

BC Bible Quiz Events are hosted by:  
The BC AWANA MINISTRY TEAM

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# BIBLE QUIZZING

GRADE 3 THROUGH GRADE 8

## Official Rules and Regulations

(Revised November 2011)

## British Columbia

“Be diligent to present yourself  
approved to God,  
a worker who does not need to be ashamed,  
rightly dividing the word of truth.”  
2 Timothy 2:15

Audio or Video recording of any  
question and answer portion of a  
Quiz Meet is NOT PERMITTED.

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## Quizzing Objectives

To proclaim God's deep love and amazing grace in the hope that parents and friends will see their need of a Saviour and accept Christ into their lives

To provide a healthy, competitive atmosphere for Awana Clubbers to participate for individual and team awards

To challenge children and youth to have a greater love for and a working knowledge of the Bible

### Authorization

Official Awana Bible Quiz meets are set up by the Awana Missionary, but may be coordinated by designated individuals.

### Organization of Quiz Meet

The organization of regional Quiz Meets depends on the number of churches and teams participating.

A Quiz team consists of one (1) to three (3) quizzers from one or two specified grades and one book level.

Teams may be co-ed (boys and girls.)

Churches may enter multiple teams from any book level.

BC Quizzing includes Two Basic Formats:

    Multiple-choice Quizzing and Speed Quizzing.

See pages 8 and 9 for details.

Combined scores from both quiz formats determine the winning team and individual awards.

## **Registration**

An official Bible Quiz Meet must have at least three (3) churches participating. Only registered churches are authorized to compete.

Each quiz group at any Meet must have at least three teams. A quizzer may participate in one quizzing level at one event only.

Teams must register with the Awana Missionary or his designate by the deadline date published. Early registration could guarantee participation in situations where many churches register.

Teams are accepted on a “first-paid” basis. **Churches may enter one or more teams in any or all grade levels, grade 3 through grade 8.**

The registration fee is set by the Awana Missionary to help defray Quiz expenses and equipment needs.

In case a church does not have enough quizzers to form a team, two churches may combine quizzers to form one team of three quizzers.

## **General Information**

### **Team Participation**

1. Clubbers must participate at their age-appropriate book level.
2. A quizzer may only participate in one regional event, and only one age and one book level per year.

### **Apparel**

All participants (including clubbers and leaders) must wear an official Awana uniform. TREK quizzers are to wear TREK shirts as selected by their church.

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

## **Substitutes**

THERE WILL BE NO SUBSTITUTES AT ANY POINT  
ONCE THE QUIZ MEET HAS COMMENCED.

## **Quiz Question and Answer Information**

1. All questions are read in New International Version. Answers are accepted in King James Version, New King James Version and NIV.
2. All questions are taken from the material in the latest edition of the Awana T&T handbooks, TREK manuals, Start Zones and TREK Check. Quizzers will not be asked to interpret materials.
3. Questions may be asked on any part of the sections or units assigned. (See examples under “Types of quiz questions” on page 13.)
4. All verses must be quoted word perfect according to the latest edition of the Awana handbook or manual. If requested, the quotation must include the complete reference.
5. Questions asked, other than Scripture quotations, may be answered in the quizzer’s own words, but must be close to what the handbook states. The Quizmaster and Judges will determine whether anything important to the meaning has been left out or altered.
6. The Quizmaster will preface each question with the word “question.” No talking is allowed from that time until the answer is given.
7. Should the Quizmaster read a question improperly, it may be discarded, and a new one selected at the discretion of Quizmaster and Judges.
8. If an incorrect answer is given, the Quizmaster will give the correct answer before moving on to the next question.
9. No contradictory answers are allowed. If a quizzer quickly corrects him/herself during the process of answering, the answer may be accepted.
10. When a Speed question has been answered, the Quizmaster will ask “Is that your answer?” When the answer is “yes,” the quizzer’s response will be ruled correct or incorrect by the Quizmaster.

## Use of Handbooks, Manuals, Bibles, etc.

Once the Bible Quiz has begun, no further studying from the handbooks, Bible, or other materials is allowed.

## Coaches

1. A coach is selected from within each club or church body.  
Non-coed teams should be coached by a person of the same gender as the team. Coed teams may be coached by a gentleman or lady.
2. Coaches may talk to their team while teams are rotating between Speed Quiz and Multiple-Choice Quiz.
3. There is one official coach per team during each Quiz.

## Appeals

Only the official coach may appeal a question or an answer. This is done by calling out "question." The TWO immediately preceding questions are the only questions which may be appealed by the coach.

All appeals must be directed to the Quizmaster. When recognized, the coach confers privately with the Quizmaster. After voicing his/her concern, 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

**Check-In** - Teams are checked in by their coach 30 minutes before the Quiz, which starts promptly at the scheduled time.

Coaches submit the names of their quizzers on the Quiz score sheet at check-in.

## Bible Quiz Schedule:

Welcome and prayer  
Recognition of teams  
Song (optional)  
Explanation of procedures  
Multiple-Choice & Speed Quizzing  
Award Ceremony  
Benediction

## MATERIAL COVERED

(SZ = Start Zone) (TC = Trek Check)  
(UA = Ultimate Adventure) (UC = Ultimate Challenge)

Grade	Book(s)	Sections
3 & 4	SZ, UA 1	SZ & Discoveries 1-4
4	UA 2	Discoveries 1-5
5 & 6	UC 1	Challenges 1-5
6	UC 2	Challenges 1-5
TREK	Dashboard Series	Trek Check and Lessons 1.1 to 1.8

## MULTIPLE-CHOICE QUIZZING

Each quizzer is given a set of three paddles in a box and required to answer each question with one of three choices (A, B or C). Each quizzer is given opportunity to answer eight (8) multiple-choice questions. All quizzers in a group answer the same questions. Questions and possible answers are read once. Quizzers have five (5) seconds to determine their answers. Questions may be read twice, if Quizmaster determines the question's difficulty warrants it.

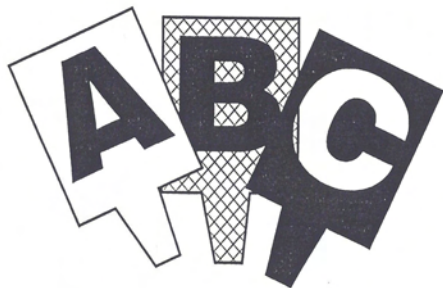
When all three possible answers have been given, the Quizmaster says "select your answers." After five seconds, he/she calls "Paddles up." During the five second "answer time," quizzers select the answer they believe to be correct. When Quizmaster calls "Paddles up," all quizzers must raise their answer paddle simultaneously.

Quizzers raising their paddle late are disqualified from that question. After the "Paddles up" call has been made, paddles may not be exchanged for another paddle.

During the reading of the questions, quizzers must look only at their own paddles while deciding their answers. Looking at any other quizzer's paddles is an automatic disqualification from that question.

At the "Paddles down" command, quizzers replace their paddle into box provided. Quizzers are awarded 10 points for each correct answer.

Audience must remain silent when questions are asked and may not provide any assistance to the quizzers.



## SPEED QUIZZING uses an electronic speed recognition device.

Each quizzer has a hand held "buzz in" button, that when pushed, records on an electronic display which clubber is first in responding.

Quizzers from each team compete against other teams in the same age category. Questions will be read aloud to all teams.

The quizzer responding first answers the question.

All team members participate in Speed Quizzing. Each grade level is asked eight (8) speed quiz questions. Correct answers are awarded 15 points. Incorrect answers result in the loss of five (-5) points.

Speed-quiz questions are *not* repeated unless the Quizmaster rules it necessary because of disturbance or delay.

The first quizzer responding is asked to give the answer. If no quizzer responds in 10 seconds, time is called and the next question is given.

From the time the microphone is given to the quizzer, he or she has 10 seconds to begin and 30 seconds to complete his or her answer.

If a quizzer responds before the question is completed, the Quizmaster stops reading the question. The quizzer must then give the correct, specific answer.

Help from the audience may be considered as a wrong answer, even if the answer is correct.

Competitors having two wrong answers in the Speed Quiz are ineligible to answer additional Speed questions and are asked to put their button down, but to remain in their seat.

Any quizzer answering three (3) questions correctly "quizzes out," is awarded 15 bonus points, and may not answer any more Speed Quiz questions. They are asked to put down their button, but remain seated.

## Scoring

Quiz Type	Correct Answer	Incorrect Answer	Bonus Points
Multiple Choice	10 points	no points	none
Speed Quizzing	15 points	Minus five (-5) points	15 points

Scores from both quiz formats are added together to determine the winning team and individual awards.

### In the Event of a Tie

In the event that two or more teams are tied, the tie is broken by the asking of additional Speed Quiz Questions, as necessary.

Highest Honour and Quiz Champion awards are not given to the same clubber in one quiz meet. Quiz Champion ribbon is only given to a quizzier who has earned 140 points. If no quizzier earns 140 points, a Quiz Champion IS NOT declared.

In the event that two or more quizzers are tied in either the Highest Honour or Quiz Champion awards, the award may be given to both quizzers, or the tie may be broken with additional Speed Quiz Questions, as necessary.

### Chain of Command

Awana Missionary  
Event Coordinator  
Quizmaster

Judges Timers Scorekeepers Coaches

### Quizzing Staff

Each participating church must provide one or more staff persons who will acquaint him/herself with the Quiz rules.

Each staff member must arrive 45 minutes to ONE HOUR early and wear his/her complete Awana uniform.

## Quiz Coordinator

1. Keeps record of the teams registered, and oversees team registration
2. Recruits, confirms and trains staff members
3. Prepares equipment and facility for Meet

## Quizmaster

1. Conducts the Quiz program
2. Maintains full authority over the Quiz Meet
3. Reads the Quiz questions
4. Makes final decision concerning any contested questions or answers
5. Determines if given answers are correct

## Judges

1. Check to be sure the Quizmaster reads questions correctly and clearly.
2. Help determine whether a quizzier's answer is correct or incorrect during Speed Quizzing.
3. Assist the Quizmaster in his decision concerning any contested questions or answers.

## Timer

Responsible for timing (with a stopwatch) the length of time to begin a Speed Quiz answer and the length of time to complete an answer

## SCOREKEEPERS

1. In Multiple Choice—ensure that quizzers are sitting in correct order, as listed.
2. Record points of teams assigned.
3. Report “quiz outs” in Speed Quizzing and of two incorrect answers from one quizzer to Quizmaster.
4. Turn all score sheets over to Tally Keeper for adding of points.



## AWARDS

### Team

**First place** - Team plaque\* and patches for each grade level

**Second place** - Individual ribbons for each grade level

**Third place** - Individual ribbons for each grade level

**TREK Awards** may vary from above list.

\*Team plaque awards are subject to availability from supplier.

### Individual

**Highest Individual Honour Ribbon** for each grade level  
(presented only if quizzer scores 100 points or greater)

**Quiz Champion Ribbon**  
(recognized and presented only if a quizzer earns 140 points.)

**Ties** may be broken and ribbons presented to winner only.

## AWARDS (Continued)

### Participation Awards

- |                      |                                       |
|----------------------|---------------------------------------|
| 1 <sup>st</sup> year | T&T “Open Bible” patch<br>TREK Stripe |
| 2 <sup>nd</sup> year | T&T Bronze Pin<br>TREK Stripe         |
| 3 <sup>rd</sup> year | T&T Silver Pin                        |
| 4 <sup>th</sup> year | T&T Gold pin                          |



## TYPES OF QUIZ QUESTIONS

Quiz questions include, but are not limited to, the following types:

**Verse quotations:** Recite Romans 6:23.

**Verse completion:** Give the reference and complete this verse: “For all have sinned...” (Romans 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) Ephesians 2:10 C) Jeremiah 17:9  
Answer: (c).

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

**Word definition:** What is the handbook (or manual) definition of “exhorting”? (urging to do what is right)

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

## **Instruction for Coaches**

- Obtain “Quiz Score Sheet” from your church representative or from registration staff for your Quiz team.
- Fill in your church name and registration number.
- PRINT coach’s name and circle the participation award earned.
- PRINT each quizzers’ name in appropriate space and circle the participation award earned.
- **Before Quiz Meet begins, return score sheet** to registration staff to obtain participation awards.

### **Quiz Groups**

- If a score sheet has come with labels, please apply one label to coach and each quizzers on this team.
- Bulletin lists individual Groups and Quiz room locations.

### **STAY WITH YOUR TEAM AT ALL TIMES.**

- A place near front is reserved for coach while team is quizzing.

### **YOUR RESPONSIBILITIES**

- Bring your own Bible and clubber handbook.
- Follow instructions of Quizmaster and Directors on where and when your team quizzes.
- Follow ushers’ instructions during transitions.
- Be familiar with listed quiz material.
- Have quizzers sit together while quizzing in the order listed on score sheet.
- During Multiple-Choice quizzing, observe that a score-keeper asks your quizzers names after they are seated and ready to quiz.
- Appeals: If you have a concern about a question or answer, please step up to the Quiz Master immediately.
- Do NOT bring food into quizzing rooms. Water is acceptable, if needed, in spectator area only.

## **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 T&T and TREK grade level.
3. Coaches are encouraged to thoroughly review the T&T handbooks or TREK manuals and design practice questions.
4. Select team members as soon as possible.
5. Explain the Quiz rules to team members so that they know what to expect.
6. Work with team members to be sure that they understand the handbook materials which 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 your team members and others in the clubs as a pre-club activity, as part of Small Group Time (Handbook Time), Large Group 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 session for extra practice.
10. Drill your team members in the various types of quizzing. Make sure that they adhere to the rules of quizzing as given in this booklet.