

AWANA

BIBLE QUIZ RULES

QUIZZING OBJECTIVES

1. To promote and encourage our clubbers in Bible memorization and review of their handbooks.
2. To provide a competitive atmosphere in which Awana clubbers can display their Bible knowledge.
3. To give clubbers 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 then see their need of becoming a Christian and be challenged to accept Christ as Saviour.

MULTIPLE-CHOICE QUIZZING

The Multiple-choice segment of the Quiz Meet allows clubbers to perform in a low-keyed competitive atmosphere. Each quizzier is given opportunity to answer 8 Multiple-choice questions.

SPEED QUIZZING

The Speed segment of the Quiz Meet involves clubbers in competitive Speed Quizzing. Clubbers from each club compete against clubbers from the same club. All teams will be read the Quiz question. The quizzier responding first is allowed to answer the question.

ORGANIZATION

A Quiz team consists of 1 to 3 members, plus an alternate

- A team refers to
- Grades 3 & 4 Book #1, Grades 5 & 6 Book #1
 - Grades 4, 5 & 6 Book #2, Grades 5 & 6 Book #3
 - Grade 6 Book #4
 - Trek Billboard Series, Journey Main Study 3

The T&T questions are taken from Startzone and Discoveries or Challenges 1 to 4 inclusive in the Ultimate Adventure Handbooks.

The Trek Quiz covers Trek Check and "In Their Sandals" in the Billboard Series.

The Journey Quiz covers the entire Main Study 3 Manual.

REGISTRATION

Only registered churches are authorized to compete.

Registration Forms must be mailed to the Bible Quiz Coordinator, and be postmarked no later than ten days before the Quiz Meet. Teams are accepted on a "first-paid" basis.

GENERAL INFORMATION:

TEAM

All team members must be current members of the club for which they are quizzing.

APPAREL

All participants (including boys, girls, and leaders) must wear an official Awana uniform. This includes neckerchief and slide for the boys gray uniform.

Trek Quizzers are to wear the Trek shirt or the shirt design chosen by your Trek group.

Awana emphasizes the importance of modesty, neatness, and cleanliness in the apparel worn by both leaders and clubbers.

QUIZ QUESTIONS AND ANSWERS

1. All questions will be taken from the latest edition of the Awana handbooks; quizzers are not expected to interpret the materials.
2. Questions may be asked on any part of the sections assigned, including verses, Bible readings, definitions, etc.
3. All verses must be quoted word perfect according to the latest edition of the Awana handbook (KJV, NKJV or NIV). If requested, the quotation must include the complete reference. **In the T&T Quiz, the answers under "Memorize" must be quoted as they are written in the handbook.**
4. Questions asked (other than Scripture quotations) may be answered in the quizzers' own words, but must be close to what the handbook states. The Judges determine whether anything important to the meaning has been left out or altered.
5. The Quizmaster prefaces each question with the word "**question.**" No talking is allowed from the "**question**" until the answer is given.
6. Should the Quizmaster read a question improperly, the question will be discarded, and a new one selected.
7. If an incorrect answer is given, the Quizmaster will give the correct answer before going to the next question.
8. If a quizzers quickly corrects him/herself in the process of giving his/her answer, the answer will be accepted.
9. When a Speed question has been answered incorrectly or in an uncertain fashion, the Quizmaster will ask "**Is that your final answer?**" This will give the quizzers an opportunity to change or clarify their answer. Only then will the quizzers' response be ruled correct or incorrect.

USE OF HANDBOOKS, BIBLES, ETC.

Once the quiz has begun, no further studying is allowed.

COACHES

1. It is preferred that girls' teams are coached by women, and boys' teams are coached by a men.
2. There should only be **ONE** official coach per team.

APPEALS

Only the official coach may appeal a question or answer. He/she does so 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 Quizmaster. When recognized, the coach confers privately with the Quizmaster. After voicing his/her question, the coach must return to his/her seat while the decision is being made.

The Quizmaster may consult with the Judges before making a decision. In all cases, the decision of the Quizmaster is final.

SCHEDULE

Teams should arrive 45 minutes before the Quiz starting time. Coaches will submit the names of their quizzers (Roster Sheet - green) to the Scorekeepers when they check in.

Bible Quiz Schedule	
Welcome and Flag Ceremony Recognition of teams Explanation of procedures Multiple-choice Quizzing	Journey, Trek, Grades 5&6 Teams Grades 3&4 Teams
Half-time	
Speed Quizzing	Journey, Trek, Grades 5&6 Teams Grades 3&4 Teams
Award Ceremony Closing Prayer and Dismissal	

MULTIPLE-CHOICE QUIZZING

Quizzers will be asked 8 Multiple-choice questions.

Questions and possible answers will be read **twice**. Quizzers have 5 seconds to determine their choice of answers.

When the question has been read twice, the Quizmaster will say "**Choose your answer**", and then after "**Display your answer**," all will raise their answers simultaneously.

Quizzers raising their paddles late are disqualified from that question. Also, after the "**Display your answer**" call has been made, no paddle may be exchanged for another paddle.

During the reading of the questions, quizzers must look down at their paddles while deciding their answers. Looking any other place is an automatic disqualification from that question.

Quizzers are to hold their paddles up until they are told to lower them. This is to allow time for the scorekeepers to record the points.

Quizzers are awarded 10 points for each correct answer.

SPEED QUIZZING

No Speed question will be repeated.

Help from the audience counts as a wrong answer, even if the answer is correct.

Quizzers having two wrong answers in the Speed Quiz are ineligible to answer additional questions.

Each club is asked 8 questions. Correct answers are awarded 20 points. Incorrect answers result in the loss of 5 points.

The first quizzer responding is the only one eligible to answer the question. If no quizzer responds in 10 seconds, time is called and the next question is given. The quizzers must wait until one quizzer has been acknowledged e.g. (Red 2). That quizzer will move to the microphone to give their answer. All other quizzers will remain quiet while the answer is given.

If a quizzer responds before the question is completed, the Quizmaster will stop. The quizzer must give a correct specific answer.

Any quizzer answering 3 questions correctly "quizzes out" and is awarded 15 bonus points.

Trek & Journey Team Quizzing - The team is allowed to "huddle" quietly and come up with one answer. The first team to respond answers the question. One quizzer from that team gives the answer but the team is credited with the points as described above.

*** NOTE: For questions requiring an answer from within a verse, just quoting the verse is not adequate. The quizzer must be successful at "picking the answer" out of the verse for the answer to be considered correct.**

SCORING

Scores from the first half and second half are added together to determine the winner. In the event of a tie, quizzers are given Speed-quiz questions until the tie is broken.

TYPES OF QUIZ QUESTIONS

Verse quotations: Recite Romans 6:23

Verse completion: Give the reference and complete this verse: "For all have sinned..."
Rom. 3:23

Key words and phrases: Give the reference and quote the verse that contains this phrase: "...we should live soberly, righteously..." Titus 2:12

Doctrinal application: Which of these verses describes the human heart?

- a. Acts 4:12 b. Eph. 2:10 c. Jeremiah 17:9 (c)

Books of the Bible: Which book in the Bible comes after Joel? (Amos)

Word definitions (Word Wise): What is the handbook definition of exhorting"?
(urging to do what is right)

Reference location: Give the reference for this verse: "For God so loved..." (John 3:16)

PREPARING TEAMS FOR 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 prospective quizzers in each club.
3. Coaches should thoroughly review the handbooks 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 handbook material that they have memorized.
7. Instruct team members to know all verses and references (word perfect), books of the Bible, Bible reading questions, and definitions.
8. Quiz team members and other clubbers as a pre-club activity, as part of Handbook Time, Council Time, or part of a Sunday evening service, and outside of club time.
9. Consider challenging another church or club to a Quiz for extra practice.
10. Drill team members in the various types of quizzing. Make sure you adhere to the rules of quizzing as described above.