

Awana Youth Ministry
Mid-Atlantic
Bible Quiz Rules
2016



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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 deepen 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

The Come to the Mount Bible Quiz is authorized by Awana for Trek and Journey clubs in the Mid-Atlantic Region.

Quiz Format

All teams will quiz in two 25 question rounds with each round having a combination of Multiple-choice and Speed-quiz questions.

Teams

Participants

A team consists of two to six members. No more than four teens will be quizzing at the same time. The intent is for churches to have as many three or four person teams as possible instead of multiple 2 person teams. Here is an example. A church has 12 teens who would like to Quiz. They should enter 3 four-person teams instead of 4 three-person teams. We will be monitoring multiple-team registrations,

and making sure that the churches are abiding by this standard.

Coaches

During the quiz meet, each team is allowed only one official coach.

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.
- Consider challenging another church to a quiz for extra practice.
- Drill team members in both speed and multiple choice styles of quizzing. Make sure everyone adheres to the rules in this book.
- Select one person to act as the team coach during the Quiz event.

Material Covered

Journey

All the memory verses and references (word perfect) from Faith Foundations and the Recommend Bible Study for Journey.

Trek

Trek Check and first 2 Lessons (Lesson 1.1 – 1.7 & Lesson 2.1 – 2.7) of the Study Book. This is approximately half of the Study Book.

Both

- We will not ask Quizzers to quote other verses that are in the body of the lessons – only verse recitations required for completion
- All content of the Study Book including questions and definitions
- Only the KJV, NKJV, NIV84, and ESV translations (as given in the Awana study books) are considered. Verse recitations using other versions, even though they may be correct, will be judged incorrect.

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 young men and dresses, skirts, or dress pants for young women. No outfits worn mainly to draw attention. Remember that the quizzers lean forward in their huddle and that they may be placed on a stage or platform. Please make sure they dress and sit appropriately. Let's allow our focus to remain on God and His Word.

Schedule

Teams are to be checked in by their coach at 8:30 AM. Quizzing will begin at 9:00 AM.

Forms

Coaches are to have completed Parental Consent and Release of Liability forms for all of their team members at check-in.

At the Quiz

Cheering and applauding are encouraged after each answer is given. Informality helps relax quiz participants and motivates them as they compete.

Once the quiz round has started, it is not appropriate for audience members to talk to team members.

Coaches may only talk to their teams between periods and rounds.

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 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, at the Quiz Master's discretion, be discarded and a new one selected.

All Bible verses must be quoted word-perfect according to the latest edition of the official Awana materials. If requested, the quotation must include the complete reference.

Study Material at the Event

Once the Bible quizzing has begun, no further studying of material is allowed. This includes, but is not limited to Bibles, Study Books, cell phones, laptop computers, other electronic devices and written / typed / printed notes.

Time Out

No time-outs are allowed for teams or coaches. The Quiz Master is the only official who can declare a time-out during a round.

Appeals

Only the official coach may appeal a question or an answer. The coach does this by calling out "challenge." This call must be made prior to the Quiz Master saying "question", signaling the start of the next question. Only the immediate preceding question 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 challenge, the coach must return to his or her seat while a decision is made.

The Quiz Master may consult with Quiz Judges before making a decision.

In all cases, the decisions of the Quiz Master are final.

Substitutions

Substitutions may be made only between quiz rounds. In case of an emergency, the Quiz Master may suspend the round or allow a substitute, but this is a rare event.

Quiz Format

Both Speed and Multiple Choice questions for Trek and Journey events will be asked during each 25-question round.

Before each question, the Quiz Master will say, "question," announce the style of the question (speed or multiple choice), and (if it is a speed question) give the point value (20, 30, or 40 points). All multiple choice questions are 20 points.

Speed Questions

When a speed question is asked, the first team to respond by buzzer is allowed to answer the question orally. Point values will vary by question, with the values being announced by the Quiz Master.

Speed questions will not be repeated unless the Quiz Master rules 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 Quiz Judges determine individually whether anything important to the meaning has been left out or altered so as to affect the response being determined correct or incorrect. They indicate their individual decisions of correctness to the Quiz Master, who delivers the decision. Two Quiz Judges may indicate the answer was correct while two indicate it is incorrect. The

Quiz Master has the final decision.

The first team to buzz-in causes the Quiz Master to immediately stop reading the question. At this point, the team is recognized. The team has 10 seconds to confer, select a team member to answer, and begin its answer. The individual stands up and then has 40 seconds to complete the answer – without help from the other team members. However, the quizzers should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment. Stalling by saying, "My answer is," then stopping is not allowed. Such an initial answer, or one like it, will not count as starting an answer within the 10 seconds. Any initial answer must be directly related to the question.

Once the answer is begun, no help can be given from any source.

If a team buzzes-in before the question was completely read, quizzers will not be given the rest of the question.

When a speed question has been answered, the Quiz Master will ask, "Is that your final answer?" Only when the quizzers answer "yes," or time runs out, will the question be ruled correct or incorrect. If a quiz participant quickly corrects himself / herself in the process of giving his / her answer, the answer will be judged after the Quiz Master asks, "Is that your final answer?"

A single team member may not attempt to answer two consecutive questions for their team. Another team member must attempt a question before that same team member may attempt another question. A team member who attempts to answer more than two consecutive questions for the team counts as an incorrect answer regardless of the answer's correctness.

If the first team to buzz-in answers incorrectly a second team will have a chance to answer the question. If the first team buzzed-in before the question was completed, and the second team buzzed-in before the question was answered, the Quiz Master will 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 other team 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.

If no one buzzes-in within 10 seconds after the Quiz Master finishes reading the question, the Quiz Master will answer the question and move to the next question.

If no correct answer is given after two teams have attempted the answer, the Quiz Master will give the correct answer to the question and move to the next question..

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

Answers that contain extraneous information may be considered incorrect, even if the correct answer is included. Extraneous material is that which is not immediately connected with the answer.

For example, assume the study material had two lists of five items. A speed question asked for three of the five items from one of the lists. If the quizzers gave all five items that would be counted correct (assuming all five they gave were correct). But if they gave all five items from both lists, that would be extraneous and counted incorrect.

Multiple Choice Questions

Questions and possible answers will be read once. There will be three answers from which to choose. Teams have approximately 5 seconds to determine their choice of answers. Team members may discuss possible correct answers. Questions may be read twice if the Quiz Master feels the difficulty of the question so warrants.

During the reading of the questions, quizzers must look at their team paddles while deciding their answers. Looking any other place may result in disqualification from that question for

the team. Disqualification for a multiple choice question means zero points.

When all possible answers have been given, the Quiz Master will say, "Think about your answers." When the 5 seconds are up, he will call, "Paddles up."

During the 5 second "Think about your answer" time, teams select the answer they believe to be correct. Then, at the "paddles up" call a team member raises the paddle for his or her team.

After the "paddles up" call has been made, no paddle may be exchanged for another paddle. Paddles are to remain up until the "paddles down" command is given. The Quiz Master will then give the correct answer and move to the next question.

If a team's paddle is raised late, the team may 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

Correct answers will be awarded 20, 30, or 40 points and 20, 30, or 40 points will be subtracted for an incorrect answer. This is true even when a team is the second team to attempt an answer.

Multiple Choice

20 points correct; 0 incorrect

Tie Breaker

The Tie Breaker Round will consist of speed questions only.

The round will be 2 minutes for two teams and 1 additional minute for each additional team. If, after two tie breaker rounds teams are still tied, a 1 minute round will be done. If there are still ties, one question at a time will be asked until one team answers correctly.

Tie Breaker Scoring

Score keepers for the Tie Breaker rounds will put a + (plus) for every correct answer and a - (minus) for every incorrect one. Every - (minus) negates a + (plus). So if a team has 3 + and 1 - the team has plus 2 for a score. The other team might have 3 + and no - for a score of 3. So the second team wins the Tie Breaker.

Please, no clapping during the Tie Breaker Round so we can read a good number of questions.

AWARDS

If there are enough teams competing, team awards will be given to the top four Trek teams and the top three Journey teams. The Site Coordinator determines how many awards will be given, based on the number of teams. Awards are given to all team members and one coach.