

Awana T&T Bible Quizzing Rules North Central Tennessee 2007-2008 Club Year

Quizzing Objectives

1. To promote and encourage young people in Bible memorization and review of their Awana handbooks/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

1. All Awana Bible Quiz meets must be authorized by an Awana missionary or event specialist.
2. If several Awana registered churches are interested in a regional missionary-sponsored Bible Quiz meet, they should contact their area Awana missionary or event specialist

Quiz Format Overview

Totaled scores from each format are used to determine the winner.

Multiple-choice Quizzing

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

Speed Quizzing

In the speed quizzing segment clubbers from each book compete against other teams in the same book. There is a series of questions per book. All teams will be read the quiz question. The first person (or 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 from one to four members.

A team refers to the participants in each book ... not to a total group of clubbers representing a church.

Registration

An official Bible Quiz meet must include a minimum of three churches. Teams must register with the Awana missionary or event specialist

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

Teams are accepted on a "first-paid" basis. A church may enter one or more teams per book. The church may register for any or all books but is not required to enter for all books.

The registration fee is set by the Awana missionary or event specialist to help defray quiz expenses.

General Information

Team

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

Cheering and applauding are encouraged after each answer is given.

Informality helps relax quiz participants and motivates them as they compete.

Apparel

Awana emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and clubbers of all ages. All participants (including leaders and coaches) should wear an official Awana uniform with slacks for guys and dresses, skirts or dress pants for girls.

Material to Be Covered

3rd –6th grade Book 1 Quizzers

Start Zone

Book 1 – Discoveries 1-4, not including Silver or Gold extra credit sections or just for fun material.

4th- 6th grade Book 2 Quizzers

Book 2 – Discoveries 1-4, not including Silver or Gold extra credit sections or just for fun material.

5th- 6th grade Book 3 Quizzers

Book 3 – Challenges 1-4, not including Silver or Gold extra credit sections or just for fun material.

6th grade Book 4 Quizzers

Book 4 – Challenges 1-4, not including Silver or Gold extra credit sections or just for fun material.

Quiz Questions and Answers

1. 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.
2. Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc. (sections, Discoveries, Challenges, lessons).
3. The quizmaster prefaces each question with the word "question." No audience 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 Awana handbook. 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 a correct answer," or, "I'm sorry, that is an incorrect answer."
2. Questions asked (other than Scripture quotations) may be answered in the participant's own words, but must be close to what the handbook/manual states. The judges determine whether anything important to the meaning has been left out or altered.
3. If an incorrect answer is given, the quizmaster will then recognize the team that signals in second. The Quizmaster may reread the question in it's entirely, and then the team has five(5) seconds to begin its answer.
4. If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be accepted.
5. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
6. 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, Bibles or other materials is allowed.

Time-outs

1. No time-outs are allowed.
2. 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 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 head judge. When recognized, the coach confers 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.
3. The head judge may consult with quiz judges before making a decision. ***In all cases, the decisions of the head judge are final.***

Schedule

1. Teams are to be checked in by their coach at the time stated by the Awana missionary or event specialist.
2. Coaches will submit the names of their quizzers on the quiz roster sheet/scorecard when they check in for the quiz meet.

Suggested Bible Quiz schedule:

- Welcome
- Recognition of teams
- Song
- Explanation of procedures
- Multiple Choice quizzing
- Speed quizzing
- Award ceremony
- Benediction

Team Multiple-Choice Quizzing

1. Teams by book will be asked a series of multiple-choice questions.
2. Questions and possible answers will be read once. There will be three answers to choose from. Teams have five seconds to determine their choice of answers. Teams may discuss possible correct answers. Questions may be read twice if the quizmaster feels the difficulty of the question warrants it.
3. During the reading of the questions, quizzers must look down at their paddles while deciding their answers. Looking any other place is an automatic disqualification from that question.
4. When all possible answers have been given, the quizmaster will say, "Select your answers." When the five seconds are up, he will call, "Paddles up."
5. During the five-second-answer time, quizzers select the answer they believe to be correct. Then, at the call "Paddles up," all will raise their answers simultaneously.
6. After the "Paddles up" call has been made, no paddle may be exchanged for another paddle.
7. If a team's paddle is raised late, the team is disqualified from that question.
8. At the "Paddles down" command, teams must lower their paddles.
9. Teams are awarded 10 points for each correct answer.

Team Speed Quizzing

All 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. The team has 10 seconds to confer and begin its answer. Once the answer is begun, no help can be given.

1. If a team has only 1 member they may answer 2 questions consecutively and then must wait until at least 1 question is answered by any other team before attempting to answer a 3rd question. If a team has 2 or more members no one team member may answer more than two consecutive questions, and must wait until another member of their team attempts an answer before attempting to answer a 3rd question.
2. If the first team answers correctly, the value of the question is added to its score.
3. If the first team answers incorrectly, half the value of the question is deducted from its score.
4. If the first team answers incorrectly the Quizmaster will then recognize the team that signaled in second. The Quizmaster will reread the question. The team has five (5) seconds to begin its answer and then 30 seconds to complete their answer.
5. If correct, the reduced value is added to the team score.
6. If incorrect, half the reduced value is deducted from the team score.
7. Any Team answering three questions correctly “quizzes out” and is awarded an extra 20 points.

Quiz Style	Correct answer	Incorrect answer	Bonus
Team Multiple Choice	10	0	0
Team Speed	20	-10	20*
2 nd Place speed	10	-5	20 *

* 20 bonus points will be given to all teams quizzing out.

Scores from all segments are added together to determine the winner.

Chain of Command

- Awana missionary/event specialist
- Quizmaster
- Head Judge
- Judges/Room Monitor
- Team Coaches

Quizzing Staff

Each church must provide at least one staff person, in complete Awana uniform, at the point of registration who is acquainted with the quiz rules. 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.

Event Specialist

1. Lines up teams in the given area and reminds the teams of the time, place and other information.
2. Keeps record of the teams registered and checks in each team at the quiz meet.
3. Lines up and confirms staff members.
4. 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. Assist 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 head judge in any decision concerning any contested questions or answers.
4. Head judge makes the final decision concerning any questions or answers that are appealed.

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.
3. Head Scorekeeper tallies all scores and reports them to the Missionary or event coordinator to be announced.

Awards

Bible Quiz awards will be giving 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.
5. Instruct team members to know all verses and references (word-perfect), books of the Bible, Bible reading questions and definitions.
6. Consider challenging another church to a quiz for extra practice.
7. Drill team members in the various types of quizzing. Make sure you adhere to the quizzing rules given in this book.