

2025 SOUTH WISCONSIN DISTRICT - LCMS

YOUTH BIBLE JEOPARDY

INFORMATION

WHAT?

Double Elimination Bible Jeopardy Tournament and a 50 question written individual competition on :

LUTHER'S SMALL CATECHISM

WHERE?

Bethlehem Lutheran Church

470 N Oak Crest Drive

Wales, Wisconsin

WHEN?

Saturday, February 8, 2025

Registration from 9:00am-10am. Icebreakers and welcome at 9:30am

Individual Competition begins at 10:00am, with a break for lunch, and ends in the afternoon.

WHO?

7th through 12th graders from churches throughout the South Wisconsin District of the LCMS.

Form teams from your church: limit of three 2-to 5-person teams per church.

WHY?

It is a great way for Youth to study the Word of God and to keep Christians connected to one another and to the Lord.

HOW?

Registration fee is \$30 per team. Make checks payable to:

Bethlehem Lutheran Church

Send Registration form and fee to:

Bethlehem Lutheran Church

470 N Oak Crest Drive

Wales, WI 53183

(Registration fee includes lunch, cost of trophies/materials)

2025
SOUTH WISCONSIN DISTRICT – LCMS
BIBLE JEOPARDY

Hosted at:

Bethlehem Lutheran Church

*470 N Oak Crest Drive
Wales, Wisconsin 53183*

Topic: **LUTHER’S SMALL CATECHISM**

\$30 per team of 2 or 5 Includes lunch and individuals awards, and team trophies.

\$5 for each adult —staying for pizza lunch

CONTACT INFORMATION

Group Leader: _____ Church: _____
Church Address: _____ City: _____
Phone: _____ State: _____
Email: _____ Zip: _____

PAYMENT OPTIONS

Check payable to: Bethlehem Lutheran Church—Wales

Send Registration and check payments to:

*Bethlehem Lutheran Church
C/O Youth Bible Jeopardy
470 N Oak Crest Drive
Wales, Wisconsin 53183*

Questions can be directed to:

Rev. Aaron Boerst

262-347-6971 (Cell)

262-968-2194 (Office)

pastoraaron@bethlehemfamily.org

OTHER INFORMATION

Number of Teams # _____ Male Chaperones # _____ Female Chaperones # _____
Male Participants # _____
Female Participants # _____

Names of participants:

REGISTRATION POLICY INFORMATION

Registration

- The deadline for registration is two weeks prior to the starting date of the event.
(Please call if this is a problem.)
- All professional church workers and team coaches attend free of charge.

Payment

- Full payment is due at the time of your reservation.

Cancellations

- Written requests received prior to event will be honored with a refund less \$5/ team

**SOUTH WISCONSIN DISTRICT – LCMS
Youth Bible Jeopardy Competition Rules**

I. GAMES:

- a. A game shall consist of fifteen (15) questions.
- b. Questions thrown out are not counted as one of the fifteen. In the event more extra questions are needed than the ones provided, Quizmasters are to randomly pick a question from sets in hand.

II. TEAMS:

- a. Youth shall indicate the team on which they will play at registration time. Teams can consist of 2-5 members. There will be no changing of teams thereafter.
- b. A particular church may enter no more than three teams of 3 players each.
- c. A team for any one game shall consist of no more than 5 players with one substitute per team. Substitutes shall not be made during a game. Eligibility shall be restricted from 7th–12th grade.

III. QUESTIONS AND ANSWERING:

- a. Questions and judges' decisions shall be from the English Standard Version (ESV) of the Bible, and must be answered in the form of a question: (e.g. "Who is...What is...When is...Where is...?")
- b. The Quizmaster will start each question with "Ready".
- c. The team whose light goes on first has the right to answer first.
- d. A team will please wait to answer until after the Quizmaster has acknowledged their light.
- e. A team member may receive help from teammates in answering the question.
- f. Once a light has been acknowledged, the team has five seconds to begin speaking their answer. The individual speaking has fifteen seconds to complete the answer.
- g. PLEASE NOTE that only one team member is allowed to answer any given question. The first answer given by the team spokesperson will be the answer that will be judged correct or incorrect.
- h. A team which does not begin to answer within the five-second time limit is considered to have answered incorrectly.
- i. If one team answers incorrectly or fails to begin an answer within the five-second time limit, or fails to complete their answer in the fifteen-second time limit, the second team has the opportunity to answer the question. The second team is not required to answer the question.
- j. If either team fails to turn their light on within ten seconds following the reading of the question, the question will be passed. The question will be counted as one of the fifteen questions.
- k. If no light has gone on and the ten-second time limit has not expired either team may ask to have the question re-read. A question may be re-read only once. The identical time limits as outlined above apply also for the second reading of the question.
- l. Correct answers of unanswered or of incorrectly answered questions may be revealed to the contestants at the discretion of the judge.

- m. Once a light goes on the quizmaster shall immediately stop reading and wait for the acknowledged team to answer.
- n. In the event that a team switches on the light and incorrectly answers before the Quizmaster has finished reading the question, the Quizmaster shall re-read the entire question for the other team, without interruption, giving them a chance to answer. The ten second and the five-second time limits also apply.
- o. If a team member desires to challenge an opposing team's answer with a better answer he/she may do so by immediately raising his/her hand and stating that he/she challenges the answer. A team may challenge only if they have not previously tried to answer. The appointed judge will render a decision. His decision is final. Only competitors will be allowed to voice a challenge. The Quizmaster is not to request if the other team desires to challenge but is to move on if a challenge is not expressed. The opposing team may not request the question to be re-read at this time.
- p. Cross-references, footnotes & commentaries are not a part of the Bible Jeopardy Competition.
- q. Since this is a youth competition only youth may challenge the question & answer. Quizmaster's decisions are final.
- r. Teams participating may submit sample questions to be used for team competition by sending them to registration address.

IV. SCORING

- a. The team which correctly answers the question receives 10 points. An incorrect answer is a 3 point deduction.
- b. A team whose challenge is denied loses no points. The challenged team receives the normal 10 points for its correct answer.
- c. If a team's answer is challenged and the challenge stands, the challenging team would receive 10 points for a correct answer, while the challenged team would lose no points.
- d. If after fifteen questions, there is a tie, then a tie breaker question will be asked. Manner of scoring remains the same. The first team to take the lead is declared the winner.
- e. Winners of the Team Competition will be determined by the top 3 scores for each team added together.
- f. Tiebreaker for the Team Competition will be the lowest individual score of each team

V. INDIVIDUAL COMPETITION

- a. Places in the Individual Competition will be determined by the score on the 50 question multiple choice exam. In the case of a tie, a head to head competition will determine the tiebreaker.
- b. Individual exam will take place prior to team game play, and will be scored during team competition. Individual awards will be announced after team winner is announced.
- c. Individual exam cannot consult others or other material for help. You are to finish it in one sitting. THIS IS ON YOUR HONOR.