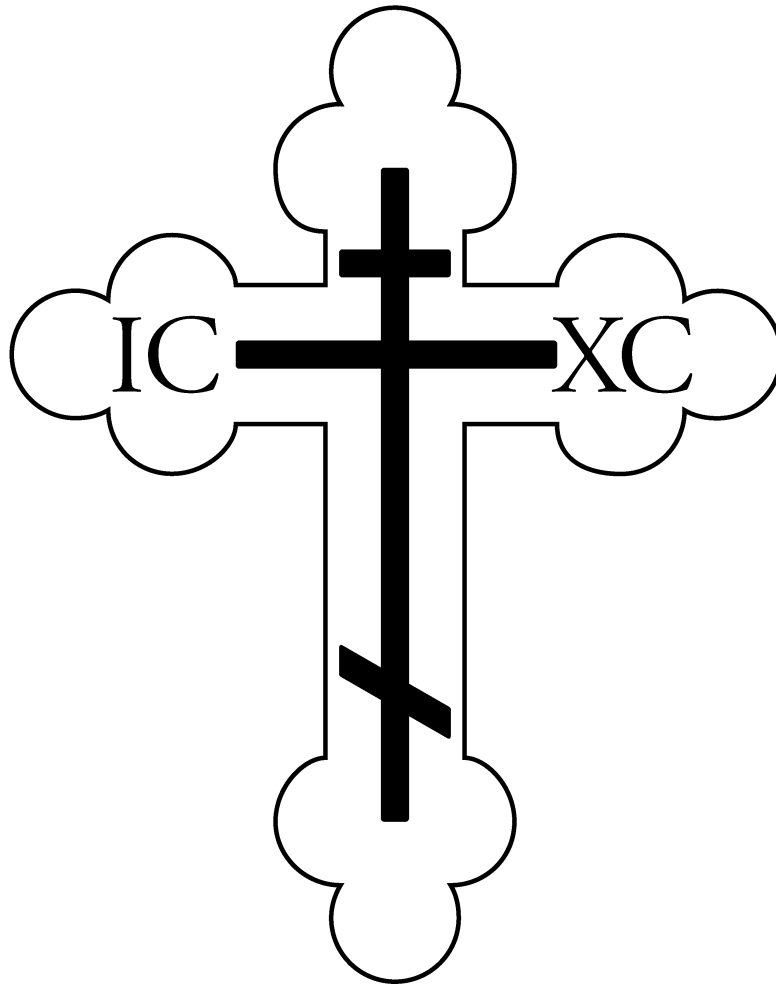


The Byzanteen Challenge

Rules of the Game



April 27, 2008

Object of the Game

Teams move along game path by answering questions correctly. The first team to complete its path and land on the Truth space is the winner.

Equipment

- one game piece for each team
- one 12 space path for each team
- one truth square
- twenty categories of Byzantine challenge questions and answers
- whistle and stop watch for referee
- category status board with 5 color flip panels
- red and yellow cards for penalties

Setup

--teams sit in their groups on one end of a 12 space path. The path leads from the team to the single Truth space.

--Place the Judges Table near the Truth square and close enough that everyone can hear the judges well.

--Game pieces start off the game path at the start of the game.

--Judges randomly choose 5 categories to be the categories for the game. Categories will be placed in a container and picked. The first five chosen become the categories for the game.

--Teams are chosen randomly at the beginning of the first set. When three teams are involved, the game will begin by rotating in the clockwise direction. When any team reaches the 7th space on the board, the rotation will then go in a counter-clockwise direction.

Game play

The game is organized into turns, rounds, and sets. A turn is equivalent to one team choosing a category and attempting to answer it. A round is equivalent to each of the teams having a question asked of them. A set is the amount of rounds it takes to answer one question correctly from each of the five categories. After all five categories have been answered, the next set begins. Team A begins the first set, Team B begins the second set, Team C begins the third set.

--Closed categories

After a category is answered correctly, that category then becomes closed for the remainder of the set. There are five categories, so each set continues until a correct answer is given in each of the five categories.

Teams may not choose categories that are closed. When all 5 categories are closed a new set begins and all categories are reopened. If 3 consecutive questions in a row from a single category are missed, that category will be closed for that round. If it is the last category, all 5 are flipped.

Beginning the game

The game begins with two or three teams in position at the beginning of the game. The team

that gets to go first chooses a category. One of the judges reads a question from that category and the team captain has 30 seconds from the end of the question's reading to give the correct answer to the judges. If the answer is incorrect, the next team gets 10 seconds to give the right answer. If all the teams have guessed incorrectly, it becomes the next team's turn.

Winning the Game

The game is immediately won when a team occupies the Truth space. The space is reached by answering a question correctly.

Note:

The referee may shorten the game path to accommodate time constraints of other factors.

Timing

A team will have 30 seconds to give an answer to the question. At the end of 30 seconds, a buzzer will sound. The answer must be given before the sound of the buzzer. If the team that was asked the question guesses incorrectly, the team to the left will be given ten seconds to guess correctly. The answer must be given before the buzzer goes off at ten seconds. In questions that have many parts, it will be the referee's discretion as to whether or not the answer was given in time.

Example of game play:

Team B has the starting turn and they choose the St Clement category. They answer incorrectly and then team C gets the opportunity to steal Team B's question. If they get it right, they move 1 space. If they get it wrong, Team A gets a chance to steal Team B's question. If all three teams guess incorrectly, Team B's turn is over and St Clement category is still an open category. It is now Team C's turn and the scenario above is replayed. This time Team C chooses the St Clement category and answers correctly. Team C's turn is now over and the St Clement category is closed. Team A then gets to take a turn by picking one of the remaining categories. At the end of three turns, the round is completed. Rounds are important because if the referee gives bonus questions or unique timing scenarios they will be organized by the round in order to make it fair for all the teams.

Referee

The referee facilitates the game, keeps time, and maintains order during play. The referee is in charge of the game and has power to modify the game and penalize teams as necessary.

Judges

There will be three judges during the game. Their role is to Read the questions and judge the responses. The judge gives a thumbs up or thumbs down to show their answer. Judges answers are final. The judges may confer before giving an answer and will offer the correct answer if no team answers correctly.

Teams

The teams may have up to 5 players. The player must still be in high school (under 19).

The teams must preregister by July 15th 2008.

After the team is registered and has payed their registration fee of \$40 we will send you one copy of each of the books we will be using. Try to register early so you will have more time to study. You do not have to name team members until the day of the competition.

Guidelines for participants

- Have fun
- Embrace the idea of Christian competition, after the competition is all over, we are still one big Church.
- Respect the judges and referees- they really are trying their best to be fair.
- Remember your answer must be given before the 30 (or 10)second time limit is reached
- Speak clearly and loudly so judges can hear you
- The spokesperson should stand and deliver answer clearly and loudly so judges can hear you.
- You will be given be given a blank notepad for competition. Write down thoughts of lists so you can deliver them quickly when it its your turn to answer.
- Remember, order of steals reverses when the first team lands on 7.
- If 3 consecutive questions in a row from a single category are missed, that category will be closed for that round. If last category, all 5 are flipped.
- The time clock begins once the first question is completely read. You may ask to have a question repeated but the time continues.
- Always make a guess, you have nothing to lose.
- The Byzanteen Challenge is a game that tests your knowledge of the given resource. There will be times when the question appears to have several right answers, for the purposes of the game there is only one right answer as provided in the source material.
- The judge will take the 1st answer given by the spokesperson. Whoever stands up first is the spokesperson for that question.
- The judges will give the correct answer if all the teams guess incorrectly.
- Keep quiet during discussions.

Guidelines for Judges

Your Role: Read the questions, listen to the team's response, and determine if they gave an acceptable answer.

- Make sure you read the question loudly and clearly. The teams will lose time if they need it repeated.
- Read only what is on the card. Do not alter the question in any way. The teams have studied the materials, they so not need any help.
- If the given answer is exactly as written on the card, the judges may give a thumbs up to signal a correct answer. If the answer is not exact, all judges must consult and then decide whether or not to accept the given answer.
- The thumbs up/down system should be used at all times. Verbal communication gives a lot of clues to the teams trying to steal. Make sure you don't say anything that would let the other teams know if the answer was close or not. For ex. "close, almost, or not even close"
- Consult on every question, if you don't you will give clues to the quality of the answer.
- Use the "poker face". Simple expressions will tell the teams a lot about what the correct answer is.
- Remember, The Byzanteen Challenge is a game that is category specific. There may be several answers to the question in the broad sense, however, there is only one correct answer for the resources given. When in doubt, go only by the answer on the card. Example: _____ is the foundation of the church. The correct answer is prayer according to the Pope in the resource given. The answer could have been Jesus, Peter, etc. in a broad sense but only prayer is the correct answer.
- Don't deliberately choose questions, select questions randomly from the top.
- Remember, order of steals reverses when the first team lands on 7.
- If 3 consecutive questions in a row from a single category are missed, that category will be closed for that round. If last category, all 5 are flipped.
- Definitions may not be given to teams, if they studied the materials, the terms are familiar.

Before the game

1. Gather the cards for the 5 categories and put them in their corresponding boxes.
2. Write the categories on the board clearly and boldly so categories and colors can be seen from a distance.

During the Game

- Help keep track of whose turn it is.
- Help keep track of which direction the steals are going.
- Place all correct answers into correct answer envelope. This will help evaluate how the teams are doing and if the goals for The Byzanteen Challenge are being met.
- There are several markings on the answers that you need to become familiar with. Underline is used to emphasize the essential part of a wordy answer. (parentheses) designate that what is found inside is not the acceptable answer. *Or* means on or the other but not both. *And* means both answers are necessary.
- Please feel free to mark on the sticker part of the card.

After the game

- Gather the cards and return them to the cards room. Leave cards answered correctly in envelope.
- Fill in score sheet for each team and give it to Lori. 13 points for winning, points awarded are equivalent to the space the team reached on the Truth board.

Guidelines for Referee's

Your Role: M.C. of the game. Direct, lead and promote enthusiasm amongst participants.

- Have fun, encourage others to have fun.
- Keep the game moving. The fairest way to determine the best team is to let them finish their games. It is your job to get a winner in an hour.
- Keep track of whose turn it is, what space teams should be on, etc.
- Check notepads at beginning of game to make sure it is blank to begin with.
- Keep teams respectful, encourage good sportsmanship.
- Let teams know what you expect from leaders etc., at beginning of game.
- Answers must be given within the allotted time.
- Remember, order of steals reverses when the first team lands on 7.
- Use judgment to resolve issues that arise. When in doubt, consult the judges.
- At space 7, there is a brief half time. If the game is going quickly, the team can have a few minute break. Otherwise, get them going quickly to accomplish the game in one hour.
- Keep in mind that the games with three teams go much slower.
- The winner is the team that moves onto the Truth Space first. Teams begin off the board and proceed to space one when they answer their first question correctly.
- If the question asks for a list of answers, the answer may go past the buzzer, but a pause in delivery is sufficient reason to end time.
- Use whistle to get people's attention.
- You are in charge of the game. If the judges or time keepers need some "coaching", do it. There are many variables that can influence the fairness of the game. Your job is to make sure the game is running smoothly and fairly so ideally the best team wins.
- Control crowd and players.
- It is the judges job to interpret the answers.

Prepare talk at beginning of each game. Let them know what you expect. Tell them who goes first, explain time limits, instruct spokesperson to stand up. Let them know that the first answer is the one that the judges will take. Any other unique expectations should be shared before the game begins.