

South-Central California/Southern Nevada

AWANA CLUBS BIBLE QUIZZING

3rd through 6th grade

**Official Rules and Regulations
January 2008**

*“Study to show thyself approved unto God,
a workman that needeth not to be ashamed,
rightly dividing the Word of Truth.”*

II Timothy 2:15

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QUIZZING OBJECTIVES

1. To promote and encourage our clubbers in Bible memorization and review of their handbooks.
2. To provide a competitive atmosphere in which Awana clubbers can display their Bible knowledge.
3. To give clubbers a greater love for and a working knowledge of the Bible.
4. To proclaim God's wonderful grace and salvation through the 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 leader-clubber relationships.

AUTHORIZATION

All Awana Bible Quiz Meets must be authorized by an Awana Missionary or Awana Headquarters.

QUIZ FORMAT

Awana Bible Quizzing incorporates two basic formats: Multiple-choice Quizzing and Speed Quizzing. The Bible Quiz Meet consists of two halves, one for Multiple-choice Quizzing and one for Speed Quizzing. Scores from both halves determine the winning team.



Multiple-Choice Quizzing

The Multiple-choice segment of the Quiz Meet allows clubbers to perform in a low-keyed competitive atmosphere. Each clubber is given opportunity to answer a minimum of eight (8) Multiple-choice questions (unless a substitute is made).. All clubbers in each quiz group answer the same questions.

Speed Quizzing

The speed segment of the Quiz Meet involves clubbers in competitive Speed Quizzing. Clubbers from each 'group' compete against other teams in the same group. All teams will be read the Quiz question. The clubber responding first is allowed to answer the question.

ORGANIZATION

The organization of the Quiz Meet depends on the number of churches and teams participating.

A quiz team consists of one (1) to three (3) members of a group. A full team is two quizzers, as two quizzers will compete at any one time. Ideally, a Bible Quiz meet consists of four (4) (or more) competing teams (groups) from each church. This setup, however, may vary from church to church.

A minimum of three (3) churches must enter teams for any particular group to be quizzed.

A team refers to each 2-3 members of a group, not a total group of clubbers representing a church or a club of a church.

A **group** refers to the specific book/age/gender group being quizzed, i.e.,

- T&T Book 1: 3rd & 4th grade boys, 3rd & 4th grade girls, 5th & 6th grade boys, 5th & 6th grade girls.
- T&T Book 2: 4th, 5th & 6th grade boys, 4th, 5th and 6th grade girls.
- T&T Book3: 5th & 6th grade boys, 5th & 6th grade girls.
- T&T Book 4: 6th grade boys, 6th grade girls.

Material covered in the quiz will be: *Start Zone* and *Discovery* (or *Challenge*) #1-3 of the Book being quizzed. This includes factual information from the Introduction (Book 1) and text of the handbooks (including "Just for Fun") but does not include joke questions, or the story line or background of characters.

T&T Silver and Gold units will not be covered.

REGISTRATION

Only churches registered with Awana are authorized to compete.

Teams must register with the Awana Missionary or Event Specialist not later than three weeks prior to the Quiz date. 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 two teams per group, but is not required to enter all groups. Additional teams (3rd, 4th, etc.) are accepted on a standby basis, subject to available space and Missionary discretion. In larger quizzes, multiple teams may be required to quiz in separate sessions. In smaller quizzes, group classifications in the same book may be combined (3rd & 4th with 5th & 6th, boys with girls).

The registration fee is set by the Awana Missionary to help defray Quiz expenses and equipment needs.

A church may enter a “short” team. If a church, for example has only one quizzer on its 5-6th grade Boys Book 1 team, he would only be able to earn Multiple-choice points himself and if he “quizzed out”, the team would not be able to earn further points in speed quizzing. A 3rd or 4th grader, however could be paired with a 5th or 6th grader for Book 1 and quiz with the older clubbers.

GENERAL INFORMATION

Team

All team members must be current members of the club for which they are quizzing and must compete in the book they are currently working in. No clubber may quiz in the same book two years, or quiz above their grade level.

Cheering and applauding are encouraged after each answer is given. Informality helps the young people relax and motivates them as they compete.



Apparel

All participants (boys, girls, and leaders) must wear the official Awana uniform (grey shirt, T&T tee or “golf” shirt).

Awana emphasizes the importance of modesty, neatness, and cleanliness in the apparel worn by both leaders and clubbers.

Substitutes

1. Substitutes must be from the same group as the one for whom he/she is substituted.
2. Substitutions must be made at the halfway point of Multiple-choice, between the Multiple-choice and Speed Quizzing, or the half-way point of Speed questions. They will also be permitted when a quizzer quizzed out (three right answers or two wrong answers). A quizzer who had already been substituted for at the halfway point of the Speed round may be put back in for a teammate who has quizzed out, unless they themselves had quizzed out.

Quiz Questions and Answers

1. All questions will be taken from the material in the latest edition of the Awana handbooks; clubbers are not expected to interpret the materials.
2. Questions may be asked on any part of the sections assigned, including verses, Bible readings, definitions, Q&A, etc.
3. All verses must be quoted word perfect according to the latest edition of the Awana handbook (King James Version, New King James Version, and New International Version* used exclusively). If requested, the quotation must include the complete reference.
4. Questions asked (other than Scripture quotations) may be answered in the clubber’s own words, but must be close to what the handbook states. The Judges determine whether anything important to the meaning has been left out or altered.
5. The Quizmaster prefaces each question with the word “**question**”. No talking is allowed from the word “**question**” until the answer is given.

6. Should the Quizmaster read a question improperly, the question will be discarded, and a new one selected.
7. If an incorrect answer is given, the Quizmaster will give the correct answer before moving on to the next question.
8. No contradictory answers are allowed. If a clubber quickly corrects him/herself in the process of giving his/her answer, the answer will be considered as corrected.
9. When a Speed question has been answered, the Quizmaster will ask **“Is that your answer?”** Only when the quizzers answer “yes” or time runs out will the answer be ruled correct or incorrect.

Use of Handbooks, Bibles, etc.

Once the Bible Quiz has begun, no further studying from the handbooks, Bible, or other materials is allowed.

Time-outs

Only team coaches are authorized to ask for time-outs. When a coach wants a time-out, he/she will make this known to the Quizmaster.

The Quizmaster is the only official who can declare a time-out.

Each team is allowed one time-out per half. A time-out lasts one minute.

Coaches

1. A coach is selected from within each club and may coach more than one rank. All girls’ teams must be coached by women, and all boys’ teams must be coached by men.
2. Coaches may talk to their team only while ranks are rotating for the quiz or during team time-outs.
3. Only one official coach per team during each Quiz is allowed.

Appeals

Only the official coach may appeal a question or an answer. He/she does this by calling out **“question”**. The immediate preceding question is the only one which 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 voicing his/her question, the coach must return to his/her seat while the decision is being made. In all cases, the decisions of the Head Judge are final.

MULTIPLE-CHOICE QUIZZING

Two quizzers from each group-team will be asked a minimum of eight (8) Multiple-choice questions*.

Questions and possible answers will be read once. Quizzers have five (5) seconds to determine their choice of answers. Some questions may be read twice, if the Quizmaster feels the difficulty warrants it.

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

When all possible answers have been read, the Quizmaster will say **“select your answers”**. When the five seconds are up, he will call **“paddles up”**.

During the five-second answer time, quizzers will select the answer they believe to be correct. Then at the call **“paddles up”**, all will raise their answers simultaneously.

Quizzers raising their paddles late will be disqualified from that question. Also, after the **“paddles up”** call has been made, no paddle may be exchanged for another paddle. Quizzers must keep paddles up until the **“paddles down”** command. Failure to do so may result in points not being recorded.

At the **“paddles down”** command, quizzers must lower their paddles.

Quizzers are awarded 10 points for each correct answer.

SPEED QUIZZING

No Speed-quiz questions will be repeated unless the Quiz officials rule it necessary because of disturbance or delay.

Help from the audience will result in the question being thrown out, even if the answer is correct. A team may be disqualified for receiving assistance from the audience.

Two quizzers from each group-team may compete at one time in Speed Quizzing.

Each group is asked a minimum of eight (8) questions.* Correct answers are awarded 10 points. Incorrect answers result in the loss of 5 points.

In the Speed Quiz, the first quizzer responding is asked to give the answer. If no quizzer responds in 10 seconds, time is called and the next question given.

From the time the microphone is given to the quizzer, he/she has 10 seconds to begin and 30 seconds to complete his/her answer. However, the quizzer should indicate as soon as possible if he/she cannot answer, thereby avoiding unnecessary delays and embarrassment.

If a quizzer responds before the question is completed, the Quizmaster will stop reading the question. The clubber must then give a correct, specific answer as if the entire question had been read.

Any clubber answering three (3) questions correctly “quizzes out” and is awarded fifteen (15) bonus points. Bonus is awarded even if that clubber had given a wrong answer on a previous question. A clubber who gives two wrong answers is also considered to have ‘quizzed out’. A clubber who “quizzes out” may be replaced if a third team member is available.

No quizzer who “quizzes out” is eligible to return to the Speed Quiz.

* Number of questions may be adjusted depending upon the number of teams competing and time available.

SCORING

Quiz Style	Correct Answer	Incorrect	Bonus
Multiple Choice	10	---	---
Speed	10	-5	15

Scores from the Multiple-choice and Speed segments are added together to determine the winner. In the event of a tie, clubbers may be given Speed-quiz questions until the tie is broken.

CHAIN OF COMMAND

Awana Missionary

Quiz Coordinator

Quizmaster/Head Judge

Judges - Timers - Scorekeepers - Team Coaches

QUIZZING STAFF

Each church must provide one scorekeeper for each team who will acquaint him/herself with the Quiz rules. A scorekeeper may score for more than one group, or for all groups as long as they are not quizzing at the same time. If a church has multiple teams in a group competing, a scorekeeper for each team must be available. Each staff member must arrive at least 45 minutes early and wear his/her complete Awana uniform.

In addition, one staff person from each competing church must be provided as Bible Quiz staff (for ushering, registration, etc.).

Quizmaster

1. Conducts the Quiz program.
2. Maintains full authority over the Quiz.
3. Reads the Quiz questions.
4. Responds: “**That is the correct answer**”, or “**I’m sorry, that is an incorrect answer**” after a quizzer has answered a Speed question.

Head Judge/Judges

1. Check to make sure the Quizmaster reads the questions correctly and clearly.
2. Help determine whether a quizzer’s answer is correct or incorrect in the Speed Quizzing.
3. Assist the Head Judge in his decision concerning any contested questions or answers.
4. The *Head Judge* makes the final decision concerning any contested questions or answers.

Timer/Judge

Additionally, responsible for timing (with a stopwatch) the length of time to begin an answer, the length of time to complete an answer, and the length of “time-outs”.

Platform Judges

1. Monitor clubber movement and paddle action during Multiple-Choice quiz. Report violations to head scorekeeper or judges as appropriate.
2. Bring microphone to recognized quizzers during Speed Quiz.
3. Monitor audience as to distractions, communications, etc.

Scorekeepers

1. Record the points of those teams assigned to them throughout the Quiz.
2. Report their scores to the head Scorekeeper.
3. During the multiple-choice quizzing, judge correctness of answers and penalize for violations (late paddles, etc.).

AWARDS

Team



- First place: Neck medallions and church plaque.
- Second place: Ribbons
- Third place: Ribbons
- Fourth place: Ribbons

Individual

- Quiz Champion (Highest total points in a group.)
- Highest Honor (Quiz out with none wrong in Speed Quiz.)

Participation

- Open Bible patch - 1st year
- Bronze pin - 2nd year
- Silver pin - 3rd year
- Gold pin - 4th year

Staff Service

- Years of service pins available for years 1-10. The following pins are available until they run out.:
- Bronze pin - 1st year
- Silver pin - 2nd year
- Gold pin - 3rd year

TYPES OF QUIZ QUESTIONS

Types of questions will include, but are not limited to:

Verse quotations: Recite Romans 6:23

Verse completion: Give the reference and complete this verse: "For all have sinned..." (Answer: Romans 3:23)

Key words and phrases: Give the reference and quote the verse that contains this phrase: "...we should live soberly, righteously..." (Answer: Titus 2:12.)

Doctrinal application: Which of these verses describes the human heart? A. Acts 4:12; B. Ephesians 2:10; C. Jeremiah 17:9? (Answer: 'C')

Books of the Bible: Which book in the Bible comes immediately after Joel? (Amos)

Word definition: What is the handbook definition of "righteousness"? (without sin)

Reference location: Give the reference for this verse: "For God so loved..." (John 3:16)

Q&A: Two-part answer - name two reasons why God gave us the Bible. (Answer: Any of 2 of 8 possible answers in T&T Book 1, Discovery 1&2)

Q&A: "God is holy" is the answer to what question in T&T Book 1? (Answer: Who is God)

Bible Readings: What did God create on the fourth day? (Answer: sun, moon, stars)

Book content: God created the world out of what? (Answer: nothing)

Q&A: God gave us the Bible so we can learn about people from the past. A verse that backs this up is: A. Jeremiah 10:10a; B. Romans 15:4a; C. I John 5:5 (Answer: 'B')

PREPARING TEAMS FOR 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 prospective quizzers in each club.
3. Coaches should thoroughly review the handbooks and design practice questions.
4. Select team members as soon as possible. Although coaches are not required to use the third member of a team, it is strongly recommended that they do so.
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 handbook material which they have memorized.
7. Instruct team members to know all verses and references (word perfect), books of the Bible, Bible reading questions, and definitions, and question/answer sequences.
8. Quiz team members and other clubbers as a pre-club activity, as part of Handbook Time, Council Time, or part of a Sunday evening service, and outside of club time.
9. Consider challenging another church or club to a Quiz for extra practice.
10. Drill team members in the various types of quizzing. Make sure you adhere to the rules of quizzing as given here