



Quizzing Manual

Kansas District Church of the Nazarene

July, 2006

MISSION AND PURPOSE STATEMENT FOR BIBLE QUIZZING MINISTRY

BQM aims to become:

- * An avenue of meaningful **Bible** study for youth to attain to a deep and intimate knowledge of Scripture
- * A means of increasing fellowship **and interaction** among youth internationally.
- * An integral part of the **outreach and** discipleship aspects of local church youth ministry.
- * A medium for the **training and mentoring** of youth leadership worldwide.
- * A catalyst for encouraging active participation in ministry **and mission** projects.
- * A **bridge** between youth from different world regions
- * An arena for exciting Christian competition.

QUIZ CODE FOR BQM

The official motto of NYI comes from 1 Timothy 4: 12—”Don’t let anyone look down on you because you are young, but set an example for the believers in speech, in life, in love, in faith and in purity.” Bible Quizzing Ministry (BQM) is designed to help youth cultivate the actions, attitudes, and lifestyle described in this motto. The actions and attitudes of every person involved (quizzers, coaches, officials, etc.) should be in accord with the purpose and objectives of both NYI and BQM. The pursuit of success must never dominate the commitment to exhibit a Christ-like example.

Rules alone can never prevent unfair tactics or unsportsmanlike attitudes. However, these rules are necessary in order for the competition aspect of BQM to be clear and consistent. It is the duty of every individual associated with BQM to uphold the integrity and intent of this rulebook. Any attempt to gain an advantage by circumvention, disregard, or manipulation of the rules is unethical and detrimental to the mission and purpose of BQM.

Quoted from the NYI Teen Bible Quizzing Official Rules, 2002 Edition

Overview

We must always realize the real reason for Bible quizzing. It is more than competition and winning trophies. If we keep this firmly in mind it will definitely affect the way we respond and conduct ourselves in situations like these:

- A decision by a quizmaster that we consider wrong
- Poor performance by a quizzing (you should have known that!)
- How do you handle winning? Bragging can be a put down to others who didn’t win.
- How do you handle losing? If you did your best a good attitude needs to be exhibited even if you lose.
- Coaches should never put down quizzers for lack of performance but all quizzers need to be encouraged even when they did not do as well as they should have from a coach’s perspective.
- Coaches do need to encourage the quizzers to have a good attitude and to present a good example of what a quizzing should be.
- People will look at a quizzing, coach or parent for that matter and make a judgment about the whole program based upon the attitude and actions that they see.

Kansas District Information

Newsletter and information Registration

Information will be sent to all churches at the beginning of the season regarding quizzing. Those churches that are going to participate in quizzing need to register their local coach to receive information regarding quizzes, etc. We are relying mostly on email newsletters, however if someone does not have email we can send a paper copy. There is also a page to register for newsletter on the website as well, www.ksquiz.com. Anyone can receive the email information, coaches, pastors, quizzers, parents, etc.

Quiz Registration

Registration forms will usually be available at each quiz for the next quiz or sent by email. We will also send out email reminders of quiz registration. The registration deadline is typically the Monday before the quiz at 10:00 pm. There is a late registration fee of \$10.00 per team if you are not registered by that time. No registrations will be accepted after noon Thursday before the quiz. Your team will not be allowed to quiz if you walk in without registering.

Note: while it has always been our policy to encourage as many as possible to attend quizzes, we are finding it necessary to implement this policy. It takes hours to put a tournament schedule together and most times any changes in the number of teams can require that it all be redone.

We need to have the quizzer's names as well with team division if the church has more than one team. You make register by mail, by email or online at www.ksquiz.com. If you register online or by email you will receive a confirmation by email. If there is any change to the registration the District Quiz Director must be notified. If the number of teams is not changing it is not as necessary to notify the Quiz Director of changes in the members of the teams or quizzers that might not be attending.

Quiz Format

Registration-

This is the time to verify which team members are actually present and pay the fees if not already paid. It is extremely important to be on time. If the quiz is advertised as 9:00 AM, on time is 9:00 AM. Do not assume that since the quiz does not begin until 10:00 am you might as well show up at 9:50. This creates a tremendous burden on the director of knowing how the quiz day will run. Late arrivals will be subject to be cut from the schedule. It is not fair for the quiz teams that do show up on time to have their day lengthened because some are late or do not show up at all thus creating byes in the schedule. It is very irresponsible to schedule a team for a quiz and then not show up. We all realize that there are emergencies but a phone call would be appreciated. The District Quiz Director's cell phone number will be published so even a last minute call can be made. With proper notification it may be possible to make last minute schedule changes that will make the quiz run smoother and prevent teams from having byes and prolonging the quiz

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day. You must be registered to be able to quiz.

Devotions/Worship

Typically at 9:30 A.M. We will start our quiz day by having a worship time and a short devotional.

Pre-Quiz Meeting

This is a meeting when the quiz schedule is explained and any questions discussed regarding rules and procedures etc. Typically this meeting is conducted with all quizzers present unless there is an issue that might require a vote. If that is the case the coach and the captain of the team will be allowed to vote on that particular issue.

The Quizzing Begins

Immediately after the meeting all teams will be asked to proceed to their first quiz. Quizzers need to go directly to their first quiz location so the quizzes can start on time. Of course as the day progresses if a team is coming directly from another quiz we have to wait on them. However if a team is late for a quiz for another reason (coming back late from lunch for example) the quizmaster can confer with the Director and declare a forfeit.

Time limit —We are going to try to run the quizzes on a 25-minute schedule. It is the responsibility of all quizzers, coaches and quizmasters to try to keep the quiz on schedule

Modified quick rule- If a quizzer is obviously done, the quizmaster may go ahead and rule. They do not have to wait until the quizzer sits down.

Quizmasters

- Keep the quiz moving; do not allow a lot of nonsense between rounds
- Limit timeouts to 1 minute,
- Limit time to deliberate on challenges
- Start on time. If all quizzers of a team are not there go ahead and start the quiz after a few minutes

Quizzers

- Be ready to quiz quickly after each question,
- Make your challenges brief and to the point.
- Make sure you stay with your team and are where you are supposed to be.

Other Notes

- Winning team takes score sheets to computer room or as otherwise directed..
- Be quiet in the halls
- Be careful about watching quizzes. Make sure you do not watch a quiz for a round that you haven't had yet.
- We will post the scores periodically outside the computer room.
- Please do not ask the computer person about scores unless there is a mistake on the posted scores.
- Quizmaster and Quizzers—please pack up all jump seats and bring back to the registration area after your last quiz
- Many times churches will have snacks or meals available. Please buy and support the youth program of that church.

Dress Code

It is imperative that all quizzers and coaches keep in mind that it is our Christian responsibility to represent our churches, district and most importantly our God to the

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highest level of respectable behavior and attire.

We must remember to dress and act in a way that would bring honor to God and not distract from the study and competition of the Word or bring attention to the body. It is suggested that the following be avoided for both males and females as is appropriate.

- No short shorts or skirts
- No halter-tops or tank tops
- No tight t-shirts or tops
- No low cut or loose tops
- No “too tight” jeans
- No sagging jeans
- No T-shirts etc with inappropriate logos/sayings

It is expected that all coaches encourage quizzers to follow these guidelines.

Behavior

Quizzers must be careful of their behavior during the quiz day. Coaches need to be aware of where their quizzers are throughout the day. Some general guidelines are:

- Please be quiet in the halls when other quizzes are in progress
- All quizzers should remain in the designated quiz areas. No one is to leave these areas.
- Please pick up your own trash
- If a gym is provided, care should be taken to not damage the facility.
- In general we need to be very considerate of the churches that allow us to use their facilities. We want to leave the church at the end of the day with no damage and with all of our trash picked up.

Memory Awards

We will recognize those quizzers who can say all of the memory for the material covered by each quiz. Anyone who can say all of the memory work with 80% accuracy or more will receive an award. The verses will be said to a quizmaster or as directed by the Memory Work Director during the quiz day. Quizzers who can say all the memory verses at the end of the year quiz and meet the accuracy requirement will receive a special award (to be determined) at the quiz finals.

How to Handle Concerns

First of all be sure that your own attitude is good. Coaches should never speak badly of a quizmaster's decision and thereby escalate a problem. Most coaches have seen decisions or things happen at one time or another that are questionable. How those situations are handled can make all the difference in the world. It can be the difference between showing a Christ like attitude or adding to the bitterness. If there is a concern just tell the quizzers that you will discuss it with the DISTRICT QUIZ DIRECTOR. Tell the DISTRICT QUIZ DIRECTOR your concern, however you must realize that the he cannot go back and reverse a ruling on a particular question. What the director will do is talk to the quizmaster in an effort to help them to improve. If there is an equipment issue, for example if one teams lights were off during the quiz, the quiz will have to be replayed. On the other hand, a one-time malfunction of one quizzer's seat will not necessarily be grounds for redoing the quiz. The DISTRICT QUIZ DIRECTOR will make a ruling on such matters.

Determining Team Standings

Round Robin- The team with the most number of wins

Tiebreakers-

1. Head to Head result
2. Total Points
3. Number of Errors
4. 5 Question Quiz Off

Of course in any tournament the winning team advances.

Individual Standings

- Average Score-This is used when every quizzier does not have the same number of rounds
- Total Score- Only when every team has the same number of rounds

Tiebreakers

- Total Errors
- 5 Question Quiz Off (10 pt. Deduction starting with 1st error)

1st District Quiz

The first quiz we divide into two divisions. One for novice and one for experienced. Obviously the novice division is for new quizzers. However there may be times when there is only one experienced quizzier on a team. There may be exceptions made by the DISTRICT QUIZ DIRECTOR in such situations. Awards will be given in both divisions

Awards --**Trophies---Top 3 teams each division Medals --
Top 8 quizzers in each Division**

2nd District Quiz

At this quiz every one will be in the same division. Usually there are 2-3 round robin groupings that will quiz each other. Based upon the results of those round robins there will be a tournament to determine our championship teams. The tournament bracket will be configured to provide as much quizzing for each team as possible. It will not necessarily be a straight double elimination tournament but will provide additional quizzing opportunities for all teams. There will be different levels in the tournament. Awards will be given to the top division only

Awards --**Trophies---Top 3 Teams (After Tournament) Medals --Top 16 Quizzers**

3rd District Quiz

Same as quiz 2

Quiz Off Procedure

If the District takes teams to any invitational event such as the St. Louis Quiz, there may be some type of quiz off to be determined by the Quiz Director. The reason for this is to try to get the best representation for our district. In any case awards will be given based upon the results of the quiz and not the results of the quiz off.

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District Finals

The District Finals work differently from all other quizzes. This quiz determines which quizzers get a chance to advance to the regional quiz level as part of the District Teams. The top 16 from this quiz will advance to the Top 16 Quiz Off (See below for more information on that event). According to the rules each church is allowed ONE team. We have always tried to accommodate multiple teams from each church if possible.

If we exceed the number of teams that will allow a quiz to be completed in one day we may have to face some alternatives. The District Quiz Director will determine which alternative to use.

- Start the quiz on Friday night to get in more rounds of quizzing
- Have a novice division for those quizzers/teams who do not wish to be in the more competitive division. These quizzers would not be able to qualify for the Top 16.
- Do a modified Round Robin quiz were each team would have a minimum of 10-12 quizzes but not every team would quiz every other team.

Awards --Trophies---Top 3 Teams

Medals to Top 16 quizzers

Top 16 Quiz Off

The top 16 quiz off is usually held in advance of the Kansas Extreme event. This is subject to change.

We divide into 4 teams for 3 rounds of quizzing and then split teams again and quiz 3 more rounds.

- 10-point deduction on second error
- 10-point deduction on third error and error out
- Only 1 challenge and rebuttal permitted per question-limits on who can challenge-rebut

Team Breakdown based upon finish at District Finals

3 rounds

Team 1	Team 2	Team 3	Team 4
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	16

Next 3 rounds

Team 1	Team 2	Team 3	Team 4
1	2	3	4
7	6	5	8
11	12	9	10
13	16	15	14

Awards--Trophies- Quizzers 1-5

Regional Quiz

The top 5 quizzers after the top 16 Quiz off will make up the Kansas District A Team. Quizzers 6-10 will make up the Kansas District B Team. They will represent the Kansas District At MAX held at Mid America Nazarene University in April of each year. Each quizzer will be expected to continue to study up until the event. Since MAX is an event for more than just quizzing, each quizzer is responsible for their transportation to and from the

event. If it is necessary special arrangements can be made. If a quizzier is not staying with their church group, the District will arrange a motel room for the quizzier. The quizzier is expected to pay all expenses for this quiz including meals, registration and motel. Lately the quiz tournament starts on Thursday evening and continues through Friday with the Top 16 Quiz off occurring on Saturday. This is subject to change. The top 5-10 quizziers of this event qualify to attend the National Quiz.

National Quiz

These national quizzes can be at a General Assembly, Nazarene Youth Congress, or a national quiz event like Q2006. In any case it can be a quiz that a quizzier will never forget. The District may supplement part of the cost of the trip for quizziers from our district that qualify for these quizzes.

2007-NYC at St. Louis

Notes Regarding this Manual

This manual is an attempt to clarify some procedures and expectations and make it easier for those new to quizzing to understand what it is all about. This information is subject to change and this manual will be revised from time to time. If you have any suggestions for additions, clarifications, etc. please contact the District Quiz Director.

The Bible Quizzing Cycle

The NYI follows the WBQA Quizzing Cycle

2005-06 Romans and James

2006-07 Acts

2007-08 Galatians, Ephesians, Philippians, Colossians, and Philemon

2008-09 Luke

2009-10 1 & 2 Corinthians

2010-11 John

2011-12 Hebrews, and 1& 2 Peter

2012-13 Matthew

Rules Summary

Written by [Richard Hendricks](#)

The following summarizes two-team quizzing and covers the basics.

The Team

- A quiz team consists of up to 5 quizzers. Each team must appoint a coach (if the team has one), captain, co-captain, and, if a team has 5 quizzers, a substitute.
- Age limits: Junior High and Senior High Students.
- Team members must regularly attend and participate in the Church of the Nazarene and their local youth group (NYI) throughout the season.

The Officials

- The quizmaster reads the questions, rules on the answers, challenges and appeals, interprets the rules, and makes sure that all participants adhere to the Quiz Code.
- The content judge assists the quizmaster in ruling on answers, considering challenges and appeals, and interpreting the rules.
- The scorekeeper records the points awarded to and/or deducted from each quizzer and team. The scorekeeper also notes fouls, time-outs, and substitutions. The scorekeeper notifies the quizmaster of the number of individual fouls, team fouls, individual errors, team errors, quiz-outs, and error outs. Typically, the content judge serves also serves as scorekeeper.
- The timekeeper keeps track of all time limits. Any official may also serve as timekeeper.
- Any official may call fouls.

The Quiz

- The length of a quiz is 20 questions.
- All questions (and answers) are based on the 1984 edition of the NIV.
- All quizzers will be seated facing the quizmaster.
- Each round of twenty questions has eleven "general" questions and nine specialty questions.
Nazarene quiz questions have a unique system of wording. The desired question has the interrogative (who, what, where, when, why, how) at the beginning of the question with the key word following it as early in the question as possible.

The Specialty Questions

Memory Verse Questions

- Each round has three memory verse questions.
- The verse (or verses) must be quoted word perfect.
- The types of memory verse questions are "Quote", "Verse" (Finish this verse), and "Reference" (Finish this verse and give the reference).
- A memory verse question can cover multiple verses.
- On a "Quote" question, the quizzer must finish the reference from the point of interruption.

"According to" Questions

- Each round has four "according to" questions.
- According to questions supply the quizzer with the chapter and verse from which the question and answer are taken.
- The intent of an according to question is to direct the quizzer toward a certain passage of Scripture which may be similar other passages being studied.
- The quizzer's question completion and answer must be based on the verse specified in the question.
- The answer does not have to be word perfect. However, the answer must convey the meaning of the material in the given verse.
- If the answer is a person, place, or event, the answer needs to be precise enough to distinguish it from other references.

- As long as the quizzer provides the correct question finish and answer, it is OK for the quizzer to give additional information from the larger surrounding passage in order to clarify his/her answer.

Situation and Book and Chapter Questions

- Each round has either a "situation" question or a "book and chapter" question.
- A situation question requires the quizzer to answer multiple questions regarding the situation surrounding a given quotation. These questions are asked when quizzing over the Gospels or Acts. Possible questions are: Who said it, To Whom, When, Where, How, Why, In Reply/Response to what, About whom, About what, What was the Reply, What was the Response, What was the Result, and In what situation.
- A book and chapter question requires the quizzer to demonstrate his/her knowledge of the material by supplying the correct scriptural reference (book and chapter) for a given quotation.
- If a quizzer pre-jumps, he/she must "finish the thought".

Context Questions

- Each round has one context question.
- These are designed to encourage a broader knowledge of the material.
- A wide variety of questions are available. The categories include: general knowledge, complete in essence, questions over footnotes, multiple part answers, multiple part questions, lists, geography, identification, and reference.

The Asking and Answering of Questions

The quizmaster will announce the type of "toss-up" question that will be read G-general. A-according to. Q-Quote, V-verse. R-Reference. I-book & Chapter. S-situation. X-context

- **The quizmaster shall introduce a "Verse" question by announcing that the next question will be a "Verse" question. The preannouncement of a "Verse" question may not contain the words "this" or "these." The quizmaster shall introduce a "Reference" question by announcing that the next question will be a reference question. The preannouncement of a "reference" question may not contain the words "this" or "these."**
- Once the quizmaster has finished reading the question. quizzers have 5 seconds to jump. If no one jumps, the quizmaster will read the answer and go on to the next question.
- If a quizzer jumps. he/she will be recognized by the quizmaster. The quizzer has 30 seconds to answer the question.
- **If a quizzer jumps before the quizmaster has finished reading the question, the quizmaster shall instruct the quizzer to finish the question and give the answer. IF the quizmaster does not say "finish" the quizzer may ask " Was the question complete"? The quizmaster will answer yes or no. The quizmaster neglecting to instruct a quizzer to complete the question following a pre-jump is no longer an appropriate grounds for an appeal or challenge.**
- If the question finish and answer are correct, the quizzer earns 20 points.
- Pronoun clarification: Whenever clearly possible the noun or phrase associated with the pronoun must be substituted for the pronoun.
- Trinity clarification: On questions involving members of the Trinity, quizzers must supply the correct Member of the Trinity in their answers.
- Only the first question/answer combination shall be considered. The first answer is one thought or line of reasoning from which a quizzer cannot recover. However, a quizzer may complete a toss-up question as a multiple part question.

Multiple-Part Questions

- For general questions all parts of the multi-part question must be from the same Biblical passage. If more than one biblical passage is involved, only the first question shall be considered as the question completion.
- For according to questions all parts of the multi-part question must be from the same verse.
- For in what book and chapter questions all parts of the multi-part question must be from the same chapter.
- For context questions all parts of the multi-part question may come from the entire scripture portion being studied.
- All questions must be given prior to giving the corresponding answers.
- If any incorrect information is provided, the entire answer must be ruled incorrect.

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- Note: In pre-jumping and forming multiple questions, the quizzer takes the risk that he/she will be able to supply the question/answer combination printed on the official's pages or an acceptable inverse. See page 29 for examples of inverses.

Bonus Questions

- If either the question finish or the answer is incorrect the quizzer on the other team in the corresponding seat gets the entire question as a bonus question.
- The quizmaster will read the entire question.
- The quizzer has 30 seconds to answer.
- If the answer is correct, the team earns 10 points. These points go on the bonus/penalty line.
- Errors and penalties are not given for an incorrect answer to the bonus question.

Quiz Outs

- Four correct answers to toss-up questions by a quizzer is a quiz-out.
- If the quizzer does this without any errors, it is a perfect quiz-out, and the quizzer earns 10 additional points.
- The quizzer cannot answer any questions for the remainder of the quiz.
- If a substitute is available, he/she must replace the quizzer who quizzed-out.
If a substitute is unavailable, the quizzer should still leave the quizzing area.

Error Outs

- Three errors (incorrect answers to toss-up questions) by a quizzer is an error-out.
- The quizzer receives a 10 point penalty for the third error.
- The quizzer cannot answer any questions for the remainder of the quiz.
- If a substitute is available, he/she must replace the quizzer who errored-out.
If a substitute is unavailable, the quizzer should still leave the quizzing area.

Fouls

Any quizzing official may call a foul for the following:

- Unsportsmanlike conduct.
Note: The practice of "burning" question is strongly discouraged.
- Any communication by a quizzer or coach between the time question is called and before points are awarded.
- Hands or feet touching the chair while the question is being read.
- Hands touching the floor while the question is being read.
- Jumping before the first word of the toss-up question.
- Touching another quizzer between the time question is called and before points are awarded.
- Anyone on the platform besides the coach and quizzers.
- Seating order not matching line up.
- Not coming to a standing position when jumping. (For example: simply raising a leg or leaning to one side.)
- Starting to answer the question before the quizmaster recognizes the quizzer.
 - If this foul is committed by the Quizzer who won the jump the quizmaster will call a foul and give the quizzer an opportunity to complete his/her answer.
 - If this foul is committed by a team member of the quizzer who won the jump and no correct information is given the quizmaster will call a foul and re-read the question to the quizzer who won the jump stopping at the original point of interruption.
 - If this foul is committed by a team member of the quizzer who won the jump and correct information was given the quizmaster will call a foul and Read a new toss-up question to all teams.
 - If this foul is committed by a member of the opposing team the quizmaster will re-read the question to the quizzer who won the jump stopping at the original point of interruption.

Fouls Outs

- Three fouls is a foul out.
- The quizzer must leave the quiz area.

The Captain

- Only the captain is allowed to challenge, rebut, or appeal.
- The co-captain becomes captain if the captain quizzes or errors out.

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- If the captain is substituted out, the co-captain acts as captain until the captain returns.
- If the captain and co-captain are out, the coach shall designate a remaining quizzer to be captain.
- A team must have a quizzer acting as captain

Challenges and Rebuttals

- The captain may challenge a decision if there is reason to believe that the quizmaster has ruled incorrectly on a quizzer's question finish and/or answer.
- The captain must wait until after the bonus question (if applicable) has been asked, answered, and ruled upon.
- The challenge must be made prior to the beginning of the next toss-up question.
- The captain cannot communicate with the coach, other quizzers, or the audience before making a challenge.
- The captain may challenge the decision only once.
- Before the quizmaster and content judge consult and rule, the opposing captain will be given an opportunity to rebut the challenge.
- The challenge must meet the following criteria in order to be upheld:
 - (1) The substance of the challenge must be correct
 - (2) The argument in light of the rebuttal must merit a reversal of the original decision.
- Rulings on bonus questions cannot be challenged.
- A 2nd overruled challenge is a 10-point team penalty.
- A challenge with erroneous information is a 10-point team penalty.
- A rebuttal with erroneous information is a 10-point team penalty.

Appeals

- The captain may appeal to the quizmaster to throw out the question because of a misreading, erroneous information in the question, failure by the quizmaster to announce the type of question, or any excessive auditory/visual interference.
- The quizmaster shall rule on the appeal and may consult the content judge.
- No penalties will be imposed for a denied appeal.

The Coach

- One adult may act as coach.
- The coach or the captain may call time outs.
- Only one person may act as coach.

Time-outs

- In a two-team quiz each team is allowed two time-outs.
- After question 18, no time outs are allowed.
- Time-outs will last no longer than 60 seconds.
- Only the coaches, quizzers, and substitutes indicated on the official team lineup may occupy the quiz area during a time-out.

Substitutions

- The substitute may enter a quiz during a time-out
- The substitute must enter a quiz when a quizzer has quizzed-out, errored-out, or fouled-out.
- Only one quizzer may be substituted during a time-out.

Tie Breaking

- In the event of a tie after 20 questions, single toss-up questions will be asked until the tie is broken.
 - A correct answer or an error breaks the tie.
 - Individual points and errors shall not be tallied for tiebreaker questions.
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Scoring Regulations

(Based on 2002 Rules)

POINTS

1. +20 points for a correct answer to a toss-up question (individual score).
2. +10 points for a correct answer to a bonus question (team score).
3. +10 points for correct answers to 4 toss-up questions without an error by an individual (individual score).
4. +10 points for a correct answer to a toss-up question by 3 individuals (team score).
5. +10 points for a correct answer to a toss-up question by 4 individuals (team score).
6. +10 points for a correct answer to a toss-up question by 5 individuals (team score).

All points count to the team's running score.

PENALTY POINTS

1. -10 points for a late line-up (team score).
 2. -10 points for every error beginning with the 16th question (team score).
 3. -10 points for every team error beginning with the 5th team error (team score).
 4. -10 points for the 3rd individual error (individual score and error out).
 5. -10 points for every team foul beginning with the 2nd team foul (team score).
 6. -10 points for every overruled challenge beginning with the 2nd overruled challenge (team score).
 7. -10 points for every challenge containing erroneous information (team score).
 8. -10 points for every rebuttal containing erroneous information (team score).
- All penalties count to the team's running score.

Notes on scoring

Starting score of a quiz	0 - 0
The most that can be deducted for any one error	10 points
Can a team or individual have a negative score?	Yes