



T&T

Bible Quizzing

Official Rules and Regulations

North-Central California

2009 Revision



QUIZZING OBJECTIVES

- ❖ To promote and encourage young people in Bible memorization and review of their Awana handbooks.
- ❖ 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 proclaim God's wonderful grace and salvation through Bible quiz questions. Parents and friends may then see their need for salvation and be challenged to accept Christ as Savior.
- ❖ 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.
3. There must be at least one team from a minimum of three different churches to hold a quiz in a particular book.

QUIZ FORMAT OVERVIEW

Awana T&T Bible Quizzing will incorporate the following formats: Multiple-choice and speed quizzing. 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 quizzers will be read the quiz question, the first person to respond is allowed to answer the question.

ORGANIZATION

The organization of the regional Bible Quiz depends on the number of churches and teams participating.

A team consists from one to three members, with a full team being two quizzers.

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.

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 to help defray quiz expenses.

Each participating church must have an Event Participation Agreement on file.

GENERAL INFORMATION

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) must wear an official Awana uniform.

APPEALS

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.

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.

The head judge may consult with quiz judges before making a decision. In all cases, the decisions of the head judge are final.

COACHES

Each team is allowed only one official coach during the quiz meet.

The team coaches may talk to their teams while the teams rotate for their quiz or during team substitutions.

MATERIALS

Quizzing will be based on Discoveries/Challenges 1-4 in each book respectively.

The Book 1 Quiz will include Start Zone.

Quizzing will not include Silver or Gold extra credit sections.

Some handbooks include sections in Discoveries/Challenges 1-4 that review the previous books. We may include this material in the quiz as it is part of the required material in the handbooks.

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

Questions may be asked on any part of the books assigned, including main questions and answers, verses, Bible readings, definitions, etc. (sections, Discoveries, Challenges, lessons).

RECORDINGS

1. No audio-only recordings allowed during the Quiz competition.
2. Video recordings are permitted for promotional use in club. Only 5 minutes per segment may be recorded.
3. Recording replays may not be used for appeals.

QUIZ QUESTIONS AND ANSWERS

1. Should the quizmaster read a question improperly, the question may be discarded and a new one selected.
2. 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.

SCOREKEEPER

Each church must provide one scorekeeper for each team quizzing at any one time.

TEAMS

Each clubber must quiz from the handbook he or she is in during the current club year.

Each team member must participate in at least half of the quiz. Half of the quiz is defined as:

- All of the Multiple-Choice Round; or
- All of the Speed Round (unless he/she quizzes out); or
- Half of the Multiple-Choice Round AND half of the Speed Round (unless he/she quizzes out)

Cheering and applauding are encouraged after each answer is given.

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

ALTERNATES

Substitutions may be made at the halfway point of the multiple-choice round, between the multiple-choice round and speed round, and at the halfway point in the speed round.

Substitutions will also be permitted when a quizzier quizzes out during the speed round (three right answers or two wrong answers).

TIME-OUTS

No time-outs are allowed.

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

USE OF HANDBOOKS, BIBLES, ETC.

Once the Bible quizzing has begun, no further studying of handbooks, Bibles or other materials is allowed.

SCHEDULE

1. Teams are to be checked in by their coach at the time stated by the Awana Missionary or Quiz coordinator.
2. Coaches will submit the names of their quizzers on the quiz scorecard and award form when they check in for the quiz meet. (See samples at end of this rulebook.)

TENTATIVE BIBLE QUIZ SCHEDULE:

- Welcome
 - Opening Ceremony
 - Recognition of teams
 - Explanation of procedures
 - Book 1
 - Book 2
 - Book 3
 - Book 4
 - Award Ceremony
 - Benediction
- } Quiz divisions may be designated to multiple rooms.

INDIVIDUAL MULTIPLE-CHOICE QUIZZING

1. Quizzers will be asked a series of multiple-choice questions.
2. The quizmaster prefaces each question with the word “question.” No talking is allowed from the word “question” until after the answer is given.
3. Questions and possible answers will be read once. There will be three answers to choose from. Quizzers have five seconds to determine their choice of answers. Questions may be read twice if the quizmaster feels the difficulty of the question warrants it.
4. 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.
5. 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.”
6. 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.
7. After the “Paddles up” call has been made, no paddle may be exchanged for another paddle.
8. If a participant’s paddle is raised late, the participant is disqualified from that question.
9. At the “Paddles down” command, participants must lower their paddles.
10. Teams are awarded 10 points for each correct answer.

INDIVIDUAL SPEED QUIZZING

1. Two quizzers from each team may compete at one time in speed quizzing.
2. Quizzers are asked a series of questions. Correct answers are awarded 20 points.
3. Questions asked (other than Scripture quotations) may be answered in the participant’s own words, but must be close to what the handbook states. The judges determine whether anything important to the meaning has been left out or altered.
4. Scripture quotations must be word perfect in one of the handbook versions offered (KJV, NKJV, NIV). No other translations will be accepted.
5. The quizmaster prefaces each question with the word “question.” No talking is allowed from the word “question” until after the answer is given.
6. If no quizzer responds in 10 seconds, time is called and the next question given.
7. If a quizzer responds before the question is completed, the quizmaster will stop reading the question. The clubber must then give a correct, specific answer.
8. From the time the microphone is given to the quizzer, each participant has 10 seconds to begin and then 30 seconds to complete the answer. However, the quizzer should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.
9. If an incorrect answer is given, the quizmaster will then recognize the quizzer that signaled in second. The quizmaster will reread the question in its entirety, and then the second quizzer has 10 seconds to begin his or her answer.
10. If a quiz participant quickly corrects himself or herself in the process of giving the answer, the answer will be accepted.
11. When the quizzer has completed the answer, the quizmaster will ask “Is that your answer?” If the quizzer responds “yes”, the answer is taken as given. If the quizzer responds “no” he or she may re-attempt to answer the question if there is still time available in the original 30 second time limit (see number 8)

12. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
13. Individual speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.
14. Help from the audience counts as a wrong answer, even if the answer is correct.
15. Competitors having two wrong answers in the speed quiz are ineligible to answer additional questions. The quizzer will be asked to step down from the quiz platform at that time. Another quizzer, may be substituted.
16. Incorrect answers result in the loss of 10 points. If the first quizzer responding is incorrect, the next quizzer buzzing in will be given the opportunity to answer the question, for 10 points. If incorrect, a loss of five points.
17. Any clubber answering three questions correctly “quizzes out” and is awarded an extra 15 points. Substitution for that team member is allowed.

| Quiz Style | Correct Answer | Incorrect | Bonus |
|-------------------|-----------------------|------------------|--------------|
| Multiple Choice | 10 | 0 | 0 |
| Individual Speed | 20 | -10 | 15* |
| 2nd Place speed | 10 | -5 | 15* |

*15 bonus points will be given to all quizzers quizzing out by answering three questions correctly. Scores from all segments are added together to determine the winner.

CHAIN OF COMMAND

- Awana missionary
- Quizmaster
- Head Judge
- Judges
- Timers
- Scorekeepers
- Team Coaches

EVENT SPECIALIST

1. Lines up teams in the quiz 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. Assists 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.
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

1. Tracks the length of time to begin an answer and the length of time to complete an answer.
2. Times the 20-30 minute multiple choice and speed segments.

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

TEAM

First Place: Medallion and church plaque

Second, Third, Fourth Place: Ribbon

INDIVIDUAL

Highest Honor: quizzier(s) in each flight with the highest total points (subject to discretion).

Quiz Champion; quizzier(s) in each flight that meet the following criteria:

- All multiple choice questions answered correctly.
- Quiz out in speed quizzing with three questions answered correctly. Point value for question is not considered.
- Did not answer any speed quiz questions incorrectly.

PARTICIPATION

First Year: Bible emblem patch

Second Year: bronze pin

Third Year: silver pin

Fourth Year: gold pin

PREPARING TEAMS FOR BIBLE QUIZZING

1. Emphasize the value and purpose of quizzing with the clubbers and get them excited!
 - a. Quizzing will train clubbers to know thoroughly what they have already learned.
 - b. Quizzing will train clubbers to serve the Lord by helping them to personally apply God's Word to their lives.
 - i. They can learn just to please Him, not thinking of rewards. Colossians 3:23, 24
 - ii. They can learn from God's special lessons. Colossians 3:12
 - iii. They can learn to be sweetly submissive to authority. Romans 13:1, 2; Titus 3:1-2
 - iv. They can learn proper attitudes. Hebrews 4:12
 - c. The Bible Quiz will provide a wonderful opportunity to pray for each other and to see the Lord answer.
2. Involve the parents.
 - a. Explain the Bible Quiz format and rules briefly to the parent after their child has decided to be part of the Bible Quiz team. (Be sure to include the potential team members with this information.)
 - b. Ask one or both parents to be at the Quiz practice(s) whenever possible.
 - c. Encourage parents to review with their child regularly and consistently at home. What is done at home usually determines how well prepared clubbers feel for the Bible Quiz.
 - d. Encourage parents to attend the Bible Quiz and to give you any suggestions they might have on the Bible Quiz ministry.
3. Make up questions for your team members. (Involve others to help you in this.)
 - a. Questions asking the reference only.
 - b. Quote a verse after the reference is given.
 - c. Give the reference and quote the verse after a partial verse (a phrase) has been given (beginning phrase; middle phrase; concluding phrase).
 - d. Specific questions and answers in Discoveries or Challenges.
 - e. Bible reading sections. (Use exact or near exact questions in the manual.)
 - f. Miscellaneous: such as rules for Christian growth, books of Old and New Testament, etc.
 - g. Word meanings in each verse.
 - h. Life situation questions asking what verse could be applied.

Note: In all questions, be specific to the book or verse desired since there may be several correct answers.

4. Other Suggestions:
 - a. Have an objective standard to use in choosing your team. It would be wise to let the parents and clubbers know beforehand what your standards of choosing the team will be.
 - i. Progress in their handbook, but accuracy in their recitation.
 - ii. Knowledge and accuracy in giving answers during competition (Bible Council times and quiz practices).
 - iii. Proper attitudes shown toward other teammates and those in authority.
 - b. If you have sufficient clubbers, consider having several teams. It is always wise to have back-up clubbers in mind in case of sickness, family emergencies, etc.

- c. Use quizzing periodically during Large Group Time to prepare and excite the clubbers for the Bible Quiz. Begin with easy questions.
 - i. Have the game teams compete against each other.
 - ii. Have handbook groups compete against each other.
 - iii. Have your church's clubs compete with clubs from another church.

BIBLE QUIZ AWARD FORM

CHURCH _____ TEAM # _____

| PLEASE BRING THIS FORM ON QUIZ DAY! | | | | | | X AWARD NEEDED | | | |
|-------------------------------------|---------------|--|--|--|--|----------------|-------|--------|--------|
| Circle one: Book 1 2 3 4 | | | | | | Grade | Patch | Bronze | Silver |
| Q U I Z Z E R | NAME | | | | | | | | |
| | sample | | | | | | | | |
| | COACH | | | | | | | | |
| | SCOREKEEPER | | | | | | | | |
| | | | | | | | | | |

These forms will be mailed to the registraion contact person as part of your registration confirmation.

Instructions:

Write in Church name

Team Number - this is if you have multiple teams quizzing per book, assign each team a number

Circle Book as applicable

List each quizzier on the team and indicate which award is needed

List Quiz staff from your church (coach, scorekeeper) and which award is needed.

Quiz staff needs to be listed only on one form.

Patch - 1st year

Silver - 3rd year

Bronze - 2nd year

Gold - 4th Year

Participation awards will be packaged and available at the end of the event at the registration table. Please do not mail these forms—bring them to the quiz.

BIBLE QUIZ SCORECARD

| CHURCH | TEAM # | | | | |
|--|---------------------------------|---|---------------------------------|---|-----|
| Please circle one: Book # 1 2 3 4 Are you willing to combine your alternate player with a quizzer from another church to form an additional team? Y N | Q U I Z Z E R | A | C O R R E C T | B | Alt |
| MULTIPLE CHOICE Correct = 10 Wrong = 0 | 1 | | | | |
| | 2 | | | | |
| | 3 | | | | |
| | 4 | | | | |
| | 5 | | | | |
| | 6 | | | | |
| | 7 | | | | |
| | 8 | | | | |
| | 9 | | | | |
| | 10 | | | | |
| | 11 | | | | |
| | 12 | | | | |
| | 13 | | | | |
| | 14 | | | | |
| | 15 | | | | |
| MC Subtotal | | | | | |
| SPEED Correct = 20 Wrong = minus 10 Second Quizzer - 1/2 value | 1 | | | | |
| | 2 | | | | |
| | 3 | | | | |
| | 4 | | | | |
| Quiz Out + 15 | | | | | |
| Speed Subtotal | | | | | |

Sample

These forms will be mailed to the registration contact person as part of your registration confirmation.

Instructions:
 Write in Church name
 Team Number - this is if you have multiple teams quizzing per book, assign each team a number
 Circle Book Number
 List each quizzer on the team, if you have three quizzers indicate if the alternate is willing to join another quizzer to make another team. Please write legibly (and include phonetic spelling if difficult pronunciation).

