the intention of the National Bible Quest Committee to keep the rules of Power Play straightforward and simple. In this way, the game can be a part of many different settings.
4. It is our goal that this game be played in Children's Church (for Junior Quizzers), in Youth Groups (for Teen Quizzers), and by families, friends and anyone who enjoys testing his/her Bible knowledge. This computerized game is designed for 1 to 8 players.



Consent and Waiver

Name: _____

Church: _____

Conference: _____

By registering and, or attending Youth Quest, or Fine Arts Festival (including Talent Quest, or Bible Quest), hereinafter referred to as Event(s) the Contestant/Participant/Attendee (if he/she has reached the age of 21) or Contestant/Participant/Attendee's parent or legal guardian, on Contestant/Participant/Attendee's behalf (if he/she is under age 21), as applicable, (Hereinafter referred to as the Individual) gives permission to the International Pentecostal Holiness Church, Inc. to use any image or performance of the Individual (whether still photograph, audio and/or video recording) taken or recorded at the Event(s) (whether individually or in a group), as well as any original works of authorship created or used by Individual as a contestant at or in connection with the Event(s) for promotional and/or commercial purposes. If Individual is under age 21, Parents or legal guardians must sign waivers and consent forms for the Individual to be allowed anywhere on the premises of or be present at any scheduled or nonscheduled gathering or proceeding which takes place at the Event(s). All Individuals [and parents or legal guardians of Individuals (if an attendee is under age 21)] of the Event(s) acknowledge and agree that any image taken, or recording made of them while attending the Event(s) may also be used for promotional and/or commercial purposes. By registering for, or attending the Event(s), each Individual hereby: (i) acknowledges and agrees that any image taken or recording made of him/her at Event(s) (Talent Quest, Bible Quest and Youth Quest) shall be the sole and exclusive property of the International Pentecostal Holiness Church, Inc., (ii) consents to the use of his/her name, voice, likeness, interviews, and impromptu casual interactions recorded on video and contest or other performances and that all may be used by International Pentecostal Holiness Church, Inc. for promotional and/or commercial purposes as contemplated above, including without limitation the creation, promotion, distribution and sale of any work by International Pentecostal Holiness Church, Inc. comprised of the performances of contest winners or any still or video images, video and audio recordings and any likeness made of Individuals present at the Event(s), And that said Individuals (iii) waive any and all rights, throughout the universe that he/she may have arising from the use by International Pentecostal Holiness Church, Inc. thereof for promotional or commercial purposes as contemplated and, or described above.

Signature of Participant/Contestant

Date

Signature of Parent/Guardian
(If Participant/Contestant Is under the age of 21 years old)

Date

Signature of Attendee

Date

☐ Local ☐ Conference ☐ National**OFFICIAL BIBLE QUEST SCORE SHEET**

The Best

WELL

Building a Business Case

DRAGON

POWER PLAY

LEVEL OF COMPETITION

☐ Local ☐ Conference ☐ National

**International Pentecostal Holiness Church
Church Education Ministries
OFFICIAL BIBLE QUEST SCORE SHEET**

Quiz Date: _____
Round #: _____ Room #: _____
Time Begun: _____ Ends: _____

	QUESTION	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Penalty	Sub-total	TOTAL
1																								
2																								
3																								
4																								
5																								
6																								
7																								
8																								
9																								

High Scorer	_____	Score: _____
Second High Scorer	_____	Score: _____
Third High Scorer	_____	Score: _____
Fourth High Scorer	_____	Score: _____
15	_____	_____