



**OBJECTIVES:**

To promote and encourage young people in Bible memorization and review of their Awana materials.

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 provide an opportunity for adults to deeper relationships with teens and to be an example of godliness to them.

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.

**Authorization**

A Trek & Journey Bible Quiz must be authorized by an Awana Missionary or event specialist.

**Quiz Format**

A **Trek Bible Quiz** meet consists of two 20-minute timed segments: Team Speed quizzing and Team Multiple Choice quizzing. Scores from both segments are combined to determine the placement of the teams.

A **Journey Bible Quiz** meet also consists of two 20-minute timed segments. Each of the two 20-minute segments will be a mixture of speed questions and multiple choice questions.

**Teams**

**Participants:** A team consisting of two to six 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**

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 develop 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 the memory verses and references (word perfect) from the current Trek & Journey materials they are quizzing from:

- JOURNEY - *Faith's Foundations 1* and *Main Study 1 – A Study in Romans*, all the content of the Main Study lessons including questions and definitions, and the Bible Summaries.
- TREK - *Trek Chek* and *Dashboard Series-Yield*.

Consider challenging another church to a quiz for extra practice.

Drill team members in the various types of quizzing. Make sure everyone adheres to the quizzing rules in this book.

Select one person to act as the team coach during the quiz meet.

**QUIZ PROCEDURES:**

**Apparel**

Awana emphasizes the importance of **MODESTY**, neatness and cleanliness in the apparel worn by both leaders and youth of all ages. Awana encourages collared shirts and slacks for guys and dresses, skirts or dress pants for girls. No outfits worn mainly to draw attention. Young ladies sometimes lean forward and they sit in front of men. Please make sure they dress and sit appropriately. Let's allow our focus to remain on God and His Word.

- TREK - All team members are encouraged to wear their uniform T-shirt or follow the dress code mentioned above.

**Schedule**

Teams are to be checked in by their coach at the time stated on their registration forms.

Coaches will have available the names of their quizzers when they check in for the quiz meet. Please do not turn this list in but maintain it in your possession throughout the quizzing.

## At the Quiz

Cheering and applauding are encouraged after each answer is given. Informality helps relax quiz participants and motivates them as they compete. It is not appropriate for audience to talk to team members during segments, even during rotation between quizzing segments.

## Quiz Questions and Answers

All questions will be taken from the material in the latest edition of the Awana publications, manuals and materials. Participants are not expected to interpret the materials.

The Awana missionary or Trek & Journey Bible Quiz specialist will determine quiz material covered.

Questions may be asked on any part of the materials assigned, including without limitation; all the memory verses and references (word perfect) from the current Faith's Foundations and Main Study, all the content of the Main Study lessons including questions and definitions, and the Bible Summaries.

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 official Trek & Journey materials. If requested, the quotation must include the complete reference.

## Use of Handbooks, Bible and All Other Material

Once the Bible quizzing has begun, no further studying of material is allowed. Including but not limited to Bibles, handbooks, PDAs or laptop computers.

## 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 segments.

## **QUIZ SEGMENTS IN ANY COMBINATION OF THE FOLLOWING:**

### **Team Speed Quizzing**

All teams will be read a series of speed questions. 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.

Two to Four quizzers from each team will participate. Once the speed segment has begun no substitutions are allowed. This is a 20-minute timed period.

Individual 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 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. Once the answer ***has*** 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 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." ***(Quizzer must remain standing until decision is made).*** 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 attempt to answer more than two consecutive questions. ***Before answering a third consecutive question, another team member must attempt an answer. This applies throughout the duration of the round.***

From the time the team is recognized a team member has 10 seconds to begin and then 40 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. **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.**

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 may read the question again up to the point when the first team buzzed in. If the first team to buzz in gives an incorrect answer and no one 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.***

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

Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.

### **Team Multiple Choice Quizzing**

Two to Four quizzers from each team will participate. Quizzers from all teams will be asked a series of multiple-choice questions in a 20-minute timed period.

Questions and possible answers will be read once. There will be three answers from which to choose. Teams have approximately five seconds to determine their choice of answers. Questions may be read twice if the quiz master feels the difficulty of the question so warrants. Team members may discuss possible correct answers.

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, "Select your answer". When the five seconds are up, he will call, "Paddles up."

During the five-second-answer time, teams select the answer they believe to be correct. Then, at the call "Paddles up," the team leader raises the paddle for his or her team.

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 will 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:**

1<sup>st</sup> Team Answering:

20 to 40 points correct

20 to 40 subtracted for incorrect

2<sup>nd</sup> Team Answering: Full or Half value correct;

Full or half value subtracted for incorrect.

#### **Multiple Choice:**

20 points correct answer; 0 incorrect answer

Scores from the first segment and second segment are added together to determine the winner. In the event of a two-team tie, teams will be given a two-minute team speed segment to break the tie. Add one additional minute for each team in the tie. All questions will be worth the same points. Please, NO CLAPPING during the Tie Breaker Round so we can read a good number of questions.

### **AWARDS**

Individual participation awards are given to all team members and one coach.

Trek team awards are given for first, second, third and fourth place teams.

A plaque goes to the winning church.

Journey team awards go to first, second and third place teams.