

Text Trivia Guidelines

Middle School/High School Students only

Note Please read all guidelines below before entering competition.**

Question will be coming from **I Timothy 4th Chapter and Psalm 139**

All teams must register an hour before the start of the first game.

This is a competitive event! Full of excitement and fun!

1. There will be no more than 5 youth per team. The teams can be made up of both middle and high school students.
2. One person will become the captain of the team. The Captain will be responsible for responding to questions via text. The Captain must be fluent in texting. The head text judge will be responsible for determining which team has answered the question correctly.
3. The captain of the team will give his/her phone number to the head judge prior to the game. The team will be known only by their phone numbers provided to the judges.
4. The proctor will read the questions out loud to each of the teams coming from the chosen Bible text scriptures. The team is to confer amongst themselves on the question. Once the team has decided on a response the team captain then must respond by sending a text to the head judge. Teams who responds with the correct answer will receive 5 points. Teams cannot respond to the question until after it has been read twice.
5. The score keeper will confer with the head judge on the winner of each round. It will be the scorekeeper's responsibility to keep the scores and announce the winner at the end of each round.
6. The scorekeeper will not announce what team was the first to respond until all the questions are read after each round.
7. After 5 questions have been read and responses received, the scorekeeper will tally up the final score, the teams with the 3 highest scores of each round will remain in for another round. The scores from the previous round will be wiped out and new scoring will begin.
8. Each team has 45 seconds to answer questions. Should the questions be long response, or critical thinking, the team then has 1 minute to respond. If all teams have responded before time is called, time will be stopped and the game will continue.
9. Questions will be read twice by proctor. Should a team have a question, they must be asked before starting a new round. The proctor will not respond to any questions once the new round begins.
10. Once a team has lost and is then out of the game, they may be able to leave the area or sit in the back of the room quietly.
11. Each team is only to use no more than 2 bibles and one cell phone. Bible apps will be considered a bible but must be on the same phone used for competition. If a team is found to be using more than one phone during competition, they are disqualified from the game. No exceptions.

12. The last team standing in each of the competition rooms will compete on Thursday, July 13, 2017 for 1st place based off the Bible Book given at the end of the 1st competition. The same competitors for day one of the competition must be the same for day two. If an individual on a team cannot participate in day two of the competition, the original team must strategically use the remainder of their team. The competitions guidelines will remain the same for day two competition.

13. The 3rd place winner will be the team with the most points out of both competition rooms. If two teams have the same number of points from both rooms, those two teams will compete with 3 questions (1. Fill in the blank, 2. Extended Response and 3. Critical Thinking) from the Original text trivia scriptures: I Timothy 4th Chapter and Psalm 139.

NOTE: All teams must be positioned in a way where they are facing the front. The officials have the right to monitor each team during competition. All Captain Cellphones must be charged. King James Version Bibles are highly recommended.

The group members who are the winner this year will be recognized and provided a token.