

2009-2010 Awana Bible Quiz Rule Book

OBJECTIVES

To promote and encourage young people to memorize the Bible and review their Awana materials

To provide a competitive atmosphere in which participants can display their Bible knowledge and gain a sense of accomplishment

To give young people a greater love for and working knowledge of the Bible

To provide an opportunity for adults to deepen their relationships with teens and be an example of godliness to them

To proclaim God's wonderful grace and salvation through Bible quiz questions. While observing quizzers, unsaved parents and friends may recognize their need to become a Christian and be challenged to accept Christ as Savior.

Authorization

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

Quiz Format

Awana Bible Quizzing incorporates at least two of the following formats: multiple-choice, speed and written quizzing. Totaled scores from each format are used to determine the winner.

Teams

Participants: A team consists of two to four members in the T&T or Trek programs, and two to six in Journey. A team refers to the participants in each book...not to a total group of clubbers representing a church.

Each team member must quiz from the handbook being used in the current club year. However, no clubber may quiz in the same book for two years.

Coaches: During the quiz meet, each team is allowed only one official coach. Team coaches may talk to their teams only while rotating between quizzing segments.

Quiz Preparation

- Pray for your quizzers. Pray that the truths they are studying will have an impact on their lives!
- Select coaches to work with all prospective quizzers.
- Thoroughly review the materials and develop practice questions.
- Select team members as soon as possible.
- Explain the quiz rules to team members so they will know what to expect.
- Work with team members to be sure they really understand the material they have memorized.
- Instruct team members to know all verses and references (word-perfect), books of the Bible, Bible reading questions and definitions.
- Consider challenging another church to a quiz for extra practice.
- Drill team members in the various types of quizzing. Make sure everyone adheres to the Awana Bible Quiz rules.
- Select one person to act as the team coach during the quiz meet.

QUIZ PROCEDURES

Apparel

Awana emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and youth of all ages. Awana encourages slacks for guys and dresses, skirts or dress pants for girls.

T&T or Trek programs, all participants (including leaders and coaches) must wear an official Awana uniform shirt.

Journey, Awana encourages collared shirts and slacks for guys and dresses or skirts or dress slacks for girls. Club uniform is preferred if your club has one.

Schedule

Teams are to be checked in by their coach at the time stated by the Awana missionary or event coordinator.

Coaches will submit the names of their quizzers on the quiz roster sheet/scorecard when they check in for the quiz meet.

At the Quiz

Cheering and applauding are encouraged after each answer is given. Informality helps relax quiz participants and motivates them as they compete. It is not appropriate for anyone in the audience to talk to team members during segments, even during rotation between quizzing segments.

Quiz Questions and Answers

All questions will be taken from the material in the latest edition of the Awana handbooks, manuals and materials. Participants are not expected to interpret the materials.

The Awana missionary or event coordinator will determine quiz material covered.

Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc.

The quiz master prefaces each question with the word "question." No talking will be allowed from the word "question" until the answer is given.

Should the quiz master read a question improperly, the question may be discarded and a new one selected.

All Bible verses must be quoted word-perfect according to the latest edition of the official Awana materials. If requested, the quotation must include the complete reference.

Use of Handbooks, Bibles and Other Material

Once Bible quizzing has begun, no further studying of material will be allowed. This includes but is not limited to Bibles, handbooks, PDAs and laptop computers.

Time-out

No time-outs will be allowed for teams or coaches. The quiz master is the only official who can declare a time-out.

Appeals

Only the official coach may appeal a question or an answer. The coach may do this by calling out "question." The immediate preceding question will be the only one that may be appealed by the coach.

All appeals will be directed to the head judge. When recognized, the coach may confer privately with the head judge. After the coach voices the question, the coach must return to his or her seat while a decision is being made. The head judge may consult with quiz judges before making a decision. **In all cases, the decisions of the head judge will be final.**

Substitutions

Substitutes must be in the same book as the one for whom they are substituted. Substitutions may be made at the halfway point of the multiple-choice round, between the multiple-choice round and speed quiz round, or at the halfway point in the speed round.

Team Speed Quizzing

All teams will be read a series of speed questions. The first team to respond will be allowed to orally answer the question.

T&T and Trek: Two or three quizzers from each team will participate.

Journey: Four quizzers from each team will participate.

Individual speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.

Help from the audience or another team member will count as a wrong answer, even if the answer is correct.

Questions asked (other than Scripture quotations) may be answered in the participant's own words but must be close to what the materials state. The judges will determine whether anything important to the meaning has been left out or altered so as to affect the response being determined correct or incorrect.

The first team to signal in will be acknowledged. The quiz master will stop at this point and the team will be recognized. The team will have 10 seconds to confer and begin its answer. Once the answer is begun, no help can be given. Quizzers will not be asked to finish the question.

When a speed question has been answered, a quiz official will ask, "Is that your answer?" Only when the quizzers answer "yes," or time runs out, will the question be ruled correct or incorrect with "That is a correct answer" or "I'm sorry, that is an incorrect answer." If a quiz participant quickly corrects himself or herself in the process of giving an answer, the answer will be judged after the quiz master asks, "Is that your answer?"

No one team member may attempt to answer more than two consecutive questions.

From the time the team is recognized, a team member will have 10 seconds to begin and then 40 seconds to complete the answer. However, the quizzers should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.

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 an answer within the 10 seconds.

If the first team to signal answers correctly, the value of the question will be added to its score. If the first team to signal answers incorrectly, half the value of the question will be deducted from its score.

The quizmaster will then recognize the team that was second to signal and will tell the members the value of the question, which is half the original value. The quiz master will reread the question in its entirety,

and then the team will have five seconds to begin its answer and 40 seconds to complete its answer. If the answer is correct, the reduced value will be added to the team score. If the answer is incorrect, half the reduced value will be deducted from the team score.

Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.

Team Multiple-Choice Quizzing

Three quizzers in T&T and Trek from each team will participate. Four quizzers in Journey from each team will participate. Once the multiple-choice segment has begun, no substitutions will be allowed until after the end of the segment. Quizzers from all teams will be asked a series of multiple-choice questions.

Questions and possible answers will be read once. There will be three answers from which to choose. Teams will have approximately five seconds to determine their choice of answers. Questions may be read twice if the quiz master feels the difficulty of the question so warrants. Team members may discuss possible correct answers.

During the reading of the questions, quizzers must look down at their team paddles while deciding their answers. Looking any other place may result in disqualification from that question.

When all possible answers have been given, the quiz master will say, "Consider your answers." When five seconds are up, he will call, "Paddles up."

During the five-second answer time, teams may select the answer they believe to be correct. Then, at the call "Paddles up," the team leader will raise the paddle for his or her team.

After the "Paddles up" call has been made, no paddle may be exchanged for another paddle. If a team's paddle is raised late, the team may be disqualified from that question. At the "Paddles down" command, teams must lower their paddles.

Trek & Journey teams will be awarded 20 points for each correct answer. T&T teams will be awarded 10 points for each correct answer.

SCORING

Team Speed Quizzing

First team answering: 20 to 40 points will be awarded for a correct answer; 10 to 20 points will be subtracted for an incorrect answer.

Second team answering: Half the value of the question will be given for a correct answer; half the reduced value of the question will be subtracted for an incorrect answer.

Multiple-Choice Quizzing

10 or 20 points will be awarded for correct answers; 0 points will be awarded for incorrect answers.

Scores from the first segment and second segment will be added together to determine the winner. In the event of a tie, teams will be given a two-minute team speed segment to break the tie.

AWARDS

Individual awards will be given to all team members and one coach in addition to team awards for first, second, third place teams (and fourth place teams in T&T).