

All-Timers Tournament Rulebook

All-Timers is a free tournament in the Youth for Christ style (also called position-win quizzing) open to “quizzers” of any age or experience level.

World Bible Quiz Association Rules apply except as modified in this rulebook or at the start of the tournament. Rules 3.1.1–3.1.4 (three-way quiz structure) explain the seating arrangement and quizzer movement when a question is answered correctly or a quizzer errs out. Rule 6 explains the object of position-win quizzing and how to obtain a position win.

DEFINITIONS

Earning a Medal Chair. At the start of a quiz, each of the three team’s #1 quizzer on the line-up is sitting on a medal chair (*see* Rules 2.5(1) and 3.1.1). But their presence on the medal chairs does not count toward a position win. Once the quiz starts, as quizzers answer a 20-point question, they earn a trip to the gold chair. It is answering 20-point questions, and earning a medal chair, that counts towards a position win. Similarly if a substitute comes in for a quizzer on a medal chair, the substitute has not earned that chair.

Frozen Chair. The first quizzer to answer three 20-point questions freezes the gold chair. The second quizzer to answer three 20-point questions freezes the silver chair, and so on. Freezing a chair means two things: the chair is frozen and is no longer available to another quizzer, and the quizzer is frozen unless a toss-up or free question is asked (*see* Rule 3.1.1.4).

First Available Chair. Until a chair is frozen it is available. The “first available chair” is the one farthest to the left that is not frozen. So it starts as the gold chair, then the silver, then the bronze and so on (*see* Rule 3.1.1.4(5)).

1. STATEMENT OF PURPOSE

The purpose of the All-Timers Tournament is to encourage people to learn God’s word through the motivation of good, clean, fun competition *with* each other (rather than *against* each other). A helpful motto is “Quiz to win; pray to glorify.”

2. PREPARING TO QUIZ

2.1. Eligibility Requirements

There are no limitations based on age or experience.

2.2. Team Composition

1. A team may have up to four members: three starters and one substitute. A coach is optional.
2. Seating order, as well as the captain and co-captain, will be designated on a line-up submitted to the scorekeeper prior to the quiz.
3. If a team has less than three members, they may still compete and will be numbered consecutively, beginning with one.

2.3. Captains and Co-Captains

1. Each team will have a captain and a co-captain.
2. If the captain leaves the quiz, the co-captain serves as the acting captain. A captain who returns to the quiz reassumes the role of acting captain.
3. When both the acting captain and the co-captain have either erred out or been substituted out, a new acting captain will be designated.

2.4. Officials

The following positions must be filled before the start of a quiz: Quizmaster, Material Judge, Technical Judge and Scorekeeper. One official may fill more than one position.

2.4.1. Quizmaster

1. The quizmaster must know and understand the rules thoroughly.
2. The quizmaster must be familiar with the portion of Scripture being studied.
3. Questions must be read at a normal, conversational rate. Both hesitating and reading too quickly must be avoided, since they may cause inaccurate quizzing.
4. The quizmaster must read all questions at the same rate of speed, except *Finish* type questions which are read with noticeable pauses between words.
5. The quizmaster must render decisions firmly and consistently.
6. The quizmaster is responsible for calling fouls.
7. The quizmaster must maintain a positive attitude toward the quizzers and coaches.
8. The quizmaster must keep the quiz moving at a consistent pace. A quiz should not be rushed, but it is important to maintain the quickest pace which does not interfere with accuracy.
9. The quizmaster must remember the importance of edifying both the quizzers and the audience. He or she should speak clearly and be enthusiastic about quizzing. To this end, quizzers should be called by name, the score should be announced often, and frozen chairs should be promptly recognized.

2.4.2. Material Judge

1. The material judge will assist the quizmaster in determining the accuracy of an answer which has been appealed or when the quizmaster otherwise requires assistance in making a decision.
2. The material judge will check the accuracy of the quizmaster's reading of the question by following along as he or she reads each question.

2.4.3. Technical Judge

1. The technical judge will check equipment for proper operation.
2. The technical judge will keep time on the 5-second limit to jump, 30-second limit to complete the answer, and 45-second limit for timeouts.

2.4.4. Scorekeeper

1. The scorekeeper will record the following information:
 - a) Quiz lineups as they are received from each team.
 - b) Each team's score.
 - c) The outcome of each question.
 - d) The record of substitutions.
 - e) Each team's number of remaining timeouts.
 - f) When timeouts were called and by which team they were called.
2. The scorekeeper will inform the quizmaster of the following:
 - a) Point deductions for errors.
 - b) Point deductions for fouls.
 - c) Frozen chairs and err-outs.

2.5. Equipment

1. Nine chairs should be set up facing the audience. From the audience's left, the first three chairs are "medal" chairs: chair #1 is the gold chair, #2 is the silver chair, and #3 is the bronze chair. The medal chairs can be identified with color as desired. The nine chairs are normally placed in a straight line, but they may be placed in an arc if this allows the quizzers to see the quizmaster more easily or if space is limited.
2. The quizmaster's table should face the chairs and be far enough away to allow all quizzers to comfortably see the table without turning in their chairs.
3. Chairs for coaches and substitutes should be placed on both sides of the quizmaster's table. At no time should coaches or substitutes be seated at the quizmaster's table.
4. All quizzes must use some form of electronic equipment that determines which quizzer is eligible to answer.
5. In the event of an equipment malfunction or improper use of the quiz equipment, a quiz will be replayed from the earliest time the malfunction or improper use may have begun.

3. QUIZZING

3.1. Quiz Structure

Position-win quizzing requires three-way quizzes. Accordingly, the tournament schedule will be amended as necessary up until the start of quizzing to ensure three-way quizzes. Two-way quizzes will occur only if a team present at the tournament cannot continue.

3.1.1. Three-Way Quiz Structure

1. A team's starting quizzers begin the quiz sitting interspersed with the quizzers from the other teams.
2. A team's starting quizzers are numbered 1-2-3 beginning from the quizmaster's left. The quiz will start with all of the #1 quizzers designated on the lineups sitting in chairs 1 through 3, all the #2 quizzers sitting in chairs 4 through 6, and all the #3 quizzers sitting in chairs 7 through 9 (*i.e.*, 111, 222, 333).

3.1.1.1. Regular Questions (Three Teams Jumping)

Unless an error was made on the previous question, all three teams are eligible to jump on each question. If the question is answered correctly, that quizzer receives 20 points, moves to the first available chair, and other quizzers move to the right as necessary to fill in the gap. If an error is made, the next question is a toss-up question.

3.1.1.2. Toss-up Questions (Two Teams Jumping)

After an error when three teams are jumping, a toss-up question is asked to the other two teams. If the toss-up question is answered correctly, that quizzer receives 20 points and moves to the first available chair, other quizzers move as necessary to fill in the gap and the next question is a regular question. If the toss-up question is answered incorrectly, an error is recorded and the next question is a free question.

3.1.1.3. Free Questions (One Team Jumping)

A free question is asked to one team after two teams err consecutively. Whether answered correctly or not, the quizzer does not move. If answered correctly, the quizzer receives 10 points. The question following a free question is always a regular question.

3.1.1.4 Freezing a Chair and The Vacant Chair Rule

1. A quizzer correctly answering three 20-point questions freezes the first available chair.
2. Once frozen, the quizzer is not eligible to answer regular questions, but may answer toss-up questions and free questions directed to his or her team.
3. After the gold chair is frozen, the silver chair becomes the first available chair, and so on. Frozen chairs must always start with the gold chair, then the silver and so on, without any gaps.
4. Upon a quizzer erring out of a quiz, unless a substitute is available, his or her chair will remain vacant until a quizzer correctly answers a 20-point question and earns the chair.
5. If a quizzer errs out on a frozen medal chair, the chair is released from the freeze and is the first available chair again. If this causes a violation of the order in point (3), quizzers on frozen chairs will move as necessary so frozen chairs are all to the far left.

3.1.2. Question Numbering

All teams must jump on questions 13, 14, 15 and, if necessary, all questions after 15. Hence, an error on question 12 is followed by a toss-up or free question numbered question 12A. An error on an 'A' question causes the next question to be numbered 'B.'

3.1.3. Ending a Quiz

Quizzes must end with a correctly answered question. Quizzes end on question number 15 if it is answered correctly and there are no ties to be broken. If necessary, the quiz will proceed past question 15 until a question is answered correctly and all ties are broken.

3.1.4. Breaking ties

The following procedure will be used to break any ties which exist after question 15 (or, if necessary, 15A or 15B) has been completed and a question numbered 15 or greater has been answered correctly:

1. If one of the three teams is not tied, its place is declared and this team remains seated on the chairs but does not participate in the tiebreaker(s).
2. Single questions are added until the tie is broken by a correct answer. A and B labeling, toss-ups and free questions proceed as usual.
3. If all three teams are tied and an error is made, the toss-up question goes to all the quizzers on the two teams who are eligible to jump. An error on the toss-up will result in a free question going to the whole remaining team.
4. If two teams are tied and an error is made, the free question goes only to the corresponding number on the other tied team.
5. If a three-way tie is broken and a two-way tie remains, this procedure should be reapplied.

3.1.5. Two-Way Quiz Structure

1. A team's starting quizzers sit together, one team on the left-most three chairs, the other team on the middle three chairs.
2. Rules specific to the three-way quiz structure (Rules 3.1.1–3.1.1.4) and position wins (Rule 6) do not apply to two-way quizzes.
3. Two way quizzes begin on question 4.
4. Unless an error was made on the previous question, a question is to both teams.

3.2. Quizmastering

1. The quizmaster will announce whether the next question is a Specialty (*i.e.*, a Memory, Reference or Situation question), and if so, which type, before beginning the sequence described below.
2. The quizmaster will begin each question with the following sequence: "Question Number ~, Question. ____?" The sequence may be interrupted and restarted until the word "Question" is said the second time. Once "Question" has been said the final time, the question is considered to be underway. From here on, this will be referred to as "From the time 'Question' is called" or "After 'Question' is called."
3. The quizmaster will cease reading when the electronic equipment registers that a quizzer has jumped.
4. The quizmaster will call on the first quizzer to jump, as determined by the electronic equipment.
5. The quizmaster will not repeat a question, even if a quizzer jumps before the end of a question.
6. If a quizzer is obviously correct, the quizmaster will call him or her correct before the 30-second time limit expires.
7. Once a quizzer has given incorrect information, the quizmaster will immediately rule the answer incorrect.
8. The quizmaster will never ask the quizzer to give additional information (either in the question or answer).
9. The quizmaster will never cut off a quizzer while he or she is speaking.
10. During the 30-second answering period, the quizmaster *will* use the following prompts:
 - a) If a quizzer completes the question before giving the answer, the quizmaster will tell the quizzer, "*That is the question.*"
 - b) If a quizzer provides all of the information in the answer except the required clarification of a word or phrase, the quizmaster will ask, "*Can you clarify [the word(s)]?'" or "Can you be more specific about [the word(s)]?"*
 - c) On a Memory question, once the quizzer quotes to the end of the required verse (and says the chapter and verse on a *Finish This Verse and Give the Reference*), if the quote is not yet correct, the quizmaster will say "*Give it to me again.*" This will occur as often as needed until the quizzer quotes the verse perfectly, the quizzer supplies material not found in the verse and is called incorrect, the quizzer changes the meaning of the verse through misquoting or the 30-second time limit expires.
 - d) On a Situation question, if a quizzer finishes the quotation before answering the questions, the quizmaster will say, "*That is the quote.*"

11. During the 30-second answering period, the quizmaster *may* use the following prompts:
 - a) If a quizzer answers the question correctly, but is missing information found in the question, the quizmaster may tell the quizzer, “*That is the answer.*”
 - b) If a quizzer answers the question correctly and completes the portion of the question which the quizmaster did not finish reading, but adds additional material not in the quizmaster’s question, the quizmaster may say to the quizzer, “*Don’t say anything else.*” This enables the quizmaster to check the accuracy of the additional material without allowing the quizzer to add further information which may result in his or her being called incorrect.
12. During the 30-second answering period, the quizmaster will use no prompts other than those described in the two previous rules.

3.3. Answering

1. After a question is read, if no quizzer jumps within five seconds, no one is permitted to answer.
2. A quizzer who jumps before a question is finished must provide all the material in the question and answer. However, the quizzer need not give the material in “question and answer” form.
3. Answers need not be word perfect, except on Memory questions.
4. When answering or completing a question, a quizzer may refer to persons of the Godhead by different, but synonymous, terms from those found in the Scripture passage. However, specific titles deemed significant by the quizmaster are required.
5. A quizzer who gives an incorrect question will be ruled incorrect. A correct question is one which asks for the same information asked for in the quizmaster’s question and which contains all of the material in the quizmaster’s question.
6. A quizzer who provides any incorrect information will be called incorrect.
7. If in the quizmaster’s discretion, the quizzer answers from or quotes from a different passage, the quizzer will be called incorrect.
8. If the quizzer attempts to provide multiple answers from the same passage, then the quizzer must state the intervening material thought perfectly and in verse order.
9. Recognizably mispronounced words are acceptable in an answer.
10. Nothing may be added to an answer after a quizzer sits down or the 30-second time limit expires.
11. If the first five words of a question are exactly the same as the first five words of another question from a different verse which is part of the Scripture being used as the basis of competition, the alternate question and answer will be accepted if the quizzer and/or his or her teammates lead the quizmaster to the alternate reference or the quizmaster finds it through his or her knowledge of the material or by using a concordance.

3.4. Timeouts

1. Each team is allowed two timeouts per quiz.
2. Timeouts are 45 seconds in length.
3. Only the coach or acting captain may call a timeout.
4. Only the coach and assistant coach are allowed to confer with the team during timeouts.
5. A timeout may be called after any question, except when a challenge is ongoing.
6. Only one timeout is permitted between successive questions.
7. No timeouts will be permitted once a Specialty question has been announced.
8. A technical timeout may be called by the quizmaster at any time and will not be charged to any team. No substitutions are permitted during technical timeouts.

3.5. Substitutions

1. Substitutions may be made only during timeouts, unless a quizzer who has erred out is being replaced.
2. A quizzer who has frozen his or her chair and then been substituted out of the quiz may not return.
3. A quizzer who substitutes into the quiz assumes the corresponding number of the quizzer who is leaving the quiz. This corresponding number applies to breaking ties (3.1.4.4) and in the case of a challenge (6.3.5)

3.6. Tie Jumps

Some electronic equipment may register tie jumps.

1. When members of the same team tie, the captain will immediately decide who answers.
2. When members of opposing teams tie, the question will be replaced with a question on which only the tied teams may jump. If a question resulting from a tie jump results in an error; the following question will be handled as if there had been no tie.

3.7. Appeals

1. Any acting captain (or a quizzer whose answer has been called incorrect) may appeal a quizmaster’s decision on an answer.
2. Any acting captain (or a quizzer whose answer has been called correct) may give more information or rebut an appeal.
3. Quizzers may not confer with the quizmaster, coach or other teammates before or during an appealing.
4. An appeal must be made immediately after the quizmaster’s decision.
5. All appeals and rebuttals will be heard before a timeout may be taken.
6. The quizmaster, with the assistance of the material judge, will rule on the appeal(s).
7. There are no penalties for overruled appeals.

3.8. Throwing Out Questions

1. If a question contains erroneous information or there has been a serious mispronunciation in the reading of the question, the quizmaster may throw out the question.
2. Any acting captain or the answering quizzers may bring an erroneous question or a mispronunciation to the quizmaster's attention.
3. If a question is thrown out, it will be replaced with a question of the same category (Regular, Memory, Reference, Situation), and in the case of a Reference question, of the same type (*Chapter Verse, Chapter Only*).

3.9. Fouls

The quizmaster may call a foul against a team for any of the following:

1. Communication between quizzers and/or their coach or coaches after "Question" is called and before the final decision is rendered, or, in the event of an appeal, before the completion of the appeal.
2. A quizzers jumping after "Question" is called, but before the quizmaster begins reading the question.
3. A quizzers starting to answer before being recognized by the quizmaster.
4. A quizzers's hands or feet touching the chair from the time "Question" is called until a quizzers is called upon to answer.
5. A quizzers placing his or her jump pad on the front edge of the chair. This infraction occurs if the quizzers's pad falls from the chair when he or she jumps.
6. A quizzers activating his or her light by lifting a leg while remaining seated. Little league quizzers are exempt from this rule.
7. Failure to submit a written lineup prior to the start of the quiz.
8. Continued discussion once the final decision to an appeal has been rendered.
9. A coach, team or cheering section engaging in conduct that is not in line with Christian witness.
10. A quizzers attempting to trick other quizzers into jumping by pretending to jump.
11. Any other infraction of the rules as determined by the quizmaster.

Note: Only the quizmaster may call a foul. Coaches, quizzers or fans may not ask the quizmaster to call a foul for something they see.

3.10. Protests

Given time constraints, the quizmaster's decision is final following appeal.

4. SCORING

4.1. Team Scoring

1. A correct answer when two or three teams are jumping scores 20 points.
2. A correct answer to a free question scores 10 points.
3. An incorrect answer to a free question is called an "attempt" and does not count as an error.
4. A quizzers correctly answering three 20-point questions remains in the quiz but is eligible to answer only toss-up questions and free questions directed to his or her team.
5. After making three errors on 20-point questions, a quizzers errs out and leaves the quiz. He or she may be replaced by a substitute without calling a timeout.
6. Team bonuses are eliminated.
7. 10 points will be deducted for each of the following:
 - a) A team's fourth error in a quiz and every subsequent error.
 - b) An error starting with question 15. *Note:* no more than 10 points will be deducted for a single error.
 - c) A team's second foul in a quiz and every second foul thereafter.
8. A team cannot have a negative score at any point of the quiz. When the score is zero, no error or foul points may be assessed.
9. When a team challenges for a position win, the team loses 20 points of their score. If they get a correct answer in the course of the challenge, even on a free question, they receive 20 points.
10. Team standings will be kept based on the following point structure:
 - 12 points— 1st place in a quiz by position
 - 10 points— 1st place in a quiz by points
 - 5 points— 2nd place in a quiz
 - 1 point— 3rd place in a quiz

4.2. Individual Scoring

In order to determine the winners of individual awards at tournaments, the following guidelines are used to compute a quizzers's rate—his or her average contribution to a quiz.

1. 20 points will be awarded for each correct answer with two or three teams jumping.
2. No points are deducted for errors.
3. No bonus points are awarded for freezing without error.
4. 10 points are awarded for each free question a quizzers answers correctly.
5. 40 points are awarded to any quizzers who appears in a quiz when his or her team attains a position win.
6. A quizzers's rate is determined by dividing his or her total points by the total number of quizzes in which his or her team participated.

5. QUESTION TYPES

5.1. Questions

1. All questions will be written from the *Berean Standard Bible* version of the Bible.
2. In a 25-question quiz packet, 5 questions will be Memory questions, 3 will be Situation questions and 2 will be Reference questions (one *Chapter Verse* and one *Chapter Only*). In years when situation questions cannot be asked, there will still be 5 Memory and 2 Reference questions per 25 questions.
3. Questions may only contain words that appear in the verse or verses the question is drawn from, an interrogative and, when a form of the verb “to be” is absent, the correct form of the verb “to be.”
4. Questions must be both grammatically and scripturally correct. The exception to this rule is that questions beginning with “What if” may be asked, despite being grammatically incorrect.
5. One of the following interrogatives must appear within each Regular or Reference question: how, how long, how many, what, when, where, which, who, whom, whose or why. Questions taken directly from Scripture not containing one of the interrogatives are permitted.
6. The placement of an interrogative is not restricted to a particular portion of the question.
7. Pronouns will not be clarified within questions.
8. When an answer contains a pronoun or general word or phrase, the clarification of the pronoun, word or phrase may be required.
9. Direct question and answer pairs from Scripture may be used.
10. Direct questions from the Scripture which are answered by rhetorical questions also appearing in Scripture are acceptable.

5.2 Memory Questions

Memory questions promote memorization of the key verses in a Scripture passage. For the following question types, except the *Quote* question, the quizmaster will read up to the first 5 words slowly, with noticeable pauses between words.

- *Finish This Verse*: starts at the beginning of a verse and goes to the end of the verse.
- *Finish These Two Verses*: starts at the beginning of a verse and goes to the end of the next verse.
- *Finish These Three Verses*: starts at the beginning of a verse and spans three verses.
- *Finish This*: starts somewhere after the first word of the verse and goes to the end of the verse.
- *Finish This and the Next Verse*: starts somewhere after the first word of the verse and goes to the end of the next verse.
- *Finish This and the Next Two Verses*: starts somewhere after the first word of the verse and goes to the end of the second following verse.
- *Finish This Verse and Give the Reference*: starts at the beginning of a verse and goes to the end of that verse. Additionally, the quizzer is required to state the correct book, chapter and verse.
- *Quote Question*: The quizzer is asked to quote a verse given only the book, chapter and verse reference. Quote questions will be read: “Quote _____ Chapter ____ verse ____.” The quizzer will be required to complete the reference if it was not clearly completed by the quizmaster.

To be called correct, a quizzer must word perfectly quote all the requested material once from beginning to end before time expires.

The quizzer may only quote material found within the memory question, with two exceptions:

- The quizzer may quote past the end of the verse from which the memory question is drawn into the following verse; and
- The quizzer may quote material contained within one of the verses from which the memory question is drawn and is not a portion of the memory question. This is only applicable to *Finish This*, *Finish This and the Next Verse*, and *Finish This and the Next Two Verses* type questions.

5.3 Situation Questions

Situation questions promote an understanding of settings, emotions and chains of events. They encourage quizzers to memorize and attribute direct quotations, order events, explain motives and derive cause and effect. Situation questions are only written when the quiz material is narrative in nature: either a gospel or the book of Acts. Each Situation question consists of a quote and one, two or three questions about that quote. The following are possible questions:

- Who (said it)? In the event that more than one person has said the quote, for instance when a New Testament figure quotes an Old Testament figure, the answer will be the person to have spoken the quotation most recently.
- To Whom (was it said)?
- When (was it said)?
- Where (was it said)?
- How (was it said)?
- Why (was it said)?
- In Reply/Response to what (was it said)?
- About whom (was it said)?
- About what (was it said)?
- (What was the) Reply?
- (What was the) Response?
- (What was the) Result?

Answers to the questions may come from any reasonable number of verses from the same Scripture passage. The quote must cover only one verse and must start at the beginning of a quotation. Although the beginning of a quote that spans more than one verse may be used, the quizzier needs to quote only the portion of the quote found in the first verse.

5.4 Reference Questions

1. If identical questions can be asked from more than one verse and there is more than one answer from different parts of the material, a reference is applied to lead the quizzier to a specific portion of Scripture. If the identical questions come from the same chapter, a *Chapter Verse* Reference must be applied. If identical questions come from different chapters, a *Chapter Verse* or *Chapter Only* reference may be applied.
2. Questions that are exactly the same for the first five words or more should also be referenced. It is preferred that these be asked as *Chapter Only* references, unless two or more questions beginning with the same five or more words occur within the same chapter, in which case a *Chapter Verse* reference must be applied.
3. When answering a *Chapter Verse* reference question, a quizzier will be called incorrect if he or she provides material outside the verse the reference is drawn from, with two exceptions:
 - A quizzier may provide the antecedent for a pronoun not contained within the verse from which the reference is drawn; and
 - A quizzier may quote past the end of the verse from which the reference is drawn into the following verse.
4. *Chapter Verse* References will begin with, "According to _____ Chapter ___ Verse __,"
5. *Chapter Only* References will begin with, "According to _____ Chapter __,"

6. OBJECTIVES OF POSITION-WIN QUIZZING

There are two ways to win a quiz: by score or by position. A position win takes precedence over winning by score.

6.1. Winning by Score

A team wins the quiz when they secure first place by scoring the most points in the quiz.

6.2. Winning by Position

A team wins by position if their three quizzers are sitting on the gold, silver and bronze chairs with each quizzier having answered a 20-point question, including the question which leads to all three sitting in a medal chair. The quiz ends when this scenario occurs. Position wins are available starting with question 6 and ending with question 15 (including 15A or 15B).

6.3. Winning by Position with a Challenge Question

A challenge question is a way to win by position in one question.

1. To be eligible to call for a challenge question, a team must hold two of the medal chairs and have answered the previous question correctly. The chair not occupied by the challenging team must not be frozen. The challenging team's two quizzers sitting on a medal chair must each have answered a 20-point question correctly.
2. The challenge must be called for before the start of the next question by either the captain or the quizzier who answered the question correctly.
3. A time-out cannot be issued once the challenge has been called for until the challenge is over.
4. When the challenge is called for, the challenging team forfeits 20 points (the last correct answer) from their team score.
5. The challenge question is given to three quizzers: the quizzier on the challenging team who is not sitting on a medal chair, the quizzier not on the challenging team who is sitting in a medal chair, and the quizzier on the third team who is the corresponding number of the quizzier who is sitting on a medal chair.
6. If at any point during the challenge any quizzier answers the question correctly, the challenge is over.
 - a) If the quizzier challenging for the chair answers the challenge question correctly, he or she swaps chairs with the quizzier currently in the medal chair being challenged, 20 points are awarded and a position win is secured.
 - b) If the quizzier sitting in the medal chair answers the challenge question correctly, he or she remains in that chair, 20 points are awarded and the challenge ends with the quiz continuing from that point.
 - c) If the quizzier from the third team answers the challenge question correctly, he or she swaps chairs with the quizzier currently in the medal chair being challenged, 20 points are awarded and the challenge ends with the quiz continuing from that point.
7. If at any point during the challenge the quizzier challenging for the chair answers the challenge question incorrectly, then the challenge is over and the quizzier is assessed an attempt, not an error. The next question is asked to all three teams.
8. If one of the quizzers not challenging for the chair answers the question incorrectly, then he or she receives an error and the toss-up question goes only to the two quizzers who remain in the challenge. If the quizzier not challenging for the medal chair answers incorrectly, then a free question worth 20 points will be given to the challenging quizzier for the position win.
9. Throughout the challenge question numbering continues as normal.