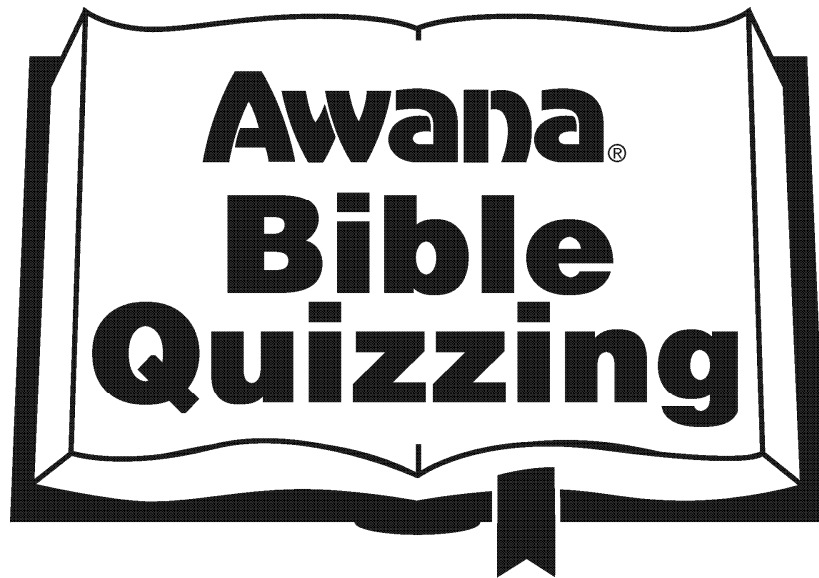


Florida Awana Truth & Training Bible Quizzing Rulebook



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.”

Florida Awana Ministry
www.AwanaFL.com

Awana Clubs International Web Site
www.awana.org

Awana Bible 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 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 missionary or Event Specialist.

Quiz Format Overview

Awana Bible Quizzing incorporates two basic formats: Multiple Choice and Team Written. Totalled 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.

- *Ultimate Adventure Books 1 and 2 = Individual Quizzing*
- *Ultimate Challenge Books 1 and 2 = Team Quizzing*

Multiple Choice will have ten questions (a special ribbon for participants in Ultimate Adventure Books 1 and 2 that answer all questions correctly). Each question is worth 10 points.

Team Written Quizzing

Team Written will have 15 questions with up to 4 participants. Each question is worth 20 points for a correct answer; incorrect answers will have a 10 point deduction. There will be no penalty for an answer with no response. One or more of the following types of questions may be used in the Team Written: *Completion, Matching, Multiple Choice 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 three to four clubbers.

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

Ultimate Adventure Books 1 and 2

- If an alternate clubber is used during the Multiple Choice round, the alternate and the clubber being substituted are not eligible for the Perfect Score Ribbon.
- Partial teams will be allowed, but because participants are scored individually during the Multiple Choice Round there is a point disadvantage when fewer than 3 quizzers are on the platform.

Ultimate Challenge Books 1 and 2

- Team Quiz Format Only for Multiple Choice and Team Written. There is no individual competition.
- There is no point disadvantage for a team with fewer than 3 quizzers.

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.
- 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 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. Substitutions may be made at the halfway point of the Multiple Choice round,

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 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.)**

Use of Handbooks, Bibles, etc.

Once the Bible quizzing has begun, no further studying of handbooks, Bibles or other material 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 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. (Applies to Ultimate Adventure Books 1 and 2 only).

Rules on the Two 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". 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.

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."

<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>Team Written</i>	<i>20</i>	<i>-10</i>	<i>0</i>

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 two volunteers. Additional volunteer staff will be needed if a church has more than 4 teams. Staffing, in complete uniform is at the discretion of the Event Specialist. Each staff member must arrive at the time designated by the Awana 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.

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.