



## NC Teen Bible Quiz Rules

### Trek 24/7 Bible Quiz Information (Grades 6-8)

- All coaches are advised and encouraged to attend a North Carolina AwanaGames coaches' training session, either a physical one or the on-line version located at [www.awananc.com](http://www.awananc.com).
- Material covered:
  1. Trek Check (entrance booklet)
  2. Current Year Lesson (1:1-1:12)
  3. NO Trek Challenge Sections covered.

### Journey 24/7 Bible Quiz Information (Grades 9-12)

- All coaches are advised and encouraged to attend a North Carolina AwanaGames coaches' training session, either a physical one or the on-line version located at [www.awananc.com](http://www.awananc.com).
- Material covered:
  1. Current Year Faith's Foundations
  2. Current Year Main Study

### Quizzing Objectives

- To promote and encourage young people in Bible memorization and review of their Awana Bible Studies or 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.
- To provide quiz leader-participant mentoring opportunities.

### 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 or event specialist.
- An official Bible Quiz meet must include a minimum of three churches.

### Quiz Format Overview

- Awana Bible Quizzing incorporates two basic formats: Speed & Multiple Choice quizzing.
- A quiz consists of two 20-minute periods.
- Both speed and multiple choice questions will be asked during each period.
- A break will be given after 20 minutes for the coaches to talk with their teams or make substitutions.

## Registration

- 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.
- The registration fee is set by the Awana missionary or event specialist to help defray quiz expenses.

## Team

- A team consists from 2 to 5 members and 1 coach.
- No more than 4 teens on a team may quiz at the same time.
- A team refers to the participants in each Bible Study or Manual ... not to a total group of clubbers representing a church.
- Each clubber must quiz from the Bible Study or 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.

## Apparel

- Awana emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and clubbers of all ages.
- Awana encourages collared shirts and slacks for guys and dresses, skirts or dress pants for girls (or your official Awana uniform). Remember that the quizzers lean forward in their huddle and that they may be placed on a stage or platform. Please make sure they dress and sit appropriately not drawing attention to themselves or their team. Let us allow our focus to remain on God and His Word.

## Substitutions

- Substitutions may be made only between rounds.

## Quiz Questions and Answers

- All questions will be taken from the material in the latest edition of the Awana Bible Studies or Manuals and materials. Participants are not expected to interpret the materials.
- Questions may be asked on any part of the materials assigned (without limitation), including verses & references (word perfect), questions & definitions, Bible readings & summaries, etc.
- The quizmaster prefaces each question with the word “question.” No talking is allowed from the word “question” until the answer is given.
- 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 Bible Studies or Manuals. If requested, the quotation must include the complete reference.

## Use of Bible Studies, Manuals, Bibles, etc.

- Once the Bible quizzing has begun, no further studying or use of Bible Studies, Manuals, Bibles or other materials (including electronic resources or devices) are allowed.

## Time-outs

- No time-outs are allowed.
- The quizmaster 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 while the teams rotate between quiz 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 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.***

## Schedule

- Teams are to be checked in by their coach at the time stated by the Awana missionary or event specialist.

## Quiz Format

- Both Speed and Multiple Choice questions will be asked during each 20 minute period.
- Before each question the quizmaster will say, "Question," announce the style of the question (speed or multiple choice), and give the point value if it is a speed question.

## Speed Questions

- When a speed question is asked, the first team to respond is allowed to orally answer the question. Point values will vary by question, with the values being announced by the quiz master.
- Speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.
- Help from the audience or another team member counts as a wrong answer, even if the answer is correct.
- Questions asked (other than Scripture quotations) may be answered in the participant'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 so as to affect the response being determined correct or incorrect.
- The first team to signal in is acknowledged. The quiz master stops at this point and the team is recognized. The team has 10 seconds to confer and begin its answer. Once the answer is begun, no help can be given. Quizzers will not be asked to finish the question.
- When a speed question has been answered, a quiz official will ask, "Is that your answer?" Only when the quizzer 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." If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be judged after the quiz master asks, "Is that your answer?"
- No one team member may attempt to answer more than two consecutive questions.
- From the time the team is recognized a team member has 10 seconds to begin and then 40 seconds to complete the answer. However, the quizzer should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment. We do not allow stalling by saying, "My answer is," then stopping. This answer or one like it will not count as starting an answer within the 10 seconds.
- If the first team to buzz in answers incorrectly a second team will have a chance to answer the question. If the second team buzzed in before the question was completed, the Quiz Master may read the question again up to the point when the first team buzzed in. If the first team to buzz in gives an incorrect answer and no one has buzzed in, the electronic box will be cleared and the Quiz Master will begin reading the question again until either another team buzzes in or he finishes the question.
- Full points will be given or taken away whether the team is the first or the second to buzz in.

- Answers that contain extraneous information may be considered incorrect, even if the correct answer is included. Extraneous material is that which is not immediately connected with the answer. For example, assume the study material had two lists of five items. A speed question asked for three of the five items from one of the lists. If the quizzers gave all five items that would be counted correct (assuming all five they gave were correct). But if they gave all five items from BOTH lists, that would be extraneous and counted incorrect.

## Multiple Choice Questions

- Questions and possible answers will be read once. There will be three answers from which to choose. Teams have approximately five seconds to determine their choice of answers. Team members may discuss possible correct answers. Questions may be read twice if the quiz master feels the difficulty of the question so warrants.
- During the reading of the questions, quizzers must look down at their team paddles while deciding their answers. Looking any other place may result in disqualification from that question.
- When all possible answers have been given, the quiz master will say, "Select your answers." When the five seconds are up, he will call, "Paddles up."
- During the five-second "select your answer" time, teams select the answer they believe to be correct. Then, at the "paddles up" call, a team member raises the paddle for his or her team.
- After the "paddles up" call has been made, no paddle may be exchanged for another paddle. Paddles are to remain up until the "paddles down" command is given.
- If a team's paddle is raised late, the team may be disqualified from that question.
- At the "paddles down" command, teams must lower their paddles.
- Teams are awarded 20 points for each correct answer.

## SCORING

- **Speed:** Correct answers will be awarded 20, 30 or 40 points and 20, 30 or 40 points will be subtracted for an incorrect answer. This is true even when a team is the second team to attempt an answer.
- **Multiple Choice:** 20 points correct; 0 incorrect
- **Tie Breaker:** The Tie Breaker Round will consist of speed questions only. All questions will be worth the same points. The round will be two minutes for two teams and one additional minute for each additional team. If, after two tie breaker rounds teams are still tied, a one minute round will be done. If there are still ties, one question at a time will be asked until one team answers correctly. Please, NO CLAPPING during the Tie Breaker Round so we can read a good number of questions.

## Chain of Command

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

## **Quizzing Staff**

Staffing is at the discretion of the event coordinator. Each staff member must arrive at the time designated by the Awana Missionary or event specialist.

### **Event Specialist**

- Lines up 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.
- Lines up 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.
- Assist the head judge in any decision concerning any contested questions or answers.

### **Head Judge / Judges**

- Check to make sure the quizmaster reads the questions correctly and clearly.
- Help determine whether a quizzers' 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**

- Tracks the length of time to begin an answer and the length of time to complete an answer.
- Times the 2 segments of the Bible Quiz

### **Head Scorekeeper / Scorekeepers**

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

### **Awards**

- Bible Quiz awards will be given to all quizzers and their (1) Coach.

### **Preparing teams for Bible Quizzing**

- Pray for your quizzers. Pray that the truths they are studying will have an impact on their lives!
- Select coaches to work with all prospective quizzers.
- Thoroughly review the materials and prepare practice questions.
- Select team members as soon as possible.
- Explain the quiz rules to team members so they know what to expect.
- Work with team members to be sure they really understand the material they have memorized.
- Instruct team members to know all verses and references (word-perfect), Bible reading questions, and definitions.
- Consider challenging another church to a quiz for extra practice.
- Drill team members in the various types of quizzing. Make sure you adhere to the quizzing rules given in this book.