

2010 Louisiana 24-7 Ministries Trek and Journey Bible Quiz Rules

*“Study to show thyself approved unto God,
a workman that needeth not to be ashamed,
rightly dividing the word of truth.”*

2 Timothy 2:15

OBJECTIVES

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

ORGANIZATION

The Awana Missionary and his Bible Quiz Coordinator will organize the state Bible Quiz championship in a central location to the churches and teams that can participate. An official Bible Quiz championship will have a minimum of 3 churches competing. Only registered churches are authorized to compete in the Bible Quizzes.

REGISTRATION

The registration fee will be set by the Awana Missionary to help meet the quiz expenses. The Awana Bible Quiz teams will be referred to by club levels, *Trek* or *Journey*.

Registration fee will be **\$30 per quiz team**. Registration deadlines must be strictly adhered to. The completed Registration and Quiz Roster forms along with the fee payment must be received by the Bible Quiz Registrar on or before the quiz meet deadline date. If needed, names on team roster may be changed or updated by the coach during check-in the day of the quiz meet.

Each participating church is **required to provide 1 adult coach for each team registered**. A church may use the same coach for a Trek team and a Journey team. Coaches and quizzers should arrive 30-MINUTES prior to quiz starting time to allow adequate time to prepare teams and coaches and to accomplish check-in procedures.

QUIZ FORMAT OVERVIEW

The 24-7 Ministries Trek and Journey Bible Quiz Championships will each consist of two quiz halves.

1. *Team Multiple-Choice* during the First-half of quizzing
2. *Team Written-Huddle* during the Second-half of quizzing

A series of 10 Team Multiple-Choice questions and 10 Team Written-Huddle questions will be asked to each of Trek and Journey teams. Scores from both segments are combined to determine the placement of the teams. In the event of a tie, teams tied will participate in an elimination process of Team Written-Huddle quizzing where additional questions are asked until only one team remains.

Once the quiz championship has begun, all materials must be put away and no further studying from the manuals or any other reviewing of materials will be permitted.

TEAMS

Participants: A team consists of 2-4 members (guys and/or girls) from the same main study. Each team must be represented by a coach from their church. A church may use the same coach for a Trek team and a Journey team.

Trek team:

Two to four 6th-8th grade guys and/or girls of the current year's Bible Studies.

Journey team:

Two to four 9th-12th grade guys and/or girls of the current year's Main Study.

Each team must bring a set of quiz paddles for the Team Multiple-Choice segment. These quiz paddles must be furnished by their representing church. They can be purchased from the Awana Ministry Catalog. Color does not matter.

Coaches: Each team is allowed only one (1) official coach during the quiz championship.

Only the official coach may contest (appeal) a question or an answer. The coach must call out 'Question' before the next quiz question is started. The coach will then share their question privately with the judges. The coach will then return to their seat before a decision is made. Appeals will be allowed or disallowed by the Quizmaster or Judges and their decision is final.

TIME OUTS: There will be no time outs allowed for teams or coaches. The Quizmaster is the only one who can officially declare a time out.

QUIZZING STAFF

Quiz staff should arrive at the time designated by the Awana Missionary, dressed in compliance to the quiz apparel guidelines and acquainted with the quiz rules. Staffing is at the discretion of the Bible Quiz coordinator.

Chain of Command: Awana Missionary / Bible Quiz Coordinator

Quizmaster

Head Judge

Judges

Timers

Scorekeepers

Team Coaches

Bible Quiz Coordinator: (Missionary approved Ministry Team Member)

1. Oversees the set-up and clean-up of the quiz site.
2. Makes sure facility and all equipment are ready for the quiz.
3. Lines up teams in the given area and reminds the teams of the time, place and other information.
4. Keeps record of the teams registered and checks in each team at the quiz championship.
5. Lines up and confirms staff members.
6. Maintains a Christian and orderly atmosphere.
7. Makes sure all equipment is returned.
8. Does everything possible to make this day a positive experience for all involved.

Quizmaster: (Missionary approved Ministry Team Member)

1. Conducts the quiz championship.
2. Maintains full authority over the quiz.
3. Reads the quiz questions.
4. Assist the Head Judge in their 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 quiz team's answer is correct or incorrect in the Team Written-Huddle.
3. Assist the Head Judge in his/her decision concerning any contested questions or answers.
4. Head Judge makes the final decision concerning any questions or answers that are appealed.

Timer:

1. Tracks the length of time to begin an answer.
2. Tracks the length of time to complete an answer.

Scorekeepers:

1. Records the points of those teams assigned to them throughout the quiz.
2. Reports their scores to the Head Scorekeeper.

PREPARING TEAM MEMBERS FOR 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 your own team's 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 and definitions.
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 given quizzing rules.

APPAREL GUIDELINES FOR QUIZZERS AND STAFF

Awana emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both staff and clubbers of all ages. For Trek and Journey, Awana encourages collared shirts and slacks for guys and dresses or skirts for girls.

Absolutely **NO SHORTS** – This applies to all quizzers, coaches, and staff. No outfits worn mainly to draw attention. Let's allow our focus to remain on God and His Word!

QUIZ QUESTIONS AND ANSWERS

1. All quiz questions for the 2008-2009 year will be taken from the following manuals and materials and presented in 3 translations – KJV, NKJV, and NIV. Participants are not expected to interpret the materials.

Trek Team: Trek Check
Lessons 1.1-1.6 – Billboard Series Bible Study
“FAQs/In Their Sandals”
(*Trek Challenges* will not be used)

Journey Team: Faith's Foundations 3
Lessons 1-6 – Main Study 3 – A Study in Corinthians
(*Buckle It In* and *On The Street* sections will not be used)

2. Questions may be asked on any part of the Bible study and materials assigned, including without limitation verses, Bible readings, and definitions.
3. The Quizmaster prefaces each question with the word ***‘Question.’*** No talking is allowed from the word ***‘Question’*** until the answer is given.
4. Should the Quizmaster read a question improperly, the question may be discarded and a new one selected.
5. All Bible verses must be quoted word-perfect according to the latest edition of the official 24-7 Ministries main study manuals and materials. If requested, the quotation must include the complete reference.
6. Once the Bible quizzing has begun, no further studying in any of the affiliated Bible studies or materials is allowed.

TEAM MULTIPLE-CHOICE QUIZZING

This segment allows participants to perform in a lower-keyed competitive atmosphere and consists of a series of 10 multiple-choice questions. Quiz team members of the same club and Bible study will quiz at the same time. Therefore, Trek teams will quiz together and Journey teams will quiz together.

1. Questions and 3 possible answers will be read once. Quizzers will have five (5) seconds to determine their choice of answers. Some questions may be read twice, if the Quizmaster feels their difficulty warrants it. Teams may huddle to discuss possible correct answers.
2. 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.
3. When all possible answers have been given, the Quizmaster will say, ***‘Consider your answer’***. When the five seconds are up, he will call, ***‘Ready – Paddles up’***.
4. During the 5-second answer time, teams select the answer they believe to be correct. Then, at the call, ***‘Ready – Paddles up’***, the team leader raises the “A”, “B”, or “C” paddle (answer) for his/her team.
5. If a team’s paddle is raised late, the team may be disqualified from that question.
6. After the ***‘Ready – Paddles up’*** call has been made, no paddle may be exchanged for another paddle.
7. At the ***‘Paddles down’*** command, players representing each team must lower their paddles.
8. Teams are awarded 20 points for each correct answer.
9. Team members of any team correctly answering all 10 questions, will receive a *Championship Ribbon*.

TEAM WRITTEN-HUDDLE QUIZZING

This segment of the championship consists of a series of 10 written-huddle questions. Quiz team members of the same club and Bible study will quiz at the same time. Therefore, Trek teams will quiz together and Journey teams will quiz together.

1. Each huddle team will be given 1 white board, 1 marker, and 1 eraser to use for this segment of the quiz.
2. The Quizmaster will say, ***‘Question’***, announce huddle time for the question, read the question once – then say, ***‘Huddles – Write your answer.’*** The teams are then allowed approximately 20 seconds to ‘get together’ quietly and write down their answer until they hear the Timer announce ***‘Time.’*** Any team writing after ***‘Time’*** has been called will be disqualified from that question.
3. When ***‘Time’*** is called, the Quizmaster will then say, ***‘Huddles – Display your answer.’*** At that time, teams will hold up their white board with their answer displayed.
4. Points will not be taken off for incorrect spelling.

5. Abbreviations for the books of the Bible will be accepted.
6. Each correct answer is worth 20 points.
7. An incorrect answer will result in a 10-point deduction from the team score.
8. A non-answer has a point value of '0' (zero). Only a blank white board, or everything marked out is a non-answer.
9. A disqualification will result in a 10-point deduction from the team score.
10. Judges will announce huddle scoring for each team by saying either, '**Huddle – Your answer is correct**' or '**Huddle – Your answer is incorrect.**'
11. When all team huddle scores have been recorded, Quizmaster will say, '**Huddles – Clear your boards.**'
12. Team members of any team correctly answering all 10 questions will receive *Championship Ribbons*.

SCORING

Scores from the first half and second half are added together to determine team standings. In the event of a tie, teams tied will participate in an elimination process of Team Written-Huddle quizzing where additional questions are asked until only one team remains.

Team Multiple-Choice Scoring:

- 20 points for a correct answer
- 0 points for an incorrect answer

Team Written-Huddle Scoring:

- 20 points for a correct answer
- 10 point deduction for an incorrect answer
- 10 point deduction for disqualification from a question
- 0 points for a non-answer – a blank white board or everything marked out

AWARDS

TEAM:	Trek 24-7	Journey 24-7
<i>First Place</i>	Plaque	Plaque
<i>First Place</i>	Neck Medallion	Neck Medallion
<i>Second Place</i>	Rosette Ribbon	Neck Medallion
<i>Third Place</i>	Ribbon	Neck Medallion
<i>Fourth Place</i>	Ribbon	N/A
PARTICIPATION:	Pin	Pin