



# BIBLE QUIZZING

Official Rules and Regulations



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# Quizzing Objectives

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

## Authorization

1. All Awana Bible Quiz meets must be authorized by an Awana missionary or event specialist.
2. 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 Overview

Awana Bible Quizzing incorporates at least two of the following formats: Multiple-choice, speed and written quizzing. 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 in the 3<sup>rd</sup>-6<sup>th</sup> grade program and a timed period in the Trek and Journey.

### 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 in the 3<sup>rd</sup>-6<sup>th</sup> grade program and a timed period in the Trek and Journey.

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.

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 church may not combine with another church to form a team.

A team consists of one to three members in the 3<sup>rd</sup> – 6<sup>th</sup> grade program and one to six members in the Trek-Journey.

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 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.

As a team may consist of one quizzier, we do not allow churches to combine to ‘make’ a quiz team. Each quizzier represents his/her own club only.

The registration fee is set by the Awana missionary or event specialist to help defray quiz expenses.

# General Information

## Team

Each clubber must quiz from the handbook being used in the current club year. However, 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. 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.
3. Substitutions will also be permitted when a quizzier quizzes out during the speed round (three right answers or two wrong answers).

## Quiz Questions and Answers

**(The following apply to multiple-choice quizzing)**

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 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. (sections, Discoveries, Challenges, lessons).

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.

**Quiz Questions and Answers (The following apply to speed quizzing)**

1. When a speed question has been answered, the quizmaster will ask, “Is that your answer?” Only when the quizzers 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 **may** reread the question in it’s entirety, and then the team has (5 seconds to begin its 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.

Trek- Journey 24/7

7. No one team member may answer more than two consecutive questions.
8. Teams that signal in before the question has been completely given must finish the question before giving an answer. If incorrect, the question will be repeated for the remaining teams.

**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. No time-outs are allowed.
2. 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 decisions of the head judge are final.***

## Schedule

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

## Suggested Bible Quiz schedule:

- Welcome
- Recognition of teams
- Song
- Explanation of procedures
- First-half quizzing
- Halftime
- Second-half quizzing
- Award ceremony
- Benediction

# Multiple-Choice

## Individual 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 feels the difficulty of the question warrants it.
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 possible answers have been given, the quizmaster will say, "Select your answers." When the five seconds are up, he 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.

## Team Multiple-Choice Quizzing

Follow the same steps as in the preceding section, except two, three or four quizzers from each team may participate. The team may discuss possible correct answers.

At the call "Paddles up," the team leader raises the answer for his or her team.

In Trek and Journey, teams are awarded 20 points for each correct answer.



# Speed Quizzing

## Individual Speed Quizzing

1. Individual speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.
2. Help from the audience may result in the question being thrown out, 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.
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. If incorrect a loss of five points. The Quizmaster may reread the question in it's entirety 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. 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.

## Team Speed Quizzing (Trek-Journey Rules)

Two, three or 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. No one team member may attempt to answer more than two consecutive questions.
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 then 30 seconds to compete their answer.
5. If correct, the reduced value is added to the team score.
6. If incorrect, the reduced value is deducted from the team score.

## **Written Quizzing**

### **Individual Written Questions**

The written quiz is the segment of quizzing where all team members receive a predetermined number of short-answer 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 asked of the written quizmaster or room monitor.
4. Participants must not look at another person's paper during the quiz, or they may 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.”**

## Scoring

Quiz Style	Correct answer	Incorrect	Bonus
Multiple Choice	10	0	0
Individual Speed	20	-10	20*
2 <sup>nd</sup> Place speed	10	-5	20*
Individual Written	10	0	0
Team Written	20	-10	0 (non-answer)

\* 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.

## Chain of Command

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

## Quizzing Staff

Each church must provide at least one staff person, in complete Awana uniform, at the point of registration who is acquainted with the quiz rules. Staffing is at the discretion of the event coordinator.

Each staff member must arrive at the time designated by the Awana Missionary or event specialist.

## **Missionary/Event Specialist**

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

## **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 on the team 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.
5. Instruct team members to know all verses and references (word-perfect), books of the Bible, Bible reading questions and definitions.
6. Consider challenging another church to a quiz for extra practice.
7. Drill team members in the various types of quizzing. Make sure you adhere to the quizzing rules given in this book.