



XP5 MATCH STRUCTURE

ROMANS & JAMES



1. Ten Contender Study Questions appear in every set and will be asked within the first twelve questions.
2. Two Application Questions appear in every set and will be asked between questions 13 and 20.
3. There are no review questions from past meets.
4. The first twelve questions will alternate between each team (“toss-up questions”), with the same point value being asked. Questions will be paired by point value since the teams will alternate answering (e.g. two 10s in a row, then two 20s, then two 30s, then two 10s, etc.). A coin flip will decide who goes first. No interruption is necessary. If a team interrupts and gets one of the first twelve questions wrong, it is not reread.
5. After question 12, an official 60-second time-out will be called by the Quizmaster. Teams can confer and discuss strategy until the time-out is over, at which point the Quizmaster will remind teams that the final eight questions will follow the normal competition rules (Interruptions that are missed will be reread, the first team to buzz in has the opportunity to answer, etc.).
6. Question 13 of each set will be a 30-point question and the most difficult (multi-verse answer, tough chapter analysis, etc.) to provide an extra challenge for quizzers who have mastered the material.