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Journey AwanaGames Official Rules and Regulations



&

Bible Quiz

North Central California

JOURNEY™

What is Journey Fest?

High School teens from North-Central CA will converge for Journey Bible Quiz and AwanaGames. Teams arrive at the church on Saturday morning for Bible Quiz, then after lunch, we converge on the gym for the AwanaGames competition, which will determine the Journey AwanaGames champs for all of North-Central California!

Journey Fest is for Awana High Schoolers. AwanaGames is a great opportunity to get teens involved in a healthy and fun team athletic competition. The ten unique games are designed so that every High Schooler, regardless of size or athletic ability, can contribute to the team effort.

Bible Quizzing is also a team effort consisting of Team Multiple Choice and Team Speed Quizzing.

**Encourage all of your teens to participate
in both events!**

Entry Requirements

All team members must have completed the current year's Faith's Foundations.
Teens joining mid-season can qualify.

Team Requirements

AwanaGames Team: 5-7 gals & 5-7 guys
Bible Quiz Team: 2-4 quizzers per team

How Do I Register?

Individual & Team Registration is due to your Awana Missionary by the date indicated on the registration form.

Registration

The cost for registering teams and individuals is indicated in the registration information.

Summit

Summit is Awana's National High School Competition. The rules for Journey Fest are similar, but not exactly the same as the Summit rules. For more information on Summit go to www.awana.org/summit or email summit@awana.org.



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QUIZZING OBJECTIVES

To promote and encourage young people in Bible memorization; and review their Awana manuals.

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 of becoming a Christian and be challenged to accept Christ as Savior.

AUTHORIZATION

All Awana Bible Quiz meets must be authorized by an Awana Missionary or event specialist.

If several Awana registered churches are interested in a regional missionary-sponsored Bible Quiz meet, they should contact their area Awana Missionary.

QUIZ FORMAT OVERVIEW

Awana Journey Bible Quizzing will incorporate the following formats: Team multiple-choice and team speed quizzing. Totaled scores from each format are used to determine the winning team.

MULTIPLE-CHOICE QUIZZING

In the multiple-choice quizzing segment teams compete against other teams. Teams are given an opportunity to answer a series of multiple-choice questions.

SPEED QUIZZING

In the speed quizzing segment teams compete against other teams. There is a series of questions on the current material. 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 two-four members.

A team refers to the participants each group of two-four, not to a total group of teens representing a church.

REGISTRATION

An official Bible Quiz meet must include a minimum of three churches. Teams must register with the Awana Missionary.

Teams are accepted on a "first-paid" basis. A church may enter one or more teams.

The registration fee is set by the Awana Missionary to help defray quiz expenses.

Each church must have an Event Participation Agreement on file to participate.

GENERAL INFORMATION

TEAM

Each high schooler must quiz from the manual being used in the current club year.

Cheering and applauding are encouraged after each answer is given.

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

DRESS CODE

While dress for the Journey Fest is casual, we expect teams on the quiz platform to honor the Lord in their appearance. Please note the following:

No shorts, skorts or miniskirts are permitted (i.e. 'below the knee' is the standard).

Participants are to dress neatly: jeans, sweats, slacks, dresses or skirts (below the knee). Torn or 'raggy' attire is not acceptable.

We encourage teens to compete in team shirts, Journey shirts, or Journey Fest shirts.

No 'props' are allowed (mascots, toys, etc.)

SUBSTITUTES

There are no substitutes in the local quizzing.

USE OF HANDBOOKS, BIBLES, ETC.

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

TIME-OUTS

No time outs are allowed for teams or coaches.

The quiz master is the only official who can declare a time out.

COACHES

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

The team coaches may talk to their teams during time-outs and between the multiple-choice and speed rounds.

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 Quiz Master. When recognized, the coach confers privately with the Quiz Master and judges. After the coach voices the question, the coach must return to his or her seat while a decision is being made.

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

RECORDINGS

No audit-only recordings.

Video recordings are permitted for promotional use in Journey. Only 5 minutes per segment may be recorded.

Recording replays may not be used for appeals.

SCHEDULE

Teams are to be checked in by their coach at the time stated by the Awana Missionary.

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

TEAM MULTIPLE-CHOICE QUIZZING

1. The question and three (3) possible answers are read. Team confers for 5 seconds and raises paddle 'A', 'B', or 'C' at the "Paddles up" command. 20 points for each correct answer 0 (zero) points for each incorrect answer.
2. All questions will be taken from the material in the latest edition of the Awana manual. Participants are not expected to interpret the materials.
3. The Quiz will cover current year Faith's Foundations and the current year Main Study. Book Summaries will not be covered (note this may be different than Summit).
4. Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc.
5. Teams will be asked a series of multiple-choice questions.
6. 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. Questions may be read twice if the quizmaster feels the difficulty of the question warrants it.
7. During the reading of the questions, teams must look within their group while deciding their answers. Looking any other place is an automatic disqualification from that question.
8. 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."
9. During the five-second-answer time, teams decide which answer they believe to be correct. At the call "paddles up" the team leader raises the answer for his or her team.
10. After the "Paddles up" call has been made, no paddle may be exchanged for another paddle.
11. If a team's paddle is raised late, the team is disqualified from that question.
12. At the "Paddles down" command, team leaders must lower their paddles.
13. Teams are awarded 20 points for each correct answer.

TEAM SPEED QUIZZING

1. The question (weighted for difficulty, 20-40 points each) is read, teams confer for 10-15 seconds.
2. Questions asked (other than Scripture quotations) may be answered in the teen's own words, but must be close to what the materials state. The judges determine whether anything important to the meaning has been left out or altered.
3. Scripture quotations must be word perfect in one of the handbook versions offered (KJV, NKJV, NIV). No other translations will be accepted.
4. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
5. No contradictory answers are allowed. If the quizzer quickly corrects himself in the process of giving his answer, the answer will be accepted.
6. Help from the audience counts as a wrong answer, even if the answer is correct.
7. The Quiz Master prefaces each question with the word "question". No talking is allowed from the word "question" until the answer is given.
8. Should the Quiz Master read the question improperly, the question will be discarded, and a new one selected.

9. The first team to signal in is acknowledged. The Quiz Master stops reading the question at that point, and the team is recognized. The team has 10 seconds to confer and begin its answer. Once the answer is begun, no help from other teammates can be given. In general, 30 seconds is allowed for the answer, unless in the opinion of the judges more time is needed for long answers. The quizzer 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.
10. Teams that signal in before the question has been given completely must answer as if the entire question has been read. If answer is incorrect, the question will be repeated in full for remaining teams.
11. No contradictory answers are allowed. If a quiz participant quickly corrects himself or herself in the process of giving the answer, the answer will be accepted.
12. 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.
13. No one team member may answer more than two consecutive questions.
14. If the answer given is incorrect, the quizmaster will then recognize the team that signaled in second. The quiz master will re-read the question in its entirety, then the team has five seconds to begin its answer.
15. If the first team answers correctly, the value of the question is added to its score, if incorrectly, the value of the question is deducted from its score.
16. If the second team answers correctly, the reduced value is added to the team score, if incorrectly, the reduced value is deducted from the team score.

Quiz Style	Correct answer	Incorrect
Multiple Choice	20	0
Speed	20-40	20-40
2 nd Place Speed	+ Half value	- Half value

Scores from both segments are added together to determine the winning team and awards in each group. Ties in the top placing teams will be resolved with a 2-3 minute speed round.

There are multiple semi-finals venues for Bible Quizzing, the top placing teams from each semi-finals round will compete in the finals round.

CHAIN OF COMMAND

- Awana Missionary
- Quiz Master
- Head Judge
- Judges
- Timers
- Scorekeepers
- Team Coaches

QUIZZING STAFF

Each church must provide at least one staff person per team, at the point of registration who is acquainted with the quiz rules. Staffing is at the discretion of the Awana Missionary. Each staff member must arrive at the time designated by the Awana Missionary.

EVENT SPECIALIST

- Organizes teams in the given area and reminds the teams of the time, place and other information.
- Keeps record of the teams registered and checks in each team at the quiz meet.
- Recruits and confirms staff members.
- Makes sure facility and equipment are ready for the quiz.

QUIZ MASTER

- Conducts the quiz program.
- Maintains full authority over the quiz.
- Reads the quiz questions.
- Assists the head judge in any decision concerning any contested questions or answers.

JUDGES

- Check to make sure the quizmaster reads the questions correctly and clearly.
- Help determine whether a team's answer is correct or incorrect in the speed quizzing.
- Assist the head judge in any decision concerning any contested questions or answers.
- Head judge makes the final decision concerning any questions or answers that are appealed.

TIMER

- Times the 20-30 minute multiple choice and speed segments.
- Times quiz questions and answers as per rules.

HEAD SCOREKEEPER\SCOREKEEPERS

- Record the points of those teams assigned to them throughout the quiz.
- Report their scores to the head scorekeeper.

AWARDS

Team

First Place: Medallion and church plaque

Second, Third Place: Ribbon

Participation Pin – all participants

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), know the answers to the Review It questions, are familiar with scripture passages in each Bible study, and can answers about the text of the lesson.
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 given in this book.



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INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized Journey Games meet for high school students.

AwanaGames

The first official games competition was held in Chicago in 1955—for boys only. About 120 boys, representing four churches, participated. The next year, the girls insisted on a meet of their own. AwanaGames meets are now held around the world. This unique Awana ministry to young people—and their parents—has grown tremendously!

Authorization of AwanaGames Events

All AwanaGames meets must be authorized by an Awana missionary or area event specialist. If several registered churches with Journey programs are interested in conducting an AwanaGames meet in an area where none is scheduled, they should contact their area Awana missionary or area event specialist.

Organization of AwanaGames Meets

A team consists of a minimum of 10 players (five guys and five girls) and a maximum of 14 players (seven guys and seven girls). Three teams will compete on each circle. The number of circles in a meet depends on the number of teams competing.

The number of circles used in a meet, the organization of the meet, and the assignment of teams depend on the number of teams competing and the size of the facility. The AwanaGames event specialist has final authority to allocate space available for Journey teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in a Journey Games meet.
2. The Journey Games registration form accompanied by a registration fee is required. The fee covers part of the operating costs of the Journey Games. All game equipment is provided, except bands for the Three-legged Race and basketballs (at missionary option). Until the registration fee is paid, a team cannot be officially registered. Teams are accepted on a “first-come, first-paid” basis. **No refunds will be issued to teams withdrawing their registrations.**

PROCESSING REGISTRATIONS

Completed registrations will be accepted according to the order in which they are received. When all team lines on all circles available for the Journey Games meet have been filled, additional team registrations will be accepted only on a standby basis. Such teams will be notified accordingly.

All teams accepting a “standby” position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 24 hours before the meet. If a standby team is unable to participate when notified of acceptance, it loses its registration fee. Standby teams that are not asked to replace another team will be refunded the full registration fee following the Journey Games meet.

TEAM ASSIGNMENTS

The procedure for team assignments to a particular team line/color or a particular circle (where there is more than one circle) will be specified prior to the meet.

QUALIFICATIONS OF TEAM MEMBERS

1. All high school students in 9th through 12th grades prior to the meet may participate. They cannot have reached their 19th birthday by September 1st prior to the meet.
2. All high school students must complete current “Faith’s Foundations” by day of meet.
3. If short of players, Trek students who have met Trek requirements may be substituted for high school guys and girls respectively at local Journey Games (only).
4. Teams may register for only one local Journey Games meet.

GENERAL INFORMATION

GOOD SPORTSMANSHIP

An important aspect of the 24/7 ministries is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach should destroy a Christian testimony by even one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning Journey Games. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make "wrong calls," but our officials are trained, devoted, impartial, born-again people who do their best to officiate according to Journey Games rules.

Journey Games afford teens an opportunity to display a charitable spirit under the pressure of competition. Hundreds of unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that their testimony for Christ is of utmost importance.

Sportsmanship points may be given to teams at the discretion of the Outreach Missionary and Event Specialist.

ROSTER SHEET

The team roster sheet indicating name, age, grade in school, and date of birth of each player must be prepared by the team coach and submitted to the area event staff prior to the meet, according to the schedule set by the event specialist.

TEAM OUTFITS

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Awana recommends that team members wear sweatpants for competition. Gym shoes must be worn by everyone on the playing floor. This includes coaches, judges, circle directors, and team members.

Team coaches should wear the special uniform chosen for their team. Awana T-shirts, which may be purchased from Awana headquarters, give a team a good appearance on the floor.

In meets where team shirts are provided, coaches are also expected to wear the team shirt which is made available to them.

INSURANCE

Awana does not carry insurance covering team members. All churches **must** obtain insurance information for church-sponsored activities so they can supply their own protection. All coaches must have in his/her possession on the gym floor a permission slip signed by a parent of each player stating "emergency treatment may be given if necessary."

Extra players brought by a team on a "standby basis," as well as those recruited from the stands, to fill in short teams **must** have permission slips before they can participate.

AWANA GAMES RECORDS

Officials at each area Journey Games meet may keep their own accurate time records to the hundredth of a second for each of the timed events. Times kept by less than two timers will not be considered official. These records are kept only at the local level.

JOURNEY GAMES AWARDS

Championship Banner

Medallions - gold - first place*

Medallions - silver - second place*

Medallions - bronze - third place*

Individual AwanaGames participation pins are given to all team players and coaches.

PROMOTING INTEREST IN AWANA GAMES

A good cheering section goes a long way towards helping a team win! The Journey Games meet is an enthusiastic introduction to people who have not had any previous contact with 24/7 Ministries.

Here are some suggestions for encouraging spectators to attend:

1. Journey Games should be promoted at Journey meetings. Those not selected for the team can encourage the team to victory by attending the meet and cheering for friends on the team. Those not on the team should be made to feel as much a part of the Journey Games as team members.
2. Journey Games should be promoted at Sunday school. Many teens who don't participate in Journey, as well as teens and adults who are unfamiliar with 24/7 ministries, would attend a Journey Games meet if invited. Use skits, or other interesting methods to give announcements.
3. Journey Games should be promoted in church. The Pastor can do much to encourage support of Journey Games teams in the weekly church bulletin and his announcements.
4. Journey Games should be promoted to parents. People who have never seen a Journey Games meet may need an extra push to get them there the first time. A visit or a letter may be all they need.
5. Journey Games should be promoted in the neighborhood. An article announcing the team's participation in the area Journey Games may be written for a local newspaper. Radio and TV interviews can often be arranged.

JOURNEY GAMES DAY SCHEDULE

ARRIVAL TIME

Teams must arrive 60 minutes prior to the starting time of the meet. Coaches should check in immediately upon arrival.

CIRCLE AND TEAM LINE LOCATIONS

Teams should find their assigned circle team line as soon as possible on arrival. No running or practicing on the circle is permitted before the meet begins. Teams will help reduce congestion if they go to their assigned location and stay there.

MEETING GAMES OFFICIALS

The line judges and circle director will give last-minute instructions to team coaches and lead in prayer. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

FLAG CEREMONY

All team members should be instructed before the meet to face the flag during the ceremony and to place their hands on their heart at the given signal.

PRAYER

GOSPEL PRESENTATION

A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the meet**, since many parents, relatives and friends who might never attend a church-based 24/7 ministries function may have their only opportunity to hear the gospel. It is most commonly done just prior to the start of the events, or at a "halftime" break during the event.

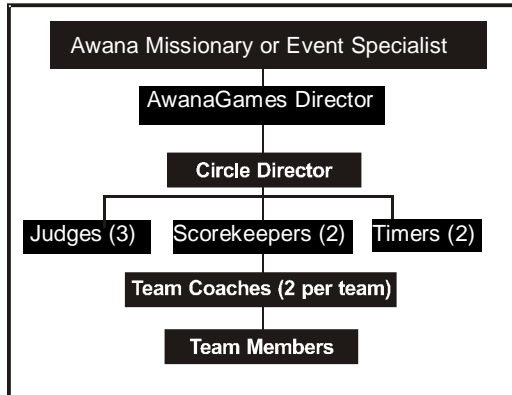
Recognition may also be given to Journey students for outstanding achievement.

Coaches should instruct team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.

AWANAGAMES PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Players should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the judge on his/her team line. If the judge cannot answer the question satisfactorily, he consults with the circle director. The circle director's decision is final! Unless requested by the circle director, no coach is allowed on the game floor to consult him at any time.



JOURNEY GAMES EVENT SPECIALIST

He oversees the entire operation from planning through team registrations to supervision of the Journey Games meet.

CIRCLE DIRECTOR

Is responsible for:

- Coaches' meeting at start of meet
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- Coordination and ultimate responsibilities of judges
- Scorekeepers' activities
- Timers' activities
- Final word on all matters not covered in written rules

JUDGES

In each circle, three trained officials who are familiar with all Journey Games events, rules governing each, and how to resolve tie events, tie heats, or tie score, assist the circle director in watching for false starts, broken rules, fallen pins, interference, etc.

OFFICIAL SCOREKEEPERS

Two individuals for each circle record the scores for each event as reported by the circle director. Additional helpers post these scores where they are visible to the spectators.

OFFICIAL STARTER

He gives the starting signal for all circles at beginning of most events or heats.

OFFICIAL TIMERS

In each circle, two timers are responsible for using stopwatches to time the first-place winner in each timed event. A minimum of two timers per circle must be used to establish records.

TEAM COACHES

Since the teams are coed, each team may appoint both a man and a woman coach. Only two coaches per team are allowed on the floor during the meet. Team coaches are **not** permitted in the playing area at any time during the Journey Games meet. They must give directions from the sidelines only, out of the way of players and judges.

1. Coaches may ask their line judge to review a decision with the circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.
3. All coaches are advised and encouraged to attend the Journey Games coaches' training session.
4. All coaches must remain behind their team line at all times while Journey Games events are in progress.

GENERAL RULES/DEFINITIONS

Arranged alphabetically for quick reference

ADHERENTS

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. No cloths will be allowed on the gym floor. Violators will be disqualified. The best safety measure is a good pair of gym shoes with a clean tread.

BALLOONS

Nine inch to 11 inch balloons are inflated to about eight inches in diameter.

BASKETBALLS

Each team should bring one men's regulation-size basketball.

CIRCLE PINS

All circle pins must be passed with both feet outside the circle in all running events. No jumping of pins is allowed. If a pin has fallen, that point on the circle normally marked by the pin must be passed with both feet outside the circle as if the pin were in its proper place. (Players may cut inside the circle between circle pins, but they must be outside the circle at each pin). Players knocking over a circle pin during a game disqualifies his/her team for that event or heat. It is recommended that 6 oz. of sand be added to each pin.

DISQUALIFICATION

A team may be disqualified by the circle director and/or judges at any time during an event for one or more of the following reasons:

1. After one warning for poor conduct or unnecessary roughness.
2. Knocking over a circle pin.
3. Causing interference to other participants.
4. Player participating in more than the prescribed number of events (see *General Rules* "Participation").
5. Breaking other game rules not listed here, but described elsewhere in this manual.
6. Play which is not according to the spirit of the game (see *General Rules* "Spirit of the Game").

Teams are **not** disqualified if a player steps outside of the game square during a running event.

Coaches should instruct team members to go all the way into the center for each event — no matter how hopeless it may seem — because the apparent winners may have been disqualified.

FALSE START

The circle director and judges will call a “false start” when action is started in an event before the starting signal. The event in that circle is brought to a halt as rapidly as possible, and then restarted by the circle director. Two false starts in one event or heat by a single team disqualifies that team from that event or heat. The remaining teams will be restarted.

FLOOR MARKINGS

Lines are marked on the floor with tape. The width of the tape provides a margin for error in games which use tape boundaries. If any player’s foot protrudes beyond the tape in these games, his/her team will be disqualified from that event or heat.

INTERFERENCE

The circle director and judges may declare “interference” if, in the opinion of these officials, a team’s fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams’ or players’ progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches, and nonparticipating players of opposing teams. When a player or coach causes interference, his/her team will be disqualified from that event. Interference may also be called when players’ progress is hindered by foreign matter or water on the floor. When interference is called, the circle director may declare a rerun.

PARTICIPATION

All players are limited to five events in addition to the first and tenth events. All players must play in a minimum of two events and no more than seven events. No player can compete in both long-distance running events or both short-distance running events. For instance....

Sprint Race players cannot participate in the Sprint Relay or the Marathon Race, but they may participate in the Marathon Medley.

Marathon Race players cannot participate in the Sprint Race or the Marathon Medley, but they may participate in the Sprint Relay.

- Sprint relay players cannot participate in the Sprint Race or the Marathon Medley, but they may participate in the Marathon Race.
- Marathon Medley players cannot participate in the Sprint Relay or the Marathon Race, but they may participate in the Sprint Race.

PASSING RULE

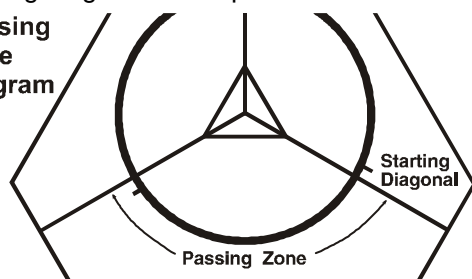
This rule applies to all four running events and the three-legged race. (See individual events.)

If a player is touched by a hand (not by the baton), he/she **must** move to the right to allow the faster team to pass. Failure to move when tagged may result in disqualification.

PASSING ZONE

(See Diagram) In all relays, the baton must be passed within that section of the circle contained within the team zone assigned to each team. Passing the baton in any other zone — including passing it over a starting diagonal — disqualifies that team for that event.

Passing Zone Diagram



PRACTICES

In preparing for the Journey Games, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the Journey Games meet.

RERUN

A rerun of an event or heat will be held for interference calls. A rerun is also in order when, in the opinion of the circle director and judges, the awarding of points cannot be determined fairly.

A team will not be allowed to participate in the rerun if:

1. Any of its players were the cause of an interference call, **or**
2. The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (see *General Rules* "Interference").

In the rerun of the Marathon Race, new players may participate.

SCORING

The scoring for each event is stated in the game rules. The circle director determines who the winners are and reports to the scorekeepers. Players should not leave the circle until the circle director has determined their team standings.

SCORING PINS

Game pins set at the five-foot mark which are to be touched or tipped by players' hand(s) only.

SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned by the national event team, the spirit of the game has been violated. The circle director and judges will declare the team disqualified from that event or heat, even though the team may have followed the letter of the rules as written.

STARTING DIAGONAL

(See Game Circle Diagram) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his/her team color. All running events are run in a counterclockwise direction.

STARTING SIGNAL

When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

TAG RULE

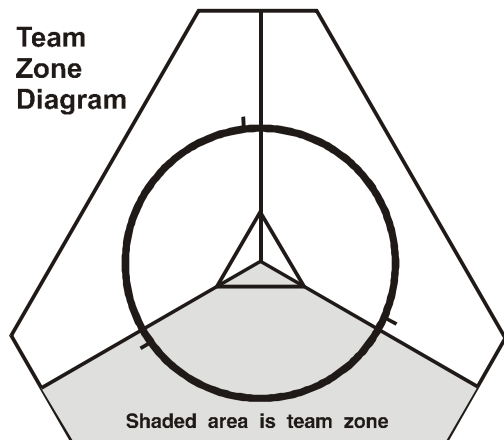
The Tag Rule has been eliminated. See Passing Rule.

TEAM LINES

(See Diagram) The colored lines on the triangle mark the team lines. Team members not participating in an event must stay seated behind these lines.

TEAM ZONE

(See Diagram) The area bounded by the team line and two diagonal lines forms the team zone.



Tie Events or Tie Heats

When two teams, in the decision of the circle director touch the scoring pin at the same instant (or have equal units at the completion of the Beanbag Grab), a tie is declared. Available points are divided equally between the tied teams. If it is a tie for first place in a game having second place, first- and second-place points are added together and split, eliminating second place. If it is a tie for second place, second-place points are split.

TIE SCORE

When two or more teams are tied after the end of the 10th event, the tie is resolved by the best two out of three heats of Basketball Relay. No second place points.

WINNER OF AN EVENT

The circle director declares the winner(s) of each event. He may consult with the judges to determine the winner. (If the player touching the scoring pin has been disqualified, the second place player receives first place points. If the second place player is disqualified, the circle director will award second place to the third place player). Where it is not possible for the circle director to determine the winner, he may call for a rerun.

JOURNEY GAME EVENTS

EVENT 1 - BASKETBALL RELAY

10 players; three heats

1st heat; five girls

2nd heat; five guys

3rd heat; five girls and five guys

Scoring Heats 1 & 2: 1st place - three points per heat

2nd place - one point per heat

Heat 3: 1st place - four points

2nd place - two points

Equipment: three circle pins, three scoring pins on the five-foot marks, and one men's regulation-size basketball per team.

One player, standing with both feet on the floor and with both feet in game leader triangle (see Diagram), acts as game leader. He/she may stand or move about anywhere in this triangle, but he/she must have both feet in the triangle when throwing or catching basketball.

In the first heat, one girl is positioned in the middle triangle with four girls on the circle.

In the second heat, one guy is positioned in the middle triangle with four guys on the circle.

In the third heat, 10 players (five girls/five guys) are involved. One guy is positioned in middle triangle. Remaining players are positioned on the circle (alternating girl, guy, etc., with girl last). In all heats, players on the circle **must stand** with both feet outside the circle (see Diagram). If any part of player's body touches the floor inside the circle, entire team is disqualified.

A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for the game leader of the neighboring team when he/she runs into the center. Interference will be called if a neighboring team gets in the way of a game leader running into the center.

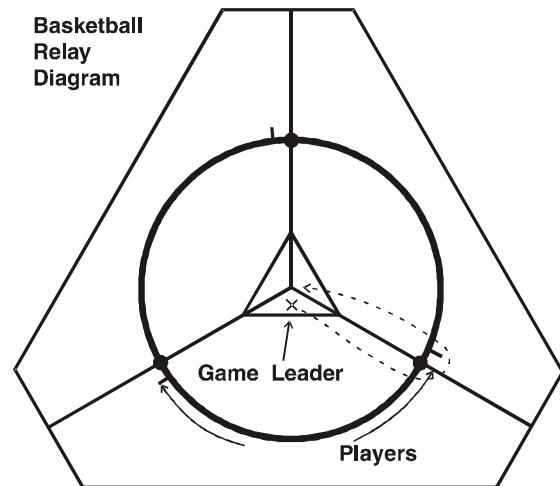
At starting signal, the game leader throws a basketball chest pass to the player on his/her left (nearest team starting diagonal). Player #1 catches the ball and throws (chest pass) it back to the game leader who throws it to player #2. Play continues until all players on the circle have caught the basketball and returned it to game leader. (The ball must be caught with 2 hands and passed – no batting or slapping.)

On receiving the basketball from last player, the game leader immediately bounce-passes the basketball back to last player again, who bounce-passes ball back to game leader. Play continues back down the line with each player throwing a bounce pass. (No batting or slapping – 2 hands.)

On completion of bounce pass to and from player #1, game leader runs out of the circle with possession of the ball, around his/her circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. The game leader must go around the pin without touching another player. In order to win this event, game leader must retain possession of basketball while scoring.

If any player on the circle line drops the basketball, it can be retrieved by any of the players on the circle line, providing player does not step inside the circle or outside his/her team zone. The ball, however, must be thrown to game leader by the player who missed or dropped it. The team is disqualified if his/her foot passes through the imaginary planes extending vertically from circle lines.

Balls landing inside the circle and within the team zone may not be retrieved. The game leader must remain within the center triangle. If a team's basketball goes out of the team zone, the team is disqualified. No player should attempt to retrieve a basketball that lands in a neighboring team zone. Players must stay in position – no "trailers." Game leader must stay in triangle, except when going for pin. His/her hands may not touch the floor outside the center triangle.



EVENT 2—SPRINT RELAY

Four players (two laps each); one heat

(1st and 3rd players are guys; 2nd and 4th players are girls)

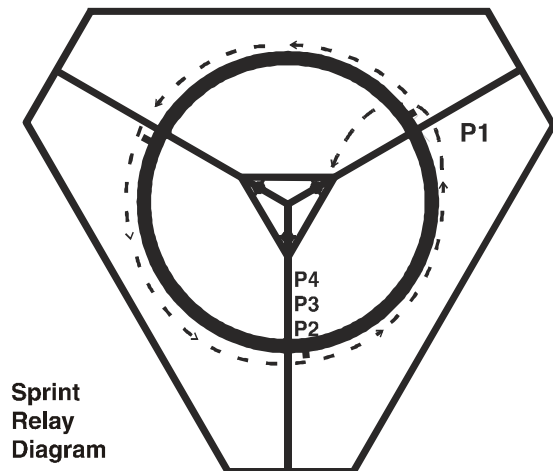
Scoring: 1st place - four points

2nd place - two points

Equipment: three circle pins, one baton per team, and three scoring pins on the five-foot marks.

The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other three players wait inside their circle within their team zone (P2, P3 and P4 in Diagram). At starting signal, the first player goes around the circle two laps and then passes the baton to the second player. The baton must be completely passed within the team passing zone (see *General Rules* “Passing Zone”), or the team is disqualified. The second player runs two laps and passes the baton to the third player. After the third player runs two laps, he passes the baton to the fourth player. When players have completed their laps, they must leave to the right, away from the circle. The fourth player runs two laps, runs around his/her circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. The winners must retain possession of baton when they touch their scoring pin with hand(s) to be awarded points. Players who knock over a circle pin are disqualified. Dropped batons may be picked up and play resumed unless the baton has gone outside the game square. Passing rule applies. Tag rule does not apply. Contestants should continue running even though someone tags or passes them. (see *General Rules* “Passing Rule”)

Sprint Relay contestants may run the Marathon Race but may not participate in Sprint Race or Marathon Medley.



EVENT 3—THREE-LEGGED RACE

Four runners (two laps per pair); two heats

1st heat; two girls

2nd heat; two guys

Scoring: 1st place - four points each heat

2nd place - two points each heat

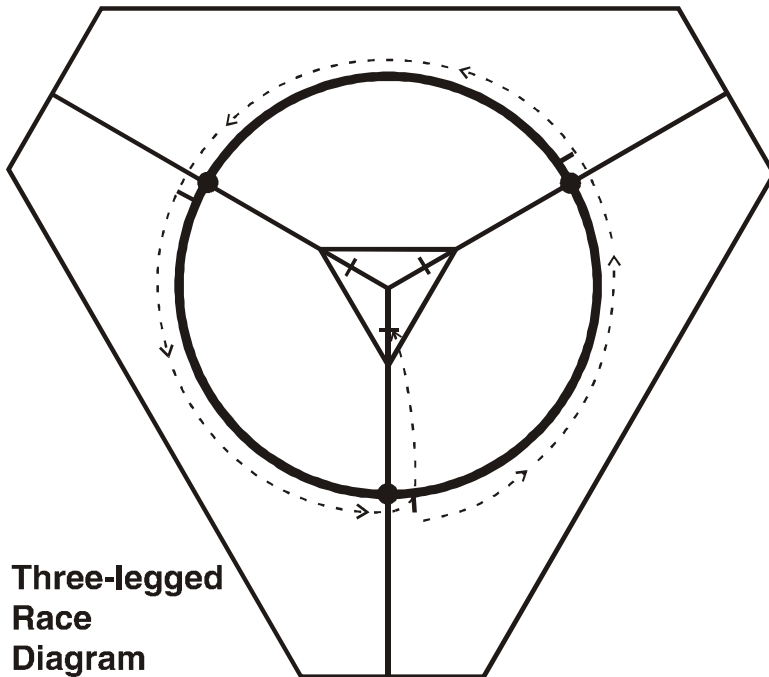
Equipment: three circle pins, three scoring pins on the five-foot marks. Teams must furnish their own official Awana Three-legged Race bands (available through the *Awana Ministry Catalog*). One or two leg bands may be used.

Behind the team color line the coach must securely band the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind their starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Players complete race by going around their circle pin towards the center, touching their scoring pin with hand(s) to finish. First team to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band comes apart.

If any player falls to the floor, that team is disqualified from competition.

Passing rule applies.



EVENT 4—SPRINT RACE

Two players; two heats

1st heat; one girl - four laps

2nd heat; one guy - four laps

Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment: three circle pins and three scoring pins on the five-foot marks.

The Sprint player stands outside the circle, just behind his/her starting diagonal. At starting signal, team player runs four entire laps around the circle, then runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified. Passing Rule applies.

Sprint Race players may participate in Marathon Medley, but may not participate in Sprint Relay or Marathon Race.

EVENT 5—BEANBAG BONANZA

10 players; two heats

1st heat; five girls

2nd heat; five guys

Scoring: 1st place - four points

2nd place - two points

Equipment: three circle pins, three scoring pins, one colored bag, and one striped beanbag per team

The colored beanbag is placed in the center of each team center triangle. The five players line up on their circle line. Player #1 holds the striped beanbag in his/her hand. At the starting signal, player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to circle line, and hands the colored bag to player #2. Player #2 runs into the team center triangle and switches the colored beanbag back for the striped beanbag, returning to circle line to hand striped beanbag to player #3, who repeats the action. Play continues until player #5 switches the bags. He/she then hands his/her bag to player #1, and play continues for a second round.

Each player will run into the circle two times. The second time player #5 goes in, he/she does not switch the bags; rather, he/she runs toward the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

No player may step over the circle line until he/she is handed the bag from the previous player. However, if the player does step over the line, he/she must return behind the circle line with both feet before entering the center triangle to place the beanbag down. **Failure to return behind the circle line disqualifies team.** The beanbag must be **placed by hand all the way to the floor**, not dropped or tossed, within the triangle.

Each time a bag is **placed** in the triangle, no part of the bag may be outside the triangle, or the team will be disqualified. If the bag or participant enters another team zone, that team will be disqualified. When a player returns from **placing** the beanbag in the triangle, he/she must **hand** the beanbag just picked up to the next player. Players stand an arm's length apart. No bunching or rotating is allowed.

EVENT 6 - THREE-WAY TUG

Six players; two heats

1st heat; three girls

2nd heat; three guys

Scoring: 1st place only - three points each heat

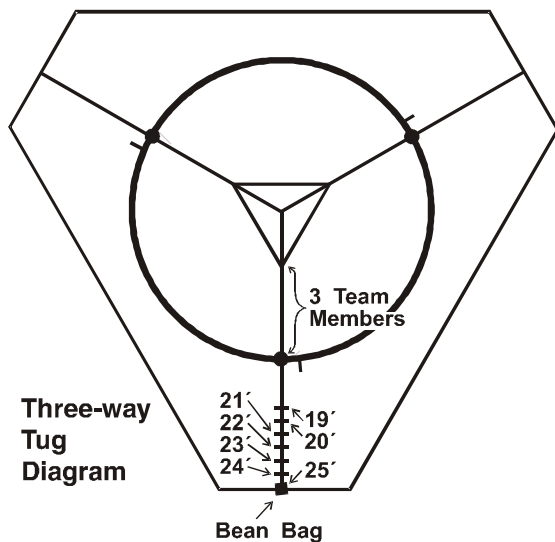
Equipment: 15' three-way rope (spliced in middle for even pull) and three beanbags, one of which is placed on 25' mark on each team diagonal line.

Three players per team in each heat, positioned anywhere outside the center triangle within the circle, grab hold of the rope with their hands. (Three-way Tug team members may wear gloves for this event only.)

No player is allowed to "wrap" the rope around any part of his/her body. At starting signal, the team pulls along or down its color diagonal until one team player picks up its beanbag. All players must be holding the rope when the beanbag is picked up. The winning team is the first team to grab the beanbag while **all** its players are still holding onto the rope.

While the teams are tugging, judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds, a total of six times. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15-second signal provided that by doing so the team is not giving up an earned advantage.

When beanbag is moved, it is to be flush with the top of the tape.



EVENT 7—AGILITY RACE

Four players (one lap each); four heats

Two heats; one girl each

Two heats; one guy each

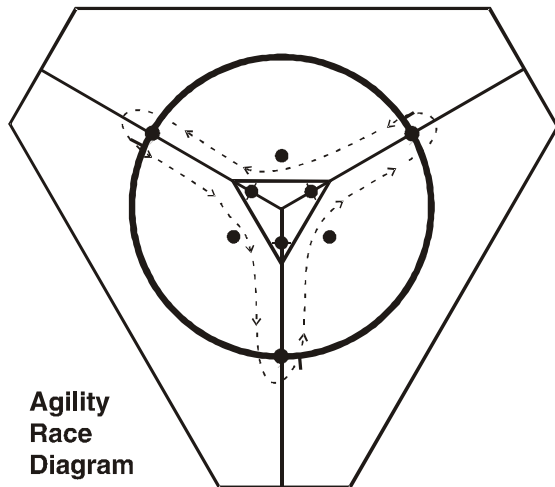
Scoring: 1st place - three points each heat

2nd place - one point each heat

Equipment: three circle pins, three scoring pins on five-foot marks, and three pins on five-foot marks.

Each player in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned on five-foot mark in center of each team zone (see Diagram). After completing one lap, player runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Player who knocks over any pin is disqualified.

Tag Rule does not apply.



EVENT 8—MARATHON MEDLEY

Four players; one heat

Girl, one lap; guy, two laps;

girl, three laps; guy, four laps

Scoring: 1st place - six points
 2nd place - four points

Equipment: three circle pins, one baton per team, and three scoring pins on the five-foot marks.

The Marathon Medley is run basically the same as Sprint Relay with each runner increasing the required number laps.

Player 1 (girl) runs one lap and passes the baton to player 2.

Player 2 (guy) runs two laps and passes baton to player 3.

Player 3 (girl) runs three laps and passes baton to player 4.

Player 4 (guy) runs four laps, runs around his circle pin, and into center for scoring pin.

Players who have completed their laps **must** leave to their right, away from the circle. Fourth player runs around team circle pin and towards the center touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. The winner must have possession of the baton when he touches or tips the scoring pin with his hand(s) to win. Players who knock over a circle pin are disqualified.

Tag Rule does not apply. Players should continue running even though someone passes them. Passing Rule applies (see *General Rules* "Passing Rule").

Marathon Medley players may participate in the Sprint Race, but may not participate in Sprint Relay or Marathon Race.

EVENT 9—MARATHON RACE

Two players; two heats

1st heat; one girl - eight laps

2nd heat; one guy - eight laps

Scoring: 1st place - six points each heat
 2nd place - four points each heat

Equipment: three circle pins and three scoring pins on the five-foot marks.

Marathon player stands outside the circle, just behind his/her starting diagonal. At starting signal, player runs eight laps around the circle, then runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

Passing Rule Applies.

Marathon Race players may participate in the Sprint Relay, but may not participate in Sprint Race or Marathon Medley.

EVENT 10—BALLOON RELAY

10 players; two heats

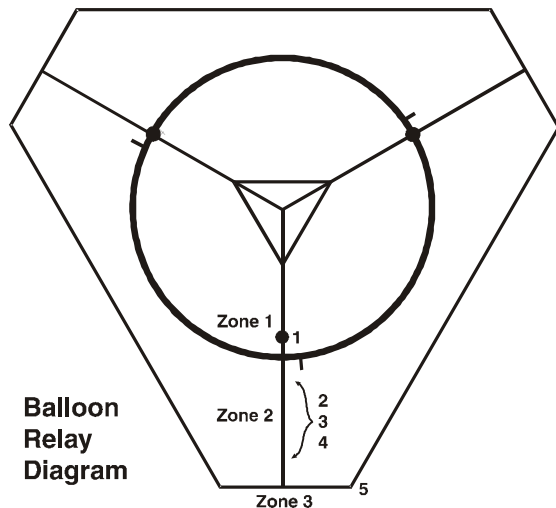
1st heat; five girls

2nd heat; five guys

Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment: one balloon per team and three scoring pins at five-foot mark.



The diagonal line is divided into three zones. The circle line (15' from center) divides Zone 1 and Zone 2; Zone 3 is behind the 25' mark.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram). Throughout the event, the only time a player is not facing the center of the circle is when he/she is retrieving a balloon that went astray, or when he/she is running forward to Zone 1 or to the center of circle at end of heat.

The first player is in Zone 1, and the fifth player is in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck, while waiting for the starting signal.

At starting signal, balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon.

Only the players in Zones 1 and 3 will be disqualified for crossing floor markings and then only when they are in possession of the balloon.

The player in Zone 1 must not step over the tape marker (the circle line) between Zones 1 and 2. When passing the balloon through his/her legs, player must straddle the diagonal line. The player in Zone 3 must not step over the 25' line, and he/she must straddle the diagonal line when receiving the balloon from Zone 2 (see *General Rules* "Floor Markings").

On completion of the pass from Zone 1, players 1-4 may begin to assume the positions required for the next cycle. No player may pass the balloon to him/herself.

When the player in Zone 3 receives the balloon, he/she runs to front of the line and takes new position in Zone 1. When the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs towards the center touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. He/she must maintain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

PLAY-OFFS (optional)

Immediately following the 10 AwanaGames events in the multiple circles, winners from each circle compete for the AwanaGames Championship. The five Play-off events are as follows:

Event 1 - Sprint Relay

Event 2 - Basketball Relay (all three heats)

Event 3 - Marathon Medley

Event 4 - Balloon Relay (two heats) girls heat; boys heat

Event 5 - Three-way Tug (two heats) girls heat; boys heat

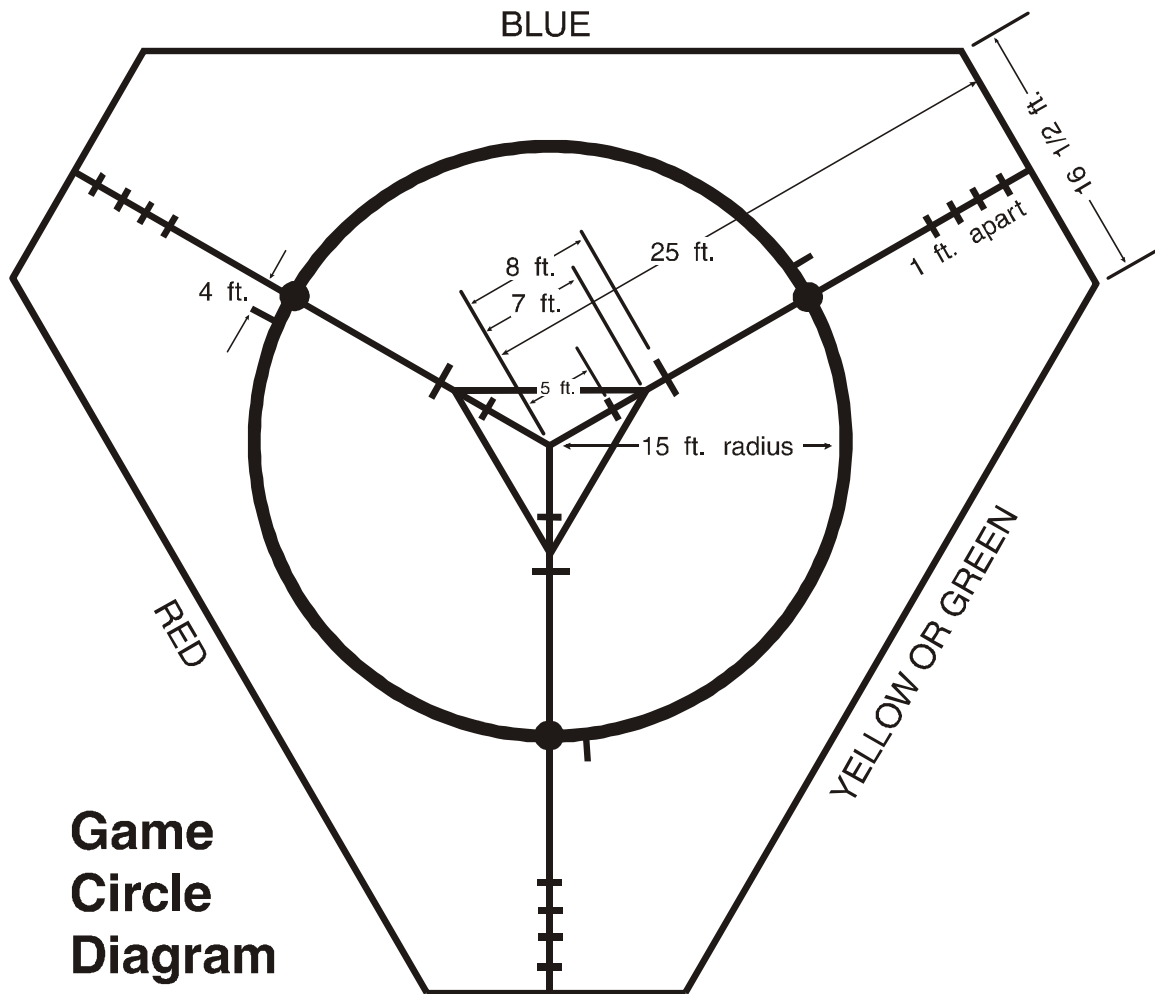
The same players may not participate in Event #1 and Event #3.

Any player may participate in four of the five Championship Play-off events. Participants in the Championship Play-off may be different from those who competed in those same events earlier during the ten event Journey Games.

Official Journey Games Circle

The AwanaGames Circle is 30 feet in diameter. Each team is designated by a color and occupies a sector.

Starting position of player(s) is indicated with the rules for each event.



Journey AwanaGames Official Rules and Regulations



Journey Games meets are exciting, but they couldn't even be scheduled without your Awana missionary. He's/She's doing a big job and needs help. You invest time and effort in your club...are you investing in your missionary, too?

Your Awana missionary travels throughout his/her territory starting new clubs/programs and counseling established ones. But he's/she's often hindered by lack of support.

Today, more than ever, your Awana missionary needs people to share in his/her ministry. Can he/she count on your faithful support ?

...the laborer is worthy of his hire.

Luke 10:7

JOURNEY™