

# BIBLE QUIZ RULES

## Quizzing Objectives

1. To promote and encourage our young people in Bible memorization and review of handbooks and manuals.
2. To provide an exciting and positive competitive atmosphere in which our young people can display their Bible knowledge.
3. To give young people a greater love for and a working knowledge of the Bible
4. To proclaim God's wonderful grace and salvation through the Bible Quiz questions. Parents and friends may see their need of becoming a Christian and be challenged to accept Christ as Savior.
5. Develop one on one relationships between leaders and young people.

**Registration:** Churches may register as many teams as they wish for Trek 24/7 and Journey 24/7, **(for T&T one to four teams per book, a team could be all girls, all boys or a coed team combining girls and boys.)** but is not required to enter all books. **Teams must register at least one week prior to the quiz you plan to attend.** The Registration fee is **\$25.00** per team, **\$35.00** for later registration, to help the cover cost of the awards; **I need the registration seven days prior to event.** The Trek and Journey 24/7 Bible Quizzes will be held later. We will also do JV and Journey 24/7 Games on the same day. I will send out more information later.

## General Information

**Teams:** A team consists of 1 – 3 members (Trek and Journey 24/7 1 – 4). All team members must compete in the club they are currently in, but may quiz in any book they have worked in during the current club year. (For instance, if a clubber has worked two books in an individual club this club year, they may choose which book to quiz from). **However, a clubber may not quiz from the same handbook twice.**

**Quiz Questions:** All questions will be taken from the latest edition of the Awana Handbooks and manuals. Quizzers will not be asked to interpret the materials. Questions for T&T will be taken from the **first four Discoveries** and the **first four Challenges**. Trek questions will come from the first twelve units of the **Billboard Series (In Their Sandals)**, Journey 24/7 questions will come from the study on **1 Corinthians**.

**Awards:** First Place Team – medallions and Church plaque. Second and Third – ribbons. All participants receive a quiz patch or pin. Perfect scores in T&T will receive a High Honor Ribbon.

**Apparel:** Bible Quizzing is a “dress up” event. All participants (including clubbers and leaders) **MUST** wear their Awana uniform for the club they are working in. Trek and Journey 24/7 may wear the uniform, church designed T Shirt or a collared shirt. Awana emphasizes the importance of modesty, neatness and cleanliness of apparel.

**Coaches:** There is only one official coach per team during each quiz. Coaches may talk to their team during rotations or any declared time out.

**Officials: Each participating church in addition to the Coach **MUST** supply at least **TWO** individuals to help in judging, score keeping and monitoring the written test. All officials must wear the official Awana uniform for the club they are working in and be present at least **45 minutes** prior to the start of the quiz to receive instruction.**

**Time Outs:** Only team coaches are authorized to ask for a time out. A team is allowed one time out per round and it will last one minute. A coach will make the request to the Quiz Master. The Quiz Master is the only official who can declare a time out.

**Appeals:** Only the official coach may appeal a question or answer. He or she does this by calling out “question”. The immediate preceding question is the only one which may be appealed by a coach. All appeals are directed to the head Judge. When recognized, the coach confers privately with the head judge. After voicing his/her question, the coach must return to his/her seat while the decision is being made. The head judge may consult with the other judges before making a decision. In all cases, the decision voiced by the head judge is final.

## Quiz Format

Awana Bible Quizzing for 3<sup>rd</sup> through 6<sup>th</sup> grade format will be: Written Test and Multiple Choice. The two formats for the Trek and Journey 24/7 will be Team Multiple Choice and Team Speed. Scores from both halves determine the winning team.

**Written Quiz:** The written quiz is a timed event held in a different room from spectators. Coaches may accompany their team to the written quiz room, but must remain silent once the quiz starts. All team members will take the written quiz. It is a timed event in which they will have ten minutes to answer ten questions. Once the quiz begins, there should be no looking around or talking. All questions will be answered by the Written Quiz Master or Room Monitors. All participants must remain seated until the entire group is dismissed. Ten points will be awarded for a correct answer, zero points will be given for an incorrect answer, an unfinished answer or a disqualified paper.

**Multiple Choice Quiz:** Quizzers will be asked ten multiple – choice questions. Questions and possible answers will be read two times unless the Quiz Master feels the difficulty warrants a third reading. Quizzers will have approximately five seconds to mentally choose their answers. During the reading of the questions, quizzers **must** look down at paddles while deciding their answers. (They should not touch their cards until told to do so.) The Quiz Master will call **“Paddles up”** and all will raise their answers simultaneously. Quizzers raising a paddle late, looking around or changing paddles are disqualified from that question. Paddles must remain in the air until the command **“Paddles down”** is given. Quizzers will be awarded ten points for each correct answer, zero points for an incorrect or disqualified answer.

**Team Multiple Choice:** For Trek and Journey 24/7, the entire team competes in a timed 20 minute period. Questions and possible answers will be read two times unless the Quiz Master feels the difficulty warrants a third reading. Looking any other place results in an automatic disqualification from that answer. The team will have approximately five seconds to confer and choose their answer. The Quiz Master will call **“Paddles up”** and the team leaders will raise their paddle for their team simultaneously. Quizzers raising a paddle late or changing paddles are disqualified from that question. Paddles must remain in the air until the command **“Paddles down”**. Quizzers will be awarded twenty points for each correct answer, zero points for an incorrect or disqualified answer.

**Team Speed Quizzing:** For Trek and Journey 24/7, the entire team may compete in a timed 20 minute segment. No speed questions will be repeated. Quizzers have 10 seconds to quiz in, if no team buzzes in, in ten seconds time will be called and the Quiz Master will go on to the next question. After a team buzzes in they have 10 seconds to start and after they start they have 30 seconds to finish their answer. Each question

may have a different point value. A question will be asked and the first team to signal in will be acknowledged. When a team signals in, the Quiz master stops at that point. A Team that signaled in before the question has been given completely must only give the answer; they need not finish the question. If one club misses, the next club buzzed in may answer the complete question for ½ the number of points. If answered incorrectly, ½ the total points are deducted. Once the answer is begun, no further help can be given. When a question has been answered, the Quiz Master will ask **“Is that your answer?”** Only then will the answer be ruled correct or incorrect. Answers that contain extraneous information will be considered incorrect, even if the correct answer is included.

**BECAUSE OF UNEQUAL TEAM SIZES, ANY INDIVIDUAL TEAM MEMBER IS NOT LIMITED TO ANY NUMBER OF QUESTIONS THEY MAY ANSWER IN A ROW.** (This is different than that at the national standard used in Summit USA.) If the team answers correctly, the value of the question is added to its score. If the answer is incorrect, the value of the question is deducted from its score.

## Sample Questions

### **Sample Multiple Choice questions may include but is not limited to:**

Which of these verses describe.....? A... B... C...

What is the handbook definition of...? A... B... C....

What is the reference for this verse, “Behold, God is my Salvation.....? A... B... C...

According to Psalm 1:1 What is the man that walketh not in the counsel of the ungodly? A... B... C...

### **Sample Written questions may include but is not limited to:**

According to Matthew 28:19 \_\_\_\_\_ ye therefore, and \_\_\_\_\_ all nations,

What is the word that means-----?

What is the name of the book that comes before (after) -----?

True/False Matthew 28:18 states “All power is given unto me-----“

### **Sample Speed Questions may include but is not limited to:**

“This question is worth 20 points. According to John 1:1, what is the Word?”

“This question is worth 30 points. Give the reference and quote the entire verse that ends with these words....?”