

Awana Bible Quizzing

(Missionaries – items in red bold italics may be changed to fit needs of events in your area)

Changes in the 2011 Quiz Rule Book are in bold print, italics and underlined in **red** or black

Contents

Quizzing Objectives	Individual Speed Quizzing
Authorization	Team Speed Quizzing
Quiz Format Overview	Individual Written Quiz
Organization	Team Written Quiz
Registration	Scoring
General Information	Tie Breaker
Team	Chain of Command
Apparel	Quizzing Staff
Quiz Questions and Answers	Event Specialist
Use of Manuals, Bibles, etc.	Quizmaster
Time-outs	Judges
Coaches	Timer
Appeals	Scorekeepers
Schedule	Awards
Individual Multiple-choice Quizzing	Preparing Teams for Quizzing
Team Multiple-choice Quizzing	

Quizzing Objectives

1. 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.
2. To promote and encourage young people in Bible memorization and review of their Awana handbooks/manuals.
3. To provide a competitive atmosphere in which participants can display their Bible knowledge and gain a sense of accomplishment.
4. To give young people a greater love for - and working knowledge of - the Bible.
5. To build quiz leader-participant relationships.

Authorization

1. All Awana Bible Quiz meets must be authorized by an Awana Outreach missionary or event specialist.
2. If Awana registered churches are interested in a regional missionary-sponsored Bible Quiz meet, they should contact their area Awana Outreach missionary or event specialist.

Quiz Format Overview

Awana Bible Quizzing incorporates following formats. Choose at least two to use at your Bible Quiz.

Individual multiple-choice

Team multiple-choice

Individual speed

Team speed

Individual written

Team written

Totaled scores from each format are used to determine the winner.

Multiple-choice Quizzing

The multiple-choice segment allows participants to perform in a low-key competitive atmosphere. Participants from each book are given an opportunity to answer a series of multiple-choice questions.

Speed Quizzing

In the speed quizzing segment clubbers 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 quiz question. The first person (or team) to respond is allowed to answer the question.

Written Quizzing

The written quiz segment is a timed segment when participants answer a series of questions. It is held in a room separate from the rest of the quiz meet.

The team coach may accompany team members to the written quiz room. Prior to start of the written quiz, coaches will be dismissed.

One or more of the following styles may be used in the written quiz: completion, matching, multiple-choice, finish the verse, and true or false.

Organization

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

A team consists of two to six members.

A team refers to the participants in each book ... not to a total group of clubbers representing a church.

Registration

- An official Bible Quiz meet must include a minimum of three churches. Teams must register with the Awana Outreach 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 Awana Outreach missionary or event specialist to help defray quiz expenses.

General Information

Team

Each clubber must quiz from the handbook they are currently in. *No clubber may quiz in the same book for two years.*

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.

All participants (including leaders 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. **Clubbers who have quizzed out may not return as a substitute.**
3. *Substitutions may be made at the halfway point of the multiple choice round, between the multiple-choice round and speed quiz round, or at the halfway point in the speed round.*
4. *Substitutions will also be permitted when a quizzer quizzes out during the speed round (three right answers or two wrong answers).*

Quiz Questions and Answers

1. All questions will be taken from the material in the latest edition of the Awana handbooks, manuals and materials. Participants are not expected to interpret the materials.
2. The Awana Outreach missionary or event specialist will determine quiz material covered.
3. Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc.
4. The quizmaster prefaces each question with the word "question." No talking is allowed from the word "question" until the answer is given.
5. Should the quizmaster read a question improperly, the question may be discarded and a new one selected.
6. All Bible verses must be quoted word-perfect according to the latest edition of the Awana handbook. If requested, the quotation must include the complete reference.
7. **No recording of questions is allowed. No writing them down, no video recording of them. (video taping is only allowed the first five minutes and then the announcement will be made to turn off all video equipment.**

Speed Quiz Questions and Answers

1. When a speed question has been answered, the quizmaster 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."
2. Questions asked (other than Scripture quotations) may be answered in the participant's own words, but must be close to what the handbook/manual states. The judges determine whether anything important to the meaning has been left out or altered.

3. If an incorrect answer is given, the quizmaster will then recognize the team that signals in second. The Quizmaster will reread the question in its entirety, and then the team has 5 seconds to begin their answer.
4. If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be accepted.
5. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
6. Help from the audience counts as a wrong answer, even if the answer is correct.

Use of Handbooks, Bibles, etc.

Once the Bible quizzing has begun, no further studying of handbooks, Bibles or other materials is allowed.

Time-outs

1. The quizmaster is the only official who can declare a time-out.

Coaches

1. Each team is allowed only one official coach during the quiz meet.
2. The team coaches may talk to their teams while the teams *rotate for their quiz or during team substitutions.*

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 quiz judges before making a decision. In all cases, the decision of the head judge is final.

Schedule

1. Teams are to be checked in by their coach at the time stated by the Awana Outreach missionary or event specialist.
2. Coaches will submit the names of their quizzers on the quiz roster sheet/score sheet when they check in for the quiz meet.

Suggested Bible Quiz schedule:

- Welcome
- Recognition of teams
- Music
- Explanation of procedures
- First-half quizzing
- Message
- Second-half quizzing
- Award ceremony
- Prayer

Rules on the Six Types of Quizzing

Individual or Team Multiple-Choice Quizzing

1. Quizzers 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. Quizzers have five seconds to determine their choice of answers. Questions may be read twice if the quizmaster deems necessary.
3. 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.
4. When all answers have been given, the quizmaster will say, **“Select your answers” or “Think about your answer”**. When the five seconds are up, the quizmaster will call, “Paddles up.”
5. During the five-second-answer time, quizzers select 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 participant’s paddle is raised late, the participant is disqualified from that question.
8. At the “Paddles down” command, participants must lower their paddles.
9. Teams are awarded 10 points for each correct answer.
10. The format will be a specific number of questions or a timed portion.

Individual Speed Quizzing

Follow the same steps as in the preceding section, **except two, three or four quizzers** from each team may participate.

1. Individual speed questions will not be repeated unless the quizmaster deems it necessary.
 2. Help from the audience may result in the question being disqualified, even if the answer is correct.
 3. Competitors having two wrong answers in the speed quiz are ineligible to answer additional questions. **Another quizzer, however, may be substituted. (See substitutes on page 3)**
 4. **One to four quizzers** from each book may compete at one time in speed quizzing.
 5. Each book team is asked a series of questions. Correct answers are awarded 20 points.
 6. **Incorrect answers result in the loss of 10 points.** If the first quizzer responding is incorrect the next quizzer buzzing in will be given the opportunity to answer the question, **for 10 points. Incorrect answers result in a loss of five points.**
- The Quizmaster **will** reread the question in its entirety, and then the team has five (5) seconds to begin its answer.
7. If no quizzer responds in 10 seconds, time is called and the next question given.
 8. From the time the microphone is given to the quizzer, each participant has 10 seconds to begin and then 30 seconds to complete the answer. Grace may be extended for longer answers. However, the quizzer should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.
 9. If a quizzer responds before the question is completed, the quizmaster will stop. The clubber must then give a correct, specific answer.

10. Any clubber answering three questions correctly “quizzes out” and is awarded an extra 20 points. ***Substitution for that team member is allowed in such a situation. (See substitutes on page 3).***

Team Speed Quizzing

Two to four quizzers from each team may participate. The first team to signal in is acknowledged. The quizmaster 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.

1. A team member cannot answer more than two consecutive questions for their team.
2. If the first team answers correctly, the value of the question is added to its score.
3. ***If the first team answers incorrectly, the value of the question is deducted from its score.***
4. If the first team answers incorrectly the Quizmaster will then recognize the team that signaled in second. The Quizmaster will reread the question. The team has five (5) seconds to begin its answer and 30 seconds to complete their answer. Grace may be extended for longer answers.
5. ***If correct, the reduced value is added to the team score.***
6. ***If incorrect, the reduced value is deducted from the team score.***

Individual Written Questions

The written quiz is the segment of quizzing where all team members receive a predetermined number of questions. ***Boys and girls from the same book may be quizzed in the same location.***

1. All team members will take an individual written quiz.
2. Participants will be notified of time limit in which they must answer a series of questions. Pencils will be provided.
3. Once the participant has the quiz, there should be no talking, and handbooks should be in the coach’s possession. Any questions should be addressed to the written quizmaster or room monitor.
4. Participants must not look at another person’s paper during the quiz, or they will be disqualified.
5. Participants will remain seated until the entire group is dismissed.

Team Written Quiz

Two to four quizzers from each book team may participate. In this segment, a series of questions will be asked.

The team is allowed approximately 15 seconds to “get together” quietly and come up with one answer. This answer is then written and held up when called for by the quizmaster. Each correct answer is worth 20 points. ***An incorrect answer will result in a 10-point deduction from the team score. A non-answer has a point value of “0.” Only a blank slate or everything marked out is a “non-answer.”***

Chain of Command

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

Quizzing Staff

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

Event Specialist

1. Makes sure facility and equipment are ready for the quiz.
2. Lines up and confirms staff members.
3. Lines up teams in the given area and sends acceptance to the teams with information on the Bible Quiz time, place and other information.
4. Keeps record of the teams registered and checks in each team at the quiz meet.

Quizmaster

1. Conducts the quiz program.
2. Maintains full authority over the quiz.
3. Reads the quiz questions.
4. Assist the head judge in any decision concerning any contested questions or answers.

Judges

1. Check to make sure the quizmaster reads the questions correctly and clearly.
2. Help determine whether a quizzers' answer is correct or incorrect in the speed quizzing, and/or in the team speed quizzing.
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/Scorekeepers

1. Record the points of those teams assigned to them throughout the quiz.
2. Report their scores to the head scorekeeper.

Awards

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

Preparing teams for Bible 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 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 material 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. Consider challenging another church to a quiz for extra practice.

9. Drill team members in the various types of quizzing. Make sure you adhere to the quizzing rules given in this book.
10. Attend coaches training if opportunity is given.

Suggested Summary of Points

** 20 bonus points will be given to all quizzers quizzing out. See note 10 under Individual Speed Quizzing*

Scores from all segments are added together to determine the winner. In the event of a tie, teams are given a two-minute speed round to break the tie. Quizzers who have quizzed out may not return for tie breaker.

<i>Quiz Style</i>	<i>Correct Answer</i>	<i>Incorrect</i>	<i>Bonus</i>
<i>Multiple Choice</i>	<i>10</i>	<i>0</i>	<i>0</i>
<i>Team Multiple Choice</i>	<i>10</i>	<i>0</i>	<i>0</i>
<i>Individual Speed</i>	<i>20</i>	<i>-10</i>	<i>20*</i>
<i>Second Place Speed</i>	<i>10</i>	<i>-5</i>	<i>20*</i>
<i>Individual Written</i>	<i>10</i>	<i>0</i>	<i>0</i>
<i>Team Speed</i>	<i>??</i>	<i>?</i>	<i>?</i>
<i>Team Written</i>	<i>20</i>	<i>-10</i>	<i>0</i>