

## BIBLE

### 201 BIBLE SWORD DRILL

Bible Sword Drill will be conducted in rounds according to participation. Procedures are as follows:

#### 1. Drill Commands

- a. "Attention" – Heels together, shoulders up, hands at side, face the leader
- b. "Draw Swords" – Bring Bible to waistline immediately in front of the body. Hands must be placed on the front and back covers of the Bible. At no time, prior to the "charge" command may the thumbs or fingers of either hand extend over the edge of the covers. Either hand may be on top.
- c. "Assignment" – The leader announces the drill. The assignment is given twice, slowly and distinctly. (e.g., "Character drill. Jonathan. Jonathan.")
- d. "Charge" – At this command, every member of the group begins to search for the Scripture and time begins.
- e. "Time" – The timekeeper allows 20 seconds before calling time. This is the signal for all to stop searching, and the score is taken. The leader then selects one contestant to give correct answer.

#### 2. Types of Drills

- a. Scripture Searching Drill – A Scripture reference is given by the leader. The contestants must find the exact passage.
- b. Unfinished Quotation Drill – The leader quotes the first part of a verse of Scripture. The contestants must know its location and turn to it in the Bible.
- c. Character Drill – The name of a Bible character is given by the leader. The contestants must find the name of the person in a Bible verse.
- d. Book Drill – In this drill, the name of a book in the Bible is given by the leader. Contestants must find the book and be ready to tell which book comes before and which follows it before stepping forward.
- e. Topical Drill – The leader gives a word or phrase and the contestants must find that particular word or phrase contained in a verse of Scripture. Each may have a different passage.
- f. Doctrinal Drill – The leader asks the group to find a verse in the Bible setting forth some Bible doctrine. For example, "Find a verse which proves that faith in Christ saves"; or "Find a verse proving that all have sinned." The contestants must locate a "proof" verse.

#### 3. Scoring

- a. Ten points shall be awarded to the first contestant to step forward; five points to the second; and one point to each of the others who step forward before time is called.
- b. The contestant must have his finger on the correct passage (or book) before stepping forward and should remain at attention with Bible open and finger on the correct passage (or book) until the drillmaster directs the contestants to step back to their original position. If a contestant steps forward but realizes he does not

have the correct verse and steps back he may not again step forward. An infraction of this rule draw a ten-point penalty.

- c. If a Bible is held improperly, a penalty of ten points will be incurred.
- d. A continuous infraction of the rules or unbecoming conduct will disqualify a contestant from further participation. The decision rests with the judges.
- e. The timekeeper should use a regular stopwatch if available. A timepiece with a large second hand may be substituted when necessary.
- f. Contestants with the most points will advance to the final round. The contestant with the highest number of points in the final round shall be declared the winner. In the event of a tie, three additional items will be used in a tie-breaking drill. All rules apply as in the original drill.