



National Capital Region 2011 Edition

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

- All Awana Bible Quiz meets must be authorized by an Awana Outreach Missionary or event specialist.
- 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 the following formats:

Multiple-choice Quizzing

The multiple-choice segment allows individual 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 individual 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 to respond is allowed to answer the question.

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

Multiple-Choice Quizzing Rules

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. There will be 10 multiple choice questions.

Multiple Choice Quiz Questions and Answers

1. All questions will be taken from the first half of material (Discoveries 1-4 and Challenges 1-4) in the latest edition of the Awana handbooks and Start Zones (where applicable). 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 materials 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 by the quizmaster 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. Recording includes writing them down, typing them, or video/audio recording them. Videotaping is only allowed during the opening and closing of the event – not during the quizzing – an announcement will be made when to turn off all recording equipment.**

Speed Quizzing Rules

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 below)***
4. ***No more than two quizzers*** from each book team may compete in speed quizzing at a time.
5. Each book team is asked 10 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 below).***

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 help the quizmaster to 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 member that successfully signaled second. The Quizmaster will reread the question in its entirety, and then the team member 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.

General Bible Quiz Information

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.

Team Guidelines

- Each clubber must quiz from the handbook they are currently in. ***No clubber may quiz in the same book for two years.***
- ***A team consists of one to three members.*** A team refers to the participants (three maximum) in the same book... not to a total group of clubbers representing a church.
- 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

- *Substitutes must be in the same book as the one for whom they are substituted.*
- ***Clubbers who have quizzed out may not return as a substitute.***
- *Substitutions may be made at the halfway point in the speed round.*

- *Substitutions will also be permitted when a quizzers quizzes out during the Speed round (three right answers or two wrong answers).*

Use of Handbooks, Bibles, etc.

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

Time-outs

- The quizmaster 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 only talk to their teams while the teams ***rotate for their quiz or during team substitutions.***

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

Schedule

- Teams are to be checked in by their coach 30 minutes prior to the start of the meet, as stated by the Awana Outreach Missionary or event specialist.
- When checking in, coaches will submit the names of their quizzers on the quiz roster sheet/score sheet and a “Parental Consent and Release of Liability” form for each quizzers when they check in for the quiz meet. Quizzers will not be able to compete with out the “Parental Consent and Release of Liability” form. **No exceptions are allowed.**

Chain of Command

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

Quizzing Staff

- ***Each team must provide at least one scorekeeper 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

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

Quizmaster

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

Judges

- Check to make sure the quizmaster reads the questions correctly and clearly.
- Help determine whether a quizzers' answer is correct or incorrect in the speed quizzing, and/or in the team speed quizzing.
- Assist the head judge in any decision concerning any contested questions or answers.
- 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

- Record the points of their team assigned to them during the individual multiple choice quizzing.
- Report their scores to the head scorekeeper.
- Individual speed quizzing scorekeeper(s) are assigned by the Event Specialist or Outreach Missionary.

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.

Summary of Points

- Both the multiple choice and speed scores for each of the quiz team members will be added together to determine the final score for each quizzers.
- Only the top two final scores from quizzers on each quiz team will be added together to determine the team score.
- All of the team scores will be compared in each handbook to determine team placement.
- In the event of a tie for first place in a book, the teams that are tied will be given three additional questions (in speed quiz format) to break the tie. Scoring will be handled the same as the regular speed quiz format defined earlier.
- If a tie remains after three questions then one question at a time will be added to determine the winner.
- Quizzers who have quizzed out may return for tie breaker.
- 20 bonus points will be given to all quizzers who have “quizzed out”.