

Updated 12/5/2010

Trek AwanaGames Official Rules and Regulations



*&
Bible Quiz*

North Central California



What is a Trek Meet?

Junior Highers from North-Central California will participate in fun, fellowship, and competition. Teams arrive at the church on Saturday morning for Junior High Bible Quiz, then after lunch, we converge on the gym for the AwanaGames competition, which will determine the Junior High AwanaGames champs for all of North-Central California!

Trek Meet is for Junior Highers. 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* Junior Higher, 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 Huddle (written answers).

Encourage all of your Jr. Highers to participate in both events!

Entry Requirements

First year Trek Students must complete Trek Check.
Returning Trek Students must complete at least 10 Sections
(Compass Points or Bible Studies)
Even Trek Students joining mid-season can qualify.

Team Requirements

AwanaGames Team: 5-7 girls & 5-7 guys
Bible Quiz Team: 2-4 students per team

How Do I Register?

You may submit your registration for the Trek Meet anytime before the due date stated on the registration form.

Registration

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



Bible Quiz

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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 for salvation and be challenged to accept Christ as Savior.

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 for a particular book.

QUIZ FORMAT OVERVIEW

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

MULTIPLE-CHOICE QUIZZING

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

HUDDLE QUIZZING

The huddle quizzing segment is also low-key. There is a series of questions, the question will be read and all teams will be given the opportunity to write down the correct answer.

ORGANIZATION

- The organization of the regional Bible Quiz meet depends on the number of churches and teams participating.
- A team consists of two to four members.
- A team refers to each group of two-to four members, not to the total group of Junior Highers 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.
- The registration fee is set by the Awana Missionary to help defray quiz expenses.
- All churches participating 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 Junior Highers.

For Junior High, we are informal on dress requirements. Please no shorts. T-shirts and jeans are acceptable. We encourage Trek Students to compete in team shirts, club shirts, or Trek Meet shirts.

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

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

The Quiz will cover Trek Check and the current year Bible Study lessons 1.1-1.12.

Questions may be asked on any part of the assigned lessons, including verses, Bible readings, definitions, etc. Take the Trek Challenge will not be included in the quizzing.

Recordings

No audio-only recordings are allowed during the quiz competition

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

Recording replays may not be used for appeals.

Quiz Questions and Answers

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

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

Schedule

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

Coaches will submit the names of their quizzers on the quiz scorecard when they check in for the quiz meet. (See sample at the end of the Quiz section in this rulebook.)

Scorekeeper

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

Team

Each Trek student must quiz from the handbook 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.

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.

TEAM MULTIPLE-CHOICE QUIZZING

1. Teams will be asked a series of multiple-choice questions.
2. The quizmaster prefaces each question with the word “question.”
3. 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.
4. 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.
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, 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.
7. After the “Paddles up” call has been made, no paddle may be exchanged for another paddle.
8. If a team’s paddle is raised late, the team is disqualified from that question.
9. At the “Paddles down” command, team leader must lower their paddles.
10. Teams are awarded 20 points for each correct answer.

TEAM HUDDLE QUIZZING

1. Questions asked (other than Scripture quotations) may be answered in the team’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.
2. Scripture quotations must be word perfect in one of the handbook versions offered (KJV, NKJV, NIV). No other translations will be accepted.
3. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
4. Help from the audience counts as a wrong answer, even if the answer is correct.
5. Questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.
6. Teams are allowed approximately 15 seconds to “get together” quietly and come up with one answer. More time may be given for lengthy answers.
7. The answer is written and held up when called for by the quizmaster.
8. Each correct answer is worth 20 points. An incorrect answer or a non-answer has a point value of “0”.
- 9.

Quiz Style	Correct Answer	Incorrect
Multiple Choice	20	0
Huddle	20	0

Scores from both segments are added together to determine the winning team.

CHAIN OF COMMAND

- Awana Missionary
- Quizmaster
- 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.

QUIZMASTER

- 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 huddle 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 huddle segments.

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, Fourth 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 PowerUp 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.



TREK
AwanaGames
Official Rules and Regulations

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INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized AwanaGames meet for Trek.

AWANA GAMES

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 ministry to young people—and their parents—has grown tremendously over the years!

AUTHORIZATION OF AWANA GAMES MEETS

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

ORGANIZATION OF AWANA GAMES 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). Four 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 Trek teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in a Trek AwanaGames meet.
2. The AwanaGames registration form, accompanied by a registration fee, is required. The fee covers part of the operating costs of the Trek AwanaGames. All game equipment is provided, except basketballs and 3-legged race ankle ties. 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 registration.**

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 AwanaGames 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 AwanaGames 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 Trek participants must be in 6th, 7th or 8th grade. They cannot have reached their 15th birthday by September 1st prior to the meet.
2. All Trek participants must complete 10 units by day of the meet.
3. If short of players, 5th and 6th graders may be substituted for Trek guys and gals respectively.
4. Teams may register for only one local Trek AwanaGames 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 Trek AwanaGames. 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 volunteers who do their best to officiate according to AwanaGames rules.

Trek AwanaGames affords guys and gals 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, showing 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. Gym shoes must be worn by everyone on the playing floor. This includes coaches, judges, circle directors, and team members.

Team coaches should wear either their Awana uniform or 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.

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.

TREK AWANAGAMES RECORDS

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

TREK AWANAGAMES AWARDS

Individual AwanaGames awards are given to all team members and coaches.

AwanaGames Awards

Championship Banner

Medallions or patches*

Second-place final ribbons*

Third-place ribbons (optional)*

Fourth-place ribbons (optional)*

*Individual AwanaGames awards are given to all team players and coaches.

PROMOTING INTEREST IN AWANAGAMES

A good cheering section goes a long way toward helping a team win! The Trek AwanaGames meet is an enthusiastic introduction to people who have not had any previous contact with Awana.

Here are some suggestions for encouraging spectators to attend:

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

AWANAGAMES DAY SCHEDULE

ARRIVAL TIME

As announced at your coaches' meeting and/or in confirmation communication. A general guideline would be for teams to arrive about 30 minutes prior to the starting time of the event.

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 AWANAGAMES 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 ministry activity 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.

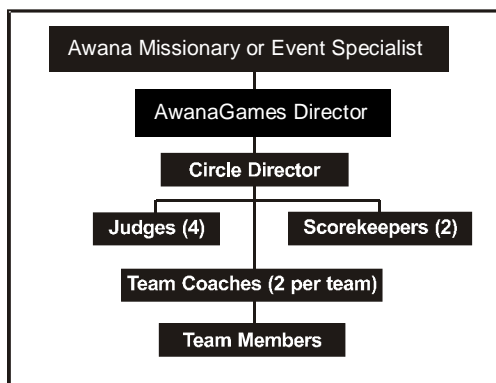
Recognition may also be given to Trek students for outstanding achievements.

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 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 anytime.**



TREK AWANAGAMES SPECIALIST

He oversees the entire operation from planning through team registrations to supervision of the Trek AwanaGames 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, four trained officials, who are familiar with all Trek AwanaGames 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 Trek AwanaGames 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 Trek AwanaGames coaches' training session.
4. All coaches must remain behind their team line at all times while Trek AwanaGames 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 to eleven inch balloons are inflated to about eight inches in diameter.

BASKETBALLS

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

CIRCLE PINS

(See Game Circle Diagram) 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 pin 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 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 line judges at any time during an event for one or more of the following reasons:

1. Unnecessary roughness or other poor conduct.
2. Knocking over a circle pin.
3. Causing interference to other players.
4. Player participating in more than the allowed 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 players 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 for 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 for that event or heat.

INTERFERENCE

The circle director and judges may declare "interference" if, in the opinions 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 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 must play in a minimum of two events and no more than six events. No contestant may compete in both long-distance running events or both short-distance running events. For instance.....

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

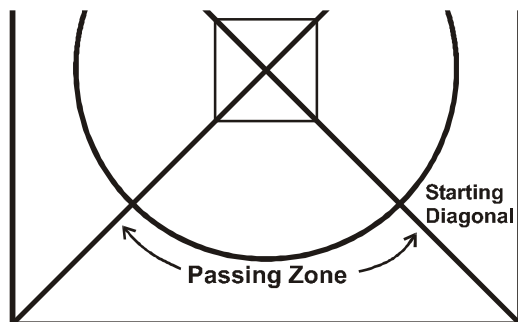
PASSING RULE

This rule applies to all four running events. If 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 touched may result in disqualification.

PASSING ZONE

In the Sprint Relay and Marathon Medley, the baton must be passed within that section of the circle contained within the team zone assigned to each team (see Diagram). 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 Trek AwanaGames, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the Trek AwanaGames 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 player's 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 for 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.

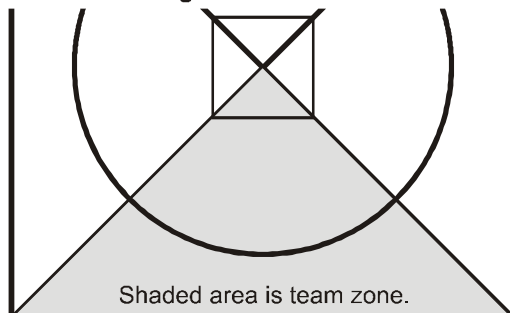
TEAM LINES

(See Game Circle Diagram) Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Players not participating in an event must stay seated behind these lines.

TEAM ZONE

The triangle within the square, bounded by the team line and the two diagonal lines, forms the team zone.

Team Zone Diagram



TIE GAME (EVENT)

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 last event in a semifinals or finals, the tie will be resolved by the best two of three heats of Basketball Relay.

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.

TREK AWANA 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: four circle pins, one men's regulation-size basketball per team, four scoring pins on the five-foot marks.

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 4). 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.

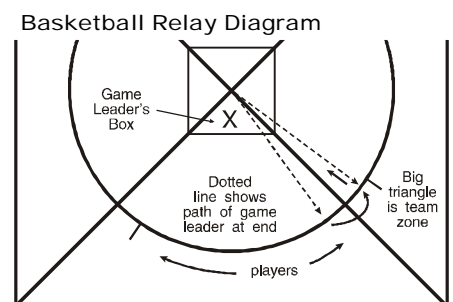
At starting signal, the game leader throws a basketball chest pass to the player on his/her left (nearest team starting diagonal). Player #1 catches the ball and throws (chest pass) it back to the game leader who throws it to player #2. Play continues until all players on the circle have caught the basketball and returned it to game leader. (The ball must be caught with two 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 – two 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 the 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

Players one and three are guys; players two and four are girls

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

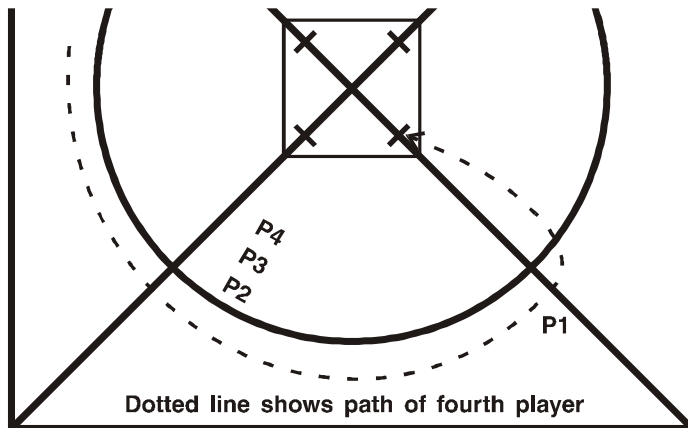
Equipment: four circle pins, one baton per team, four scoring pins placed on the five-foot marks.

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

Sprint Relay Diagram



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 point each heat

Equipment: four circle pins, four scoring pins on the five-foot marks. Teams must furnish their own three-legged bands (available through the *Awana Ministry Catalog*).

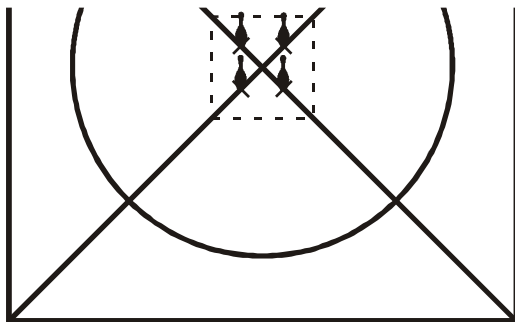
Behind the team color line the coach must securely band the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind their starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Players complete race by going 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 not disqualified.

Passing rule applies.

Three-legged Race Diagram



EVENT 4— SPRINT RACE

Two players; two heats

1st heat: one girl - three laps

2nd heat: one guy - three laps

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

Equipment: four circle pins, four scoring pins placed on the five-foot marks.

The Sprint player stands outside the circle, just behind the starting diagonal. At starting signal, team player runs three 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 the Marathon Medley, but cannot participate in the Sprint Relay, or the 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: Four circle pins, four team scoring pins, one colored bag, and one striped beanbag per team.

The colored beanbag is placed in the center of each team's 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 — FOUR-WAY TUG

Four players; two heats

1st heat - two girls

2nd heat - two guys

Scoring: 1st place only - 3 points each heat

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

Two players per team in each heat, positioned between the five-foot and eight-foot lines, grab hold of the rope with their hands. (Four 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. Both players must be holding the rope when the bean bag is picked up. The winning team is the first team to grab the beanbag while both players are still holding on to 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. 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 runners (one lap each); four heats

Two heats; one girl each

Two heats; one guy each

1st place - three points each heat

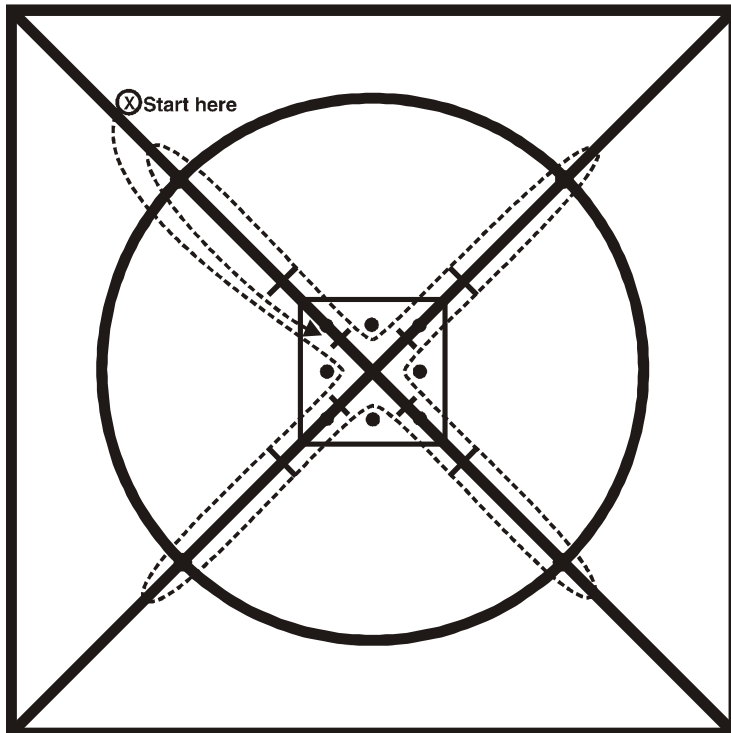
2nd place - one point each heat

Equipment: four circle pins, four team color pins on five-foot marks, and four scoring pins on the 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.

Agility Race Diagram



EVENT 8 — MARATHON MEDLEY

Four players; one heat

Girl, one lap; guy, two laps;

girl, three laps; guy, four laps

1st place - six points

2nd place - four points

Equipment: four circle pins, one baton per team, and four 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.

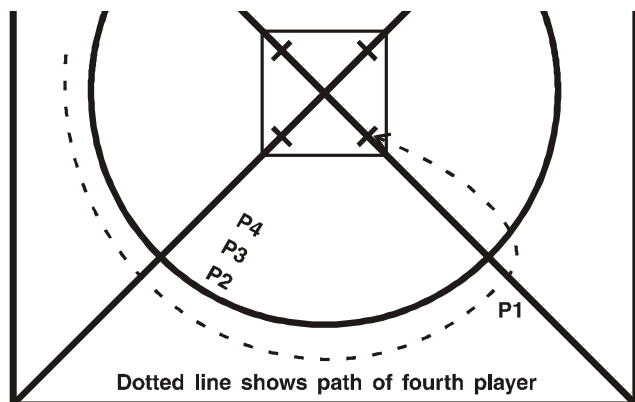
Player 4 (guy) runs four laps, runs around his circle pin, and into center square for scoring pin.

Players who have completed their laps **must** leave to their right, away from the circle. Fourth 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. 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.

Marathon Medley Diagram



EVENT 9 — MARATHON RACE

Two players; two heats

1st heat: one girl - seven laps

2nd heat: one guy - seven laps

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

Equipment: four circle pins, four scoring pins placed on the five-foot marks.

Marathon player stands outside the circle, just behind his/her starting diagonal. At starting signal, player runs seven 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. At starting signal, seven laps are run around the circle. Players who knock over a circle pin are disqualified.

Passing rule applies.

Marathon Race runners may participate in the Sprint Relay, but may not participate in the Sprint Race, or the 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 four scoring pins on the five foot marks..

The diagonal line is divided into three zones. A tape marker eight feet from the center divides Zone 1 and Zone 2; Zone 3 is outside the circle at the 17-foot 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.

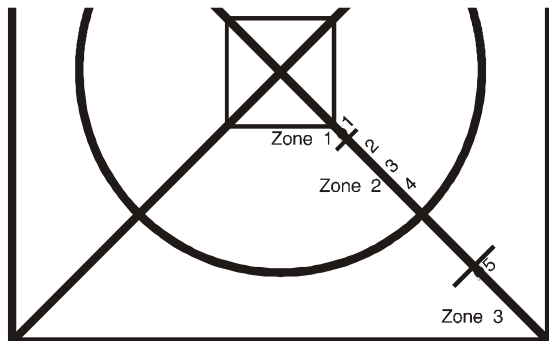
Only the players in Zones 1 and 3 will be disqualified for crossing floor markings and then only when they are in possession of the balloon.

The player in Zone 1 must not step over the tape marker 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 17' 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.

Balloon Relay Diagram



PLAY-OFFS

Immediately following the ten AwanaGames events in the multiple circles, the first-place 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 - Four-way Tug (two heats) girls heat; boys heat

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

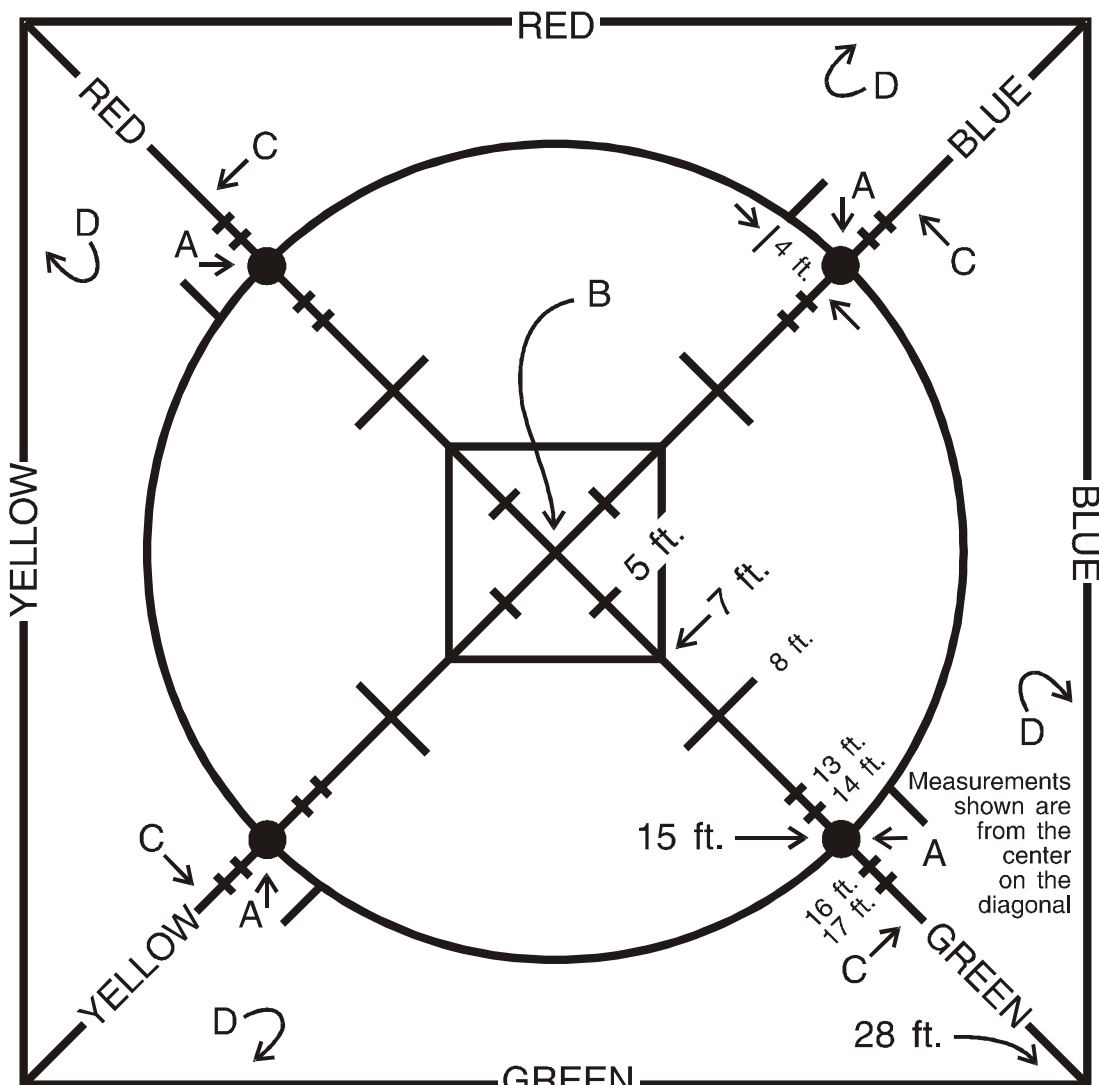
Any player may participate in four of the five Championship Play-off events. Participants in the Championship Play-offs may be different from those who competed in those same events earlier during the ten event Trek AwanaGames.

Official AwanaGames Circle

The AwanaGames Circle is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square.

Key to diagram: A–Circle Pins C–Diagonal or Starting Line D–Team Lines or AwanaGames Square

Starting position of player(s) is indicated with the rules for each event. P=Player in the diagrams on the following pages. Make sure your team is familiar with the Awana Circle.



Trek AwanaGames Official Rules and Regulations



AwanaGames 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

Awana Clubs International – 1 E Bode Rd – Streamwood, IL 60107 630-213-2000

