

TREK
&
JOURNEY
Bible Quiz
Rulebook

for
Northwest Washington
(Revised October 2009)

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

An Awana Bible Quiz meet consists of two timed halves, using a huddle format 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 to 4 members.

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 manual being used in the current club year.
2. All team members must be currently active in the Trek or Journey program.
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. Trek – All team members should wear their club uniform or T-shirt.
3. 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 material in the latest edition of the 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, discarded and a new one selected.
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 quizzing 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. 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 manual, Bibles or other material is allowed.

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

Two, three or four quizzers from each team may participate. Questions and possible answers will be read once. Teams have a few seconds to confer and determine their answer. At the call "Paddles up," the team leader raises the answer for his or her team. Teams are awarded 20 points for each correct answer. If the team paddle is raised late, the team is disqualified from that question. Also, after the "paddles up" call has been made, no paddle may be exchanged for another paddle. During the reading of the questions, quizzers must look down at their paddles or at their teammates while deciding the answers. Looking any other place may result in a disqualification from that question.

Team Speed Quizzing

Two, three, or four quizzers from each team may participate. The first team to signal in is acknowledged. The quizmaster stops at this point and the team is recognized. Once the answer has begun, no help can be given.

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.

1. 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 quizzer can answer up to two questions in a row (right or wrong) for their team, and then another quizzer, from the same team, must be given an opportunity to answer. If a quizzer 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.
2. Along with the quiz officials team members are responsible for keeping track of how many consecutive answers have been given.
3. If the first team answers correctly, the value of the question is added to its score.
4. If the first team answers incorrectly, the value of the question is deducted from its score.
5. If the first team answers incorrectly the Quizmaster will then recognize the team that signaled in second. The Quizmaster will reread the question in its entirety. The team has ten seconds to begin its answer and then 30 seconds to complete their answer.
6. If correct, the reduced value is added to the team score.
7. If incorrect, the reduced value is deducted from the team score.
8. Scores from both segments are added together to determine the winner.
9. In the event of a tie, teams are given a two-minute speed round to break the tie. If more than two teams are in a tie-breaker one minute will be added per additional team.

Chain of Command

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

Quizzing Staff

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

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 quizzers' 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.

NO VIDEO TAPING IS PERMITTED