

North Carolina - Awana



T&T Gear Up Rules

www.awananc.com

T&T Gear Up Information

- T&T Gear Up teams consist of **1-4 players** and **1 coach**
- Teams can either be all boy, all girl or made up of both (coed)
- Coach can be man or woman
- Gear Up format will be **12 multiple choice** questions & **12 speed** questions
- An official Awana T&T Gear Up must have a minimum of 3 churches registered for a book
- Each book is considered a stand-alone Gear Up (i.e. Book 1 is its own official Gear Up, Book 2 is its own, etc.)
- North Carolina events will offer Gear Up in all four T&T Books
- **Material covered:**
 - Ultimate Adventure 1 = Start Zone Entrance Booklet and Discovery 1 - 4**
 - Ultimate Adventure 2 = Discovery 1 - 4**
 - Ultimate Challenge 1 = Challenge 1 - 4 (previously T&T Book 3)**
 - Ultimate Challenge 2 = Challenge 1 - 4 (previously T&T Book 4)**

Gear Up Objectives

1. To proclaim God's wonderful grace and salvation through Gear Up questions. Parents and friends may then see their need of becoming a Christian and be challenged to accept Christ as Savior.
2. To provide an atmosphere in which clubbers can display their Bible knowledge and gain a sense of accomplishment.
3. To give young people a greater love for - and working knowledge of - the Bible.
4. To promote and encourage young people in Bible memorization and review of their Awana entrance booklet and/or handbooks.
5. To provide leader- clubber mentoring opportunities.

Authorization

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

Gear Up! Format Overview

Awana Gear Up incorporates two basic formats: Multiple-choice & Speed Rounds. Scores from each round are used to determine the winner.

Multiple-choice Round

The multiple-choice segment allows players to perform in a low-key atmosphere. Players from each book are given an opportunity to answer a series of multiple-choice questions. **Note:** When more than two players are on a team, only the two highest player's scores from this segment are counted. All players are still eligible for all team & individual awards even if their scores from this segment are the ones dropped.

Speed Round

In the speed round segment, players from each book compete against other teams in the same book. There is a series of questions per book. All teams will be read the speed question. The first player to respond is allowed to answer the question.

Organization

- The organization of the regional Gear Up events depends on the number of churches and teams participating.
- A team consists of **1-4 players** and **1 coach**.
- A team refers to the players in each book ... not to a total group of players representing a church.

Registration

- An official Gear Up must include a minimum of three churches. Teams must register with the Awana missionary or event specialist.
- Early registration could guarantee participation in situations when many churches register.
- Teams are accepted on a "first-paid" basis. A church may enter one or more teams per book. The church may register for any or all books, but is not required to enter for all books.
- The registration fee is set by the North Carolina Awana Missionary Team to help defray Gear Up expenses.

Team

- Each player must participate in the handbook they are presently in. However, no player may participate in the same book for two years.
- Cheering and applauding are encouraged after each answer is given.
- Informality helps relax players and motivates them as they compete.

Apparel

- Awana emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and players of all ages.
- All players and coaches must wear an official Awana uniform.

Substitutes

1. Substitutes must be in the same book as the one for whom they are substituted.
2. Substitutions in speed round are allowed following each question, starting **after the 3rd question**.
3. Substitutions will also be permitted when a player either answers three questions correctly or two questions incorrectly during the speed round.
4. Substitutions not needed for the multiple choice round. All 4 players answer all the questions individually.

Gear Up Questions and Answers

1. All questions will be taken from the material in the latest edition of the Awana entrance booklets & handbooks. Players are not expected to interpret the materials.
2. Questions may be asked on any part of the assigned entrance booklets or handbooks, including verses, Bible readings, definitions, etc.
3. The emcee prefaces each question with the word "question." No talking is allowed from the word "question" until the answer is given.
4. Should the emcee read a question improperly, the question may be discarded and a new one selected.
5. All Bible verses must be quoted word-perfect according to the latest edition of the Awana entrance booklet or handbook. If requested, the quotation must include the complete reference.

Use of Handbooks, Bibles, etc.

Once the Gear Up has begun, no further studying of entrance booklets, handbooks, Bibles or other materials is allowed. No recording of the Gear Up questions is allowed. This includes manual and electronic recording devices. (The emcee may allow the first three questions from each Book to be recorded for training and presentation purposes.)

Time-outs

1. No time-outs are allowed.
2. The emcee is the only official who can declare a time-out.

Coaches

1. Each team is allowed only one official coach during the Gear Up event.
2. The team coach may briefly talk to their team while the teams rotate for their rounds or during team substitutions.
3. All coaches are advised and encouraged to attend a North Carolina Gear Up coaches' meeting, either a physical one or the on-line version located at www.awananc.com.

Appeals

1. Only the official coach may appeal a question or an answer. The coach does this by calling out "question." The immediate preceding question is the only one that may be appealed by the coach.
2. All appeals are directed to the head judge. When recognized, the coach confers privately with the head judge. After the coach voices the question, the coach must return to his or her seat while a decision is being made.
3. The head judge may consult with Gear Up judges before making a decision. In all cases, the decisions of the head judge are final.

Schedule

1. Teams are to be checked in by their coach at the time stated by the Awana missionary or event specialist.
2. Coaches must submit the names of their players on the Gear Up roster/score sheet upon check in.

Suggested Gear Up Schedule:

- Welcome/Prayer/Flag Ceremony
- Recognition of teams
- Songs –Interactive and Fun
- Games for fun

- Explanation of procedures
- Multiple Choice Round
- Message
- Speed Round
- Award ceremony
- Prayer

Individual Multiple-Choice Round

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

Individual Speed Round

1. One or two players from each book will compete at one time in speed round. (at missionary’s or event specialist’s discretion)
2. Each book team is asked a series of questions.
3. A question is asked.
4. If no player responds in 10 seconds, time is called; the emcee will read the question & answer aloud and then proceed to the next question.
5. If a player responds before the question is completed, the emcee will stop. The player must then give a correct, specific answer. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
6. If a player responds, they have (from the time the microphone is given to the player) 10 seconds to begin and then 30 seconds to complete the answer. However, the player should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.
7. When a speed question has been answered, the emcee will ask, **“Is that your answer?”** Only when the player answers “yes,” or time runs out, will the question be ruled correct or incorrect with “That is a correct answer,” or, “I’m sorry, that is an incorrect answer.”
8. If the first player responding is incorrect, the next player that buzzed in will be given the opportunity to answer the question and has 5 seconds to begin their answer. The emcee will **NOT** reread the question in its entirety, but rather only to the point where the second player buzzed in and only if asked to do so by the player.
9. If no player has buzzed in after the first incorrect answer, then the emcee will reread the question in its entirety.
10. If no second player responds within 10 seconds of the question being reread, time is called; the emcee will read the answer aloud and then proceed to the next question.
11. If a player quickly corrects himself or herself in the process of giving their answer, the answer will be accepted.

12. Questions asked (other than Scripture quotations) may be answered in the player's own words, but must be close to what the entrance booklet or handbook states. The judges determine whether anything important to the meaning has been left out or altered.
13. Individual speed questions will not be repeated unless the Gear Up officials rule it necessary because of disturbance or delay.
14. Help from the audience counts as a wrong answer, even if the player answers correctly.
15. Players having two wrong answers in the speed round are ineligible to answer additional questions. Another player, however, may be substituted.
16. Any player answering three questions correctly is awarded bonus points and cannot answer additional questions. Substitution for that player is allowed in such a situation.

Scoring

Round	Correct answer	Incorrect	Bonus
Multiple Choice	10	0	0
Individual Speed	20	-10	20*

* 20 bonus points will be given to all players answering three questions correctly.

Scores from all segments are added together to determine the winner. In the event of a tie, teams are given 3 speed questions to break the tie.

Chain of Command

- Awana missionary/event specialist
- Emcee
- Head Judge
- Judges / Room Monitor
- Timers
- Scorekeepers
- Team Coaches

Gear Up! Staff

Each church must provide at least one person, in complete Awana uniform, at the point of registration who is acquainted with the Gear Up rules. Staffing is at the discretion of the event specialist. Each staff member must arrive at the time designated by the Awana Missionary or event specialist.

Event Specialist

1. Lines up teams in the given area and reminds the teams of the time, place and other information.
2. Keeps record of the teams registered and checks in each team at the Gear Up event
3. Lines up and confirms staff members.
4. Makes sure facility and equipment are ready for the event.

Emcee

1. Conducts the Multiple Choice and Speed Rounds.
2. Maintains full authority over the event.
3. Reads the Gear Up questions.
4. Assist the head judge in any decision concerning any contested questions or answers.

Head Judge and Judges

1. Check to make sure the emcee reads the questions correctly and clearly.

2. Help determine whether a player's answer is correct or incorrect in the speed round.
3. Assist the head judge in any decision concerning any contested questions or answers.
4. Head judge makes the final decision concerning any questions or answers that are appealed.

Timer

Tracks the length of time to begin an answer and the length of time to complete an answer.

Head Scorekeeper and Scorekeepers

1. Records the points of those teams assigned to them throughout the Gear Up.
2. Reports their scores to the head scorekeeper.

Awards

Gear Up awards will be given to all players and their (1) Coach.

Preparing teams for Gear Up

1. Pray for your player. Pray that the truths they are studying will have an impact on their lives!
2. Select coaches to work with all prospective players.
3. Attend coaches training.
4. Thoroughly review the materials and design practice questions.
5. Select players as soon as possible.
6. Explain the Gear Up rules to players so they know what to expect.
7. Work with players to be sure they really understand the material they have memorized.
8. Instruct players to know all verses and references (word-perfect), books of the Bible, Bible reading questions and definitions.
9. Consider challenging another church in practice rounds.
10. Drill players in the various types of questions. Make sure you adhere to the Gear Up rules given in this book.