

SOUTH CENTRAL OHIO CHILDREN'S BIBLE QUIZZING
Scorekeepers' Guidelines

Blue & Red Level - One Point Scoring System (1 point for each correct answer)

- You will have one score sheet per row. **Use the same sheet for both rounds.**
- Put your name at the top of the score sheet.
- You will be keeping score for your team only. There is no need to double the scorekeeping for another row.
- Ensure quizzers are seated in the order listed on the score sheet for their team. **First and last names should be listed.**
- **Scores should be marked with 1's and 0's.** Please do not leave boxes blank or use dashes to avoid confusion.

Blue Level – Team Formation

- Team consists of: Five quizzers OR four quizzers + ghost. Ghost assigned 16 pts (80%) per round.
- Teams may be formed from multiple churches as needed, if desired.

Blue Level - Qualifying for Bonus

- Five member team may miss up to a total of five questions in each set of five questions (1-5, 6-10, 11-15, 16-20).
- A four member ghost team may miss up to a total of four questions in each set of the five questions.
- If as a team, the five-member team misses six or more questions, they do NOT qualify for bonus.
- Likewise a four-member ghost team that misses five or more questions, does NOT qualify for bonus.
- **A quizzer may still attempt to recite a verse even if their team does not qualify for the bonus; just do not record a point.**

Blue Level - Bonus Questions

- Each scorekeeper will have a copy of the **bonus questions and church name sign.**
- Qualifying teams should choose a quizzer to stand to attempt the bonus point **before** the verse is given.
- Standing quizzer (cannot switch) will answer the bonus question to you **word for word.**
- Scorekeepers or a quizzer will be asked to display the 'Church Name' sign for those who gave the correct answer.

Blue Level – Challenge

- Only the team's main coach may challenge a question.
- The team coach may call a time-out to challenge a question immediately.
- OR The team coach may challenge during the coach's pause.
- To challenge a question the team coach notifies the quiz master of the challenge.
 - The team coach is then allowed to present the challenge to the judges.
 - Once the team coach presents their challenge reason and supporting scripture, the coach returns to their seat.
 - The panel of judges then researches, discusses, and decides whether to accept the challenge or not.
 - **A challenge is valid for only one reason: the answer marked as correct in the Official Quiz Question is actually incorrect according to the Bible reference given for that question. Challenges issued for any other reason are invalid. Invalid challenges are never considered.**
 - If the challenge is accepted, the quiz master decides to ask another question or give the point to everyone.
- Each church is allowed one challenge per quiz event.

Red Level - Challenge

- There are **NO** challenges allowed for red level quizzing as there are no judges. Any editing errors that occur in the questions will be dealt with by the Quiz Master as they arise and the benefit of the doubt should go to the quizzers.

Blue & Red Level – Time Outs

- Only the team coach may call for a time out.
- The length of the time out is at the discretion of the quiz master based on the situation.
- Each church is allowed one time out per quiz round.

Tallying of Score sheets

- Add your scores up for individuals and teams if applicable.
- If any score is unclear, always give the quizzer the benefit of the doubt and award the point.
- Record your quizzers' scores on your summary sheet before turning score sheets in.
 - If you want a copy of the official score sheet, you will need to take a picture.
- Notify each quizzer of the level they achieved for awards.
- Volunteers will be stationed in aisles to collect score sheets at the end of the 2nd round only.

Award Levels:

Gold All Stars	100% (Perfect Day)	Blue- 40	Red-30
Gold	90% - 99%	36-39	27-29
Silver	80% - 89%	32-35	24-26
Bronze	70% - 79%	28-31	21-23
Rising Star	0% - 69%	0-27	0-20

South Central Ohio –Score Sheet Example

Round #1

Five member Team:	1	2	3	4	5	6	7	8	9	10	Total
Suzi Que	1	1	0	1	1	1	1	1	0	0	7
Joe Brown	1	0	1	0	1	0	0	1	0	1	5
Kelly Green	1	1	1	1	1	1	0	1	1	1	9
Bob Builder	1	1	0	1	1	1	1	0	1	1	8
Billy Goat	1	1	1	1	0	1	1	1	1	1	9
Team Bonus					1						1
Running Score	5	9	12	16	21	25	28	32	35	39	39
Extra Quizzer	1	0	1	1	0	1	1	1	1	1	8

Round #1

GHOST Team Example	1	2	3	4	5	6	7	8	9	10	Total
Kris Kringle	1	0	0	0	1	1	1	1	1	0	6
Dora Explorer	1	1	1	1	1	1	1	1	1	1	10
Mickey Mouse	1	1	0	1	1	1	0	1	0	1	7
Barbie Doll	1	1	1	1	1	1	1	1	0	0	8
GHOST -80% or 16 pts											16
Team Bonus					1						1
Running Score	4	7	9	12	17	21	24	28	30	32	48

Sticker Guide

Once scores are tallied, give each quizzer a colored sticker based on which award level they have achieved.

Gold All Star (Perfect Day) = Gold Star

Gold = Gold Circle (Big)

Silver = Silver Circle

Bronze = Bronze Circle

Rising Star = Red Circle

Perfect Round = Green Circle

*Sticker colors may change, but scorekeepers will be made aware if that happens.