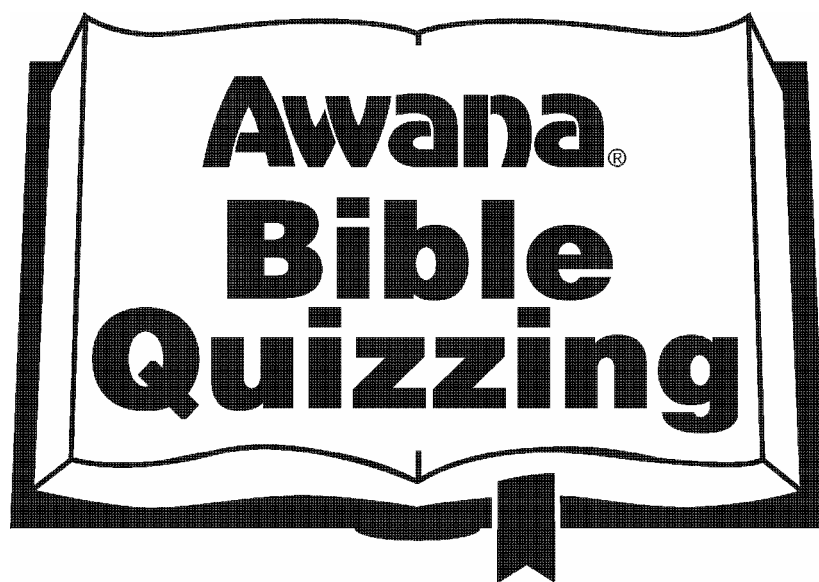


2006-2007
South Florida Awana
Trek 24-7
Bible Quizzing Rulebook



II Timothy 2:15 “Study to shew thyself approved unto God, a workman that needeth not to be ashamed, rightly dividing the word of truth.”

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Bible Quizzing

Trek 24-7

Official Rules and Regulations

2006-2007

Quizzing Objectives

- To promote and encourage young people in Bible memorization and review of their Awana handbooks/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 build quiz leader-participant relationships.

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.

Quiz Format

Awana Bible Quizzing incorporates two basic formats: Multiple Choice and Speed. Totaled scores from each format are used to determine the winner.

Multiple Choice Quizzing

- Four (4) quizzers from each team will participate.
- Quizzers will be asked a series of Multiple Choice questions during a 20 minute time period. Each team uses a single paddle box to display the team answer.
- Questions and possible answers will be read once (questions may be read twice if the Quiz Master feels the difficulty of the question warrants it). There will be three answers from which to choose. Quizzers have five (5) seconds to

determine their choice of answers. Teams may discuss possible correct answers.

- During the five (5) second answer time, teams select the answer they believe is correct. Then, at the call “Paddles up,” the team leader raises the paddle selected for his or her team.
- During the reading of the questions and selection of answers, quizzers must look down at their paddles while deciding their answers. Looking any other place may result in a disqualification from that question. Quizzers should not touch the paddle they believe to be correct until the “Paddles Up” call is given.
- Help from the audience counts as a wrong answer, even if the answer is correct.
- The quizzers will be reminded to keep their eyes on their paddles and white boards. The room monitors and head scorekeepers will notify the Quiz Master of any violations. They will be warned the first time and be disqualified from the question for the second offense.
- When all possible answers have been given, the Quiz Master will say, “Select your answers.” When the five (5) seconds are up, he will call, “Paddles up.”
- After the “Paddles up” call has been made, no paddle may be exchanged for another paddle.
- If a team’s paddle is raised late, the team is disqualified from that question.
- Teams will keep their paddles raised until the command “Paddles down” is given.

Speed Quizzing

- Four (4) quizzers from each team will participate. There is one buzzer per team.
- A series of questions is asked during a specified time period, and the quizzers respond by pressing the button on their buzzer. The point value of the question will vary based on the difficulty of the question. The values will be announced by the Quiz Master.
- Speed questions will not be repeated unless the officials rule it necessary because of disturbance or delay.
- Help from the audience 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 manual states. The judges determine whether anything important to the meaning has been left out or altered.

- The first team to signal in is acknowledged. The Quiz Master stops at this point and the team is recognized. The team has ten (10) seconds to confer and begin its answer. Once the answer is begun, no help can be given.
- If a quizzer responds before the question is completed, the Quiz Master will stop. The quizzer must then give a correct, specific answer. If responding before the question is completed, quizzers are no longer required to complete the question.
- If no quizzer responds in ten (10) seconds, time is called and the next question is given.
- No one team member may serve as the spokesperson for their team on more than two consecutive answers. If a team member attempts to serve as the spokesperson for a third consecutive time, the answer is ruled “incorrect” (even if the answer given is correct), and the value of the question is deducted from the team score.
- From the time the microphone is given to the quizzer, he/she has ten (10) seconds to begin and then forty (40) seconds to complete the answer. The quizzer should indicate within ten (10) seconds if he or she cannot answer to avoid any unnecessary delays and embarrassment.
- When a speed question has been answered, the Quiz Master will ask, “Is that your answer?” Only when the quizzer answers “yes”, or time runs out, will the answer be ruled correct or incorrect with “That is a correct answer”, or “I’m sorry, that is an incorrect answer.” If a 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?”
- If the first team answers correctly, the value of the question is added to its score. If the first team answers incorrectly, the value of the question is deducted from its score.
- If an incorrect answer is given, the Quiz Master will then recognize the team that signals in second, and that team will be given the opportunity to answer the question for “half points”. The Quiz Master will reread the question in its entirety, after which the team has five (5) seconds to begin its answer and forty (40) seconds to complete it.
- If the second team answers correctly, the reduced value of the question is added to its score. If the second team answers incorrectly, the reduced value of the question is deducted from its score.
- If an incorrect answer is given during a “2nd Chance”, the Quiz Master will give the correct answer before moving on to the next question.
- Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.

Organization

- The organization of the regional Bible Quiz meet depends on the number of churches and teams participating.
- A full team consists of two to six team members.

Material Covered in the Bible Quiz (current year study for 2006-2007)

Trek Check
In Their Sandals Bible Study

Registration

An official Bible Quiz meet must include a minimum of three churches. To ensure participation be sure to register early; the number of churches that may participate in Quizzing is limited. 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 to help defray quiz expenses and equipment needs.

General Information

Each participant must quiz from the manual they are using in the current club year. No participant 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.

Cell phones and pagers must be turned off or placed on vibrate during the Quizzing.

Apparel

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

Required Dress Code:

Guys Collared shirts and slacks.

Girls Dress, slacks or a skirt & blouse.

*Dresses and skirts should cover the knees when seated.

Substitutes

- Substitutes must be in the same book as the one for whom they are substituted.
- Substitutions may be made at the halfway point of the Multiple Choice round.

Quiz Questions and Answers

- 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.
- The Awana missionary or event specialist will determine quiz material covered.
- Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc.
- The Quiz Master prefaces each question with the word “question.” No talking 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 Awana handbook. Answers will be accepted from KJV, NKJV or NIV. If requested, the quotation must include the complete reference.
- The Quiz Master conducts the Bible Quiz and their decisions are final concerning any contested questions or answers. The Event Specialist or Awana Missionary may also be involved in the final approval of any serious concerns.
- Scores from all segments are added together to determine the winner. In the event of a tie, teams are given a tie-breaking round. The nature of the tie-breaking round is at the discretion of the Awana Missionary.

Use of Handbooks, Bibles, etc.

Once the Bible quizzing has begun, no further studying of manuals, Bibles or other material is allowed. Manuals and Bibles are to be left in the vehicle you came in. Please do not bring them into the Bible Quiz.

Use of Recording Equipment

Video taping of the Bible Quiz is permissible during the entire event.

Time-outs

- No time-outs are allowed.
- The Quiz Master 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 for their quiz or during team substitutions.
- A Girls only team must have only a female coach and a Boys only team must have only a male coach. Co-ed teams may have either a male or female coach.

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 Quiz Master. When recognized, the coach confers privately with the Quiz Master. After the coach voices the question, the coach must return to his or her seat while a decision is being made.
- The Quiz Master may consult with the Judges before making a decision. In all cases, the decisions of the Quiz Master are final.

Chain of Command

- Awana Missionary/Event Specialist
- Quiz Master
- Head Judge
- Judges/Room Monitor
- Timers
- Scorekeepers
- Team Coaches

Quizzing Staff

Each church should provide a minimum of two (2) scorekeepers and an extra scorekeeper if more than four teams are registered. One (1) Judge (male) from each church must also be available.

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.

Quiz Master

- Conducts the quiz program.
- Maintains full authority over the quiz.
- Reads the quiz questions.
- Assists the judges in any decision concerning any contested questions or answers.

Judges

- Check to make sure the Quiz Master reads the questions correctly and clearly.
- Help determine whether a quizzers' answer is correct or incorrect in Multiple Choice and Speed.
- Assist the Quiz Master in any decision concerning any contested questions or answers.
- One Judge from each church must be provided.

Timer

- Tracks the length of time of the Multiple Choice and Speed segments.

Head Scorekeeper

- Trains and assists the Scorekeepers.
- Collects completed score sheets from the Scorekeepers.
- Totals the final scores for each team.
- Delivers final scores to the Quiz Master.

Scorekeepers

- Records the points of those teams assigned to them throughout the Quizzing.
- Gives their scores to the head scorekeeper.
- Scores from all segments are added together to determine the winner. In the event of a tie, teams are given multiple choice questions until the tie is broken.
- Each church should provide a minimum of two scorekeepers and an extra scorekeeper if more than four teams are registered.



Awards

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

Team Awards – Team Total for Multiple Choice and Speed

<i>First Place:</i>	1 st Place Neck Medallion for each quizzer and a Church Plaque
<i>Second Place:</i>	2 nd Place Ribbon for each quizzer
<i>Third Place:</i>	3 rd Place Ribbon for each quizzer
<i>Fourth Place:</i>	4 th Place Ribbon for each quizzer

Participation Awards for Quizzers

Participation pin is awarded to all Trek quizzers.

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 design 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), books of the Bible, 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.