

Truth & Training Trek & Journey

Bible Quiz Rulebook

for
Northwest Washington
(Revised October 2010)

Awana Bible Quiz Rules for Northwest Washington

Quizzing Objectives

1. To promote and encourage young people in Bible memorization and review of their Awana manuals.
2. To provide a competitive atmosphere in which participants can display their Bible knowledge and gain a sense of accomplishment.
3. To give young people a greater love for — and working knowledge of — the Bible.
4. To proclaim God's wonderful grace and salvation through Bible quiz questions. Parents and friends may then see their need of becoming a Christian and be challenged to accept Christ as Savior.
5. To build quiz leader-participant relationships.

Authorization

All Awana Bible Quiz meets must be authorized by an Awana Missionary.

Quiz Format Overview

Awana Bible Quizzing incorporates two basic formats: Team Multiple-choice Quizzing and Team Speed Quizzing. All T&T meets consist of two (2) halves, one of Team Multiple-choice Quizzing (10 questions) and one of Team Speed Quizzing (10 questions). Scores from both halves determine the winning team. All Trek and Journey meets consist of two (2) halves, one of Team Multiple-choice Quizzing (20 minutes) and one of Team Speed Quizzing (20 minutes). Scores from both halves determine the winning team.

Multiple-Choice Quizzing

The multiple-choice segment allows participants to perform in a low-key competitive atmosphere. Participants are given an opportunity to answer a series of multiple-choice questions as a team.

Speed Quizzing

In the speed quizzing segment teams compete against other teams. All teams will be read the quiz question. The first team to respond is allowed to answer the question.

Organization

The organization of the regional Bible Quiz meets depends on the number of churches and teams participating. A **team** consists of 2, 3 or 4 members.

1. The organization of regional Quiz Meets depends on the number of churches and teams participating.
2. A Quiz team consists of 2, 3 or 4 members. A sanctioned Bible Quiz Meet consists of three competing churches.
3. All Bible quiz questions will come out of the current handbooks or manuals
 - Ultimate Adventure Book One: Start Zone, Discovery 1:1 thru 3:7
 - Ultimate Adventure Book Two – Discovery 1:1 thru 3:7
 - Ultimate Challenge Book One – Challenge 1:1 thru 3:7
 - Ultimate Challenge Book Two – Challenge 1:1 thru 3:7
 - Parent pages are not covered in any T&T Book
 - Trek– Trek Check & Current year Series Lessons 1.1 – 1.12 (see Awana catalog)
 - Journey – Current year Faith's Foundations and Main Study Lessons 1–12

Registration

An official Bible Quiz meet must include a minimum of three churches registered. Teams must register with the Awana Missionary.

Early registration could guarantee participation in situations when many churches register.

Teams are accepted on a "first-paid" basis. The registration fee is set by the Awana Missionary to help defray quiz expenses.

General Information

Team

1. Each team will quiz from the handbook or current year manual being used in the current club year.
2. All team members must be currently active in their T&T, Trek or Journey club.
3. Cheering and applauding are encouraged after each answer is given. Informality helps relax quiz participants and motivates them as they compete.

Apparel

1. Awana emphasizes the importance of modesty, neatness, and cleanliness in the apparel worn by both coaches and clubbers.
2. T&T - All team members must wear their club uniform
3. Trek – All team members should wear their club uniform or T-shirt.
4. Journey – Because we know our high school students set a positive example we ask that the Journey men quizzers wear a shirt, tie, and dress slacks and that the Journey women quizzers wear a skirt, blouse, dress or dress slacks. No shorts, T-shirts, or jeans are allowed for Journey Quizzing.

Quiz Questions and Answers

1. All questions will be taken from the latest edition of the handbook and manuals.
2. The Awana Missionary will determine quiz material covered.
3. Questions may be asked on any part of the books assigned including verses, Bible readings, definitions, etc.
4. The quizmaster prefaces each question with the word “question.” No talking is allowed from the word “question” until the answer is given.
5. Should the quizmaster read a question improperly, the question may be repeated or discarded and a new one selected at the quizmaster’s discretion.
6. All Bible verses must be quoted word-perfect according to the latest edition of the Awana manual. If requested, the quotation must include the complete reference.

Quiz Questions and Answers (The following apply to speed quizzing)

1. When a speed question has been answered, the quizmaster will ask, “Is that your answer?” Only when the quizzers answers “yes,” or time runs out, will the question be ruled correct or incorrect with “That is correct,” or, “I’m sorry, that is not correct.”
2. Questions asked (other than Scripture quotations) may be answered in the participant’s own words, but must be close to what the manual states. The quizmaster determines whether anything important to the meaning has been left out or altered.
3. Quizmaster and head judge determine if a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be accepted.
4. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
5. Help from the audience counts as a wrong answer, even if the answer is correct.

Use of Handbooks, Bibles, etc.

Once the Bible quizzing has begun, no further studying of handbooks, manual, Bibles or other material is allowed. NO VIDEO TAPING IS PERMITTED.

Time-outs

The quizmaster is the only official who can declare a time-out.

Coaches

1. Each team is allowed only one official coach during the quiz meet.
2. The team coaches may talk to their teams during the short intermission between multiple-choice and speed quizzing.

Appeals

1. Only the official coach may appeal a question or an answer. The coach does this by calling out "question." The immediate preceding question is the only one that may be appealed by the coach.
2. All appeals are directed to the quizmaster. When recognized, the coach confers with the quizmaster. After the coach voices the question, the coach must return to his or her seat while a decision is being made.
3. The quizmaster may consult with the quiz judges before making a decision. ***In all cases, the decision of the quizmaster is final.***

Schedule

Teams are to be checked in by their coach at the time stated by the Awana Missionary. Normally teams check in 30 minutes before the quiz meet begins.

Suggested Bible Quiz schedule:

- Welcome
- Recognition of teams
- Explanation of procedures
- First-half quizzing
- Halftime
- Second-half quizzing
- Award ceremony
- Benediction

Team Multi-Choice Quizzing

1. Two, three, or four quizzers from each team may participate. This portion of the meet is a timed period of 20 minutes for Trek and Journey. T&T will be quizzed on 10 multiple-choice questions.
2. Questions and possible answers will be read once. There will be three (3) answers from which to choose. Quizzers have a few seconds to determine their choice of answers. Some questions may be read twice, if the Quizmaster feels their difficulty warrants it.
3. When all possible answers have been read, the Quizmaster will say, "Think about your answers." When the few seconds are up, the Quizmaster will call "Paddles up."
4. After the question is read, teams quietly select the answer they believe to be correct. Then at the call "Paddles up," the team leader raises the answer for their team.
5. If the team paddle is raised late, that team is disqualified from that question. Also, after the "Paddles up" call has been made, no paddle may be exchanged for another paddle.
6. During the reading of the questions, quizzers must look down at their paddles while deciding their answer. Looking any other place may disqualification the team from that question.
7. At the "Paddles down" command, players representing each team must lower their paddles. Then the Quizmaster will give the correct answer.
8. Teams are awarded 20 points for each correct answer.

Team Speed Quizzing

1. Two, three, or four quizzers from each team may participate. This portion of the meet is a timed period of 20 minutes for Trek and Journey. T&T will be quizzed on 10 speed questions.
2. No speed questions will be repeated unless the Quizmaster rules it necessary because of disturbance or delay.
3. All teams are given a toss-up question:
 - A. The first team to signal in is acknowledged. The Quizmaster stops at that point, and that team is recognized. The team has 10 seconds to confer, stand up and begin its answer and then 30 seconds to complete the answer. Once the answer has begun, no help can be given (looking back down at your team mates will be considered a help and that answer will be counted as incorrect).
 - B. We will not allow stalling by saying, "My answer is", then stopping. This answer or one like it will be considered a stall and will not count as starting the answer within the 10 seconds.
 - C. If the team answers correctly, the value of the question is added to their score.
 - D. If the first team answers incorrectly, the whole value of the question is deducted from their score.
 - E. If the first team is incorrect the Quizmaster will then recognize the team that signaled in second. This team will have the complete question read to them. After the question is completed the team has five (5) seconds to stand and begin their answer.

- F. If correct, the reduced value (half points) is added to the team score.
- G. If incorrect, the reduced value is deducted from the team score.
- 4. For T&T all speed round questions are worth 20 points. For Trek and Journey the value of a question can be 20, 30 or 40 points, depending on the complexity of the answer. The value is reduced by half when it is answered by the second team that signals in.
- 5. No one team member may attempt to answer more than two consecutive questions for their team (even if other teams answer questions in between). In other words a quizzing can answer up to two questions in a row (right or wrong) for their team, and then another quizzing, from the same team, must be given an opportunity to answer. If a quizzing stands up to answer a third question, they will be stopped, and the team will be counted as incorrect and lose the point value of the question.
- 6. Along with the quiz officials team members are responsible for keeping track of how many consecutive answers have been given.
- 7. Scores from both segments are added together to determine the winner.

TIE BREAKER

1. In the event of a tie in T&T Quiz, teams will be asked back to the stage for one speed question. If the team that buzzes in answers the question correctly, they will win the tie breaker. If the question is answered incorrectly, the other team will win the tie breaker.
2. In the event of a tie in Trek and Journey, the two teams are given a one minute Speed round to break the tie. One additional minute will be added for each additional team that is part of the tie.

Chain of Command

- Awana Missionary
- Quizmaster
- Head Judge
- Timer
- Scorekeepers
- Team Coaches

Quizzing Staff

Staffing is at the discretion of the Awana Missionary. Each staff member must arrive at the time designated by the Awana Missionary.

Ministry Team

1. Keeps record of the teams registered and checks in each team at the quiz meet.
2. Lines up and confirms staff members.
3. Makes sure facility and equipment are ready for the quiz.

Quizmaster

1. Conducts the quiz program.
2. Maintains full authority over the quiz.
3. Reads the quiz questions.
4. Confers with the head judge in any decision concerning any contested questions or answers.

Judges

1. Check to make sure the quizmaster reads the questions correctly and clearly.
2. Help determine whether a quizzing's answer is correct or incorrect in the speed quizzing, and/or in the team speed quizzing.
3. Assist the Quizmaster in any decision concerning any contested questions or answers.

Timer

Tracks the length of time to begin an answer and the length of time to complete an answer

Head Scorekeeper\Scorekeepers

1. Record the points of those teams assigned to them throughout the quiz.
2. Report their scores to the head scorekeeper.

Awards

Bible Quiz awards will be given to all quizzers and their one (1) Coach

Preparing teams for Bible Quizzing

1. Pray for your quizzers. Pray that the truths they are studying will have an impact on their lives!
2. Select coaches to work with all prospective quizzers.
3. Thoroughly review the materials and design practice questions.
4. Select team members as soon as possible.
5. Explain the quiz rules to team members so they know what to expect.
6. Work with team members to be sure they really understand the material they have memorized.
7. Instruct team members to know all verses and references (word-perfect), books of the Bible, Bible reading questions, word definitions, and any other content in their book or manual.
8. Consider challenging another church to a quiz for extra practice.
9. Drill team members in the various types of quizzing. Make sure you adhere to the quizzing rules.
10. As the Coach; study the material yourself and know the rules.