

Utah Awana Youth Ministries

Bible Quiz Rule Book

Objectives:

- 1) To promote and encourage young people in Bible memorization and review of their handbook and Awana materials.
- 2) To provide an exciting and positive competitive atmosphere in which Trek and Journey participants can display their Bible knowledge.
- 3) To give young people a greater love for and working knowledge of the Bible.
- 4) To develop mentoring relationships between leaders and young people and to be an example of godliness to them.
- 5) 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.

Quiz Format

A round is made up of two periods consisting of 25 questions each. There will be one round of speed questions and one round of multiple choice questions. A break will be given after each set of 25 questions for the coaches to talk with their teams or make substitutions.

Teams

Participants: A Youth Ministries team consisting of one to four members.

Coaches: During the quiz meet, each team is allowed only one official coach.

Team coaches may talk to their teams only while rotating between quizzing segments.

Preparing 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 all prospective quizzers.
- 3) Thoroughly review the materials and develop 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 material they have memorized.
- 7) Consider challenging another church to a quiz for extra practice.
- 8) Drill team members in both speed and multiple choice styles of quizzing. Make sure everyone adheres to the rules in this book.
- 9) Select one person to act as the team coach during the quiz meet.

Instruct team members to know all the memory verses and references (word perfect) from the current Trek and Journey materials. Bible Versions, KJV, NKJV, NIV and ESV will be used. Journey - Faith Foundation, Gospel Wheel, Galatians/Ephesians Main Study including questions and definitions.

Trek Check, Gospel Wheel, Trek – "His People" pages 1-133.

Quiz Procedures: Apparel

Awana emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and youth of all ages. Outfits worn mainly to draw attention are not allowed. 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. Let's allow our focus to remain on God and His Word.

Schedule

Teams are to be checked in by their coach at the time stated on the online registration. Coaches need to turn in the Parental Consent and Release of Liability form for all of their quizzers at check-in.

At the Quiz

1. Cheering and applauding are encouraged after each answer is given. Informality helps relax quiz participants and motivates them as they compete.
2. Photographing/Video taping of the Bible Quiz will be permitted during the first five minutes of each segment.
3. Cell phones and pagers must be silenced during Quizzing. Quizzers may not have cell phones during the quiz.

Quiz Questions and Answers

All questions will be taken from the latest edition of the Awana handbooks, manuals and materials. Participants will not be asked to interpret the materials. The quiz master prefaces each question with the word "question." No talking by the audience is allowed from the word "question" until the answer is given. Should the quiz master 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 official Awana materials, including any materials posted on the fourcornersawana.org/utah web site. If requested, the quotation must include the complete reference.

Use of Handbooks, Bibles, and All Other Material

Once the Bible quizzing has begun, no further studying of material is allowed, including but not limited to Bibles, handbooks, cell phones, PDAs, lap top computers or other electronic devices.

Time Out

No time-outs are allowed for teams or coaches. The quiz master is the only official who can declare a time-out.

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 will consult with quiz judges before making a decision. ***In all cases, the decisions of the head judge are final.***

Substitutions

Substitutions may be made only between quiz periods.

Quiz Format

Before each question the Quiz Master 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, once the answer has been started 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 and then 40 seconds to complete the answer. However, the quizzers should indicate within 10 seconds if she/he 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. Any initial answer must be directly related to the question.

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 quizzers answer "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 answer more than two questions correctly in a row.

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 will read the question again up to the point when the first team buzzed in. *Note: If the first team to buzz in gives an incorrect answer and no second team 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.*

If no one buzzes in within 10 seconds after the Quiz Master finishes reading the question, we move to the next question.

If no correct answer is given, the Head Judge will give a brief explanation of the information for which we were looking.

Full points will be given or taken away whether the team is the first or the second to buzz in.

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 consider 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, “**Consider your answers.**” When the five seconds are up, he will call, “**Paddles up.**” During the five-second “**Consider your answer**” time, teams consider 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 or third team to attempt an answer.

Multiple Choice:

20 points correct; 0 incorrect

Tie Breaker:

The Tie Breaker Round will consist of speed questions only.

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.

Score keepers will put a + (plus) for every correct answer and a - (minus) for every incorrect answer. Every - (minus) negates a + (plus). If a team has 3 +s and 1 - the team has plus 2 for a score. The other team might have 3 +s and no - for a score of 3. The second team wins the Tie Breaker.

Please, NO CLAPPING during the Tie Breaker Round so we can read a good number of questions.

Awards

Journey

First Place: One Church plaque

Medallions are given to all team members and one coach.

Second & Third Places:

Medallions are given to all team members and one coach.

Trek

First Place: One Church plaque

Medallions are given to all team members and one coach.

Second, Third & Fourth Places:

Ribbons are given to all team members and one coach.

All Trek & Journey will receive a quiz pin for quizzing.