

**OKLAHOMA
TRUTH AND TRAINING
BIBLE QUIZZING**

OFFICIAL RULES AND REGULATION

Last update March 2010

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QUIZZING OBJECTIVES

1. To promote and encourage young people in Bible memorization and review of their Awana handbooks.
2. To provide a competitive atmosphere in which participants can display their Bible knowledge and gain a sense of accomplishment.
3. To give young people a greater love for—and working knowledge or—the Bible.
4. 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.
5. To build quiz leader-participant relationships.

AUTHORIZATION

1. All Awana Bible Quiz meets must be authorized by an Awana missionary or event coordinator.
2. If several Awana registered churches are interested in a regional missionary-sponsored Bible Quiz meet, they should contact their area Awana missionary or event coordinator.

QUIZ FORMAT OVERVIEW

Awana Bible Quizzing incorporates the following formats: multiple-choice and speed quizzing. Totaled 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.

SPEED QUIZZING

In the speed quizzing segment 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 team to respond is allowed to answer the question. If the question is not answered correctly, the second team to buzz in is allowed to answer.

ORGANIZATION

The organization of the regional Bible Quiz meets depends on the number of churches and teams participating.

A team consists of two to four members.

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

REGISTRATION

An official Bible Quiz meet must include a minimum of three churches. Teams must register with the event coordinator before the deadline.

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 to help defray quiz expenses.

GENERAL INFORMATION

TEAMS

Teams are comprised of two, three or four clubbers from the same book. All clubbers participate in each round of Bible Quiz.

Each clubber must quiz from the handbook being used in the current club year. However, 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.

All participants (including leaders and coaches) must wear an official Awana uniform.

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. Ultimate Adventure Book One will cover the Ultimate Adventure Start Zone and Discoveries 1 through 3. Ultimate Adventure Book Two will cover Discoveries 1 through 4. Ultimate Challenge Book One will cover Challenges 1 through 4. The Ultimate Challenge Book Two will cover Challenges 1 through 4.

3. Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc. (sections, Discoveries, Challenges, lessons).
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.

QUIZ QUESTIONS AND ANSWERS (SPECIFIC TO SPEED QUIZZING)

1. When a speed question has been answered, the quizmaster will ask, “Is that your answer?” Only when the quizzers 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 states. The judges determine whether anything important to the meaning has been left out or altered.
3. If an incorrect answer is given, the quizmaster will give the correct answer before moving on to the next question.
4. If a quizzers quickly corrects himself or herself in the process of giving the 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.

7. No one team member may answer more than two consecutive questions.

USE OF HANDBOOKS, BIBLES, ETC.

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

TIME-OUTS

1. No time-outs are allowed.
2. 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.

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 the quiz judges before making a decision. In all cases, the decisions of the head judge are final.

SCHEDULE

1. Teams are to be checked in by their coach at the time stated by the Awana missionary or the event coordinator.
2. Coaches will submit the names of their quizzers on the quiz scorecard when they check in for the quiz meet.

BIBLE QUIZ SCHEDULE:

- Welcome
- Recognition of teams
- Song
- Explanation of procedures
- Paddle Rounds and Speed Rounds
- Message
- Award ceremony
- Closing

TEAM MULTIPLE-CHOICE QUIZZING

1. The entire team participates in the multiple-choice round.
2. Teams will be asked questions for a timed period.
3. 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 feels the difficulty of the question warrants it.
4. 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.
5. When all possible answers have been given, the quizmaster will say, “Select your answers.” When the five seconds are up, he will call, “Paddles up.”
6. During the five-second answer time, teams may discuss possible correct answers and select the answer the team believes to be

correct. Then, at the call “Paddles up,” a team member raises the answer for his or her team. All teams raise their paddles simultaneously.

7. After the “Paddles up” call has been made, no paddle may be exchanged for another paddle.
8. If a team’s paddle is raised late, the team may be disqualified from that question.
9. At the “Paddles down” command, a team’s paddle must be lowered.
10. Teams are awarded 10 points for each correct answer.

TEAM SPEED QUIZZING

1. Individual speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.
2. Help from the audience may result in the question being thrown out, even if the answer is correct.
3. The entire team participates in the speed quizzing round.
4. Each book team is asked questions for a period of time. Correct answers are awarded 20 points.
5. Incorrect answers result in the loss of 10 points. If the first quizzier responding is incorrect the next quizzier buzzing in will be given the opportunity to answer the question, for 10 points. If the second quizzier answers incorrectly, it is a loss of 5 points.
6. If no quizzier responds in 10 seconds, time is called and the next question given.
7. From the time the microphone is given to the quizzier, each participant has 10 seconds to begin and then 30 seconds to complete the answer. However, the quizzier should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.

8. If a quizzier responds before the question is completed, the quizmaster will stop. The clubber must then give a correct, specific answer.

QUIZZING TIMES

Book	Multiple Choice Round	Speed Round
UA Book One	10 minutes	10 minutes
UA Book Two	15 minutes	15 minutes
UC Book One	15 minutes	15 minutes
UC Book Two	15 minutes	15 minutes

SCORING

Quiz Round	Correct Answer	Incorrect Answer
Multiple-choice Round	10	0
Speed Round- 1 st answer	20	-10
Speed Round- 2 nd answer	10	-5

Scores from the Multiple-choice Round and Speed Round are added together to determine the winner. In the event of a tie, teams are given a one-minute team speed round to break the tie.

CHAIN OF COMMAND

- Awana Missionary/Event coordinator
- Quizmaster
- Judges/Room Monitor
- Timers
- Scorekeepers
- Team Coaches

QUIZZING STAFF

Each church must provide at least one staff person, in complete Awana uniform, at the point of registration who is acquainted with the quiz rules. Staffing is at the discretion of the event coordinator.

Each staff member must arrive at the time designated by the Awana missionary or event coordinator.

EVENT COORDINATOR

1. Lines up teams in the given area and reminds the teams of the time, place and other information.
2. Keeps record of the teams registered.
3. Lines up and confirms staff members.
4. Makes sure facility and equipment are ready for the quiz.

QUIZMASTER

1. Conducts the quiz program.
2. Maintains full authority over the quiz.
3. Reads the quiz questions.
4. Acts as the head judge.

JUDGES

1. Check to make sure the quizmaster read the questions correctly and clearly.
2. Help determine whether a quizzers' answer is correct or incorrect in the speed quizzing.
3. Assist the head judge in his or her decision concerning any contested questions or answers.
4. Head judge makes the final decision concerning any questions or answers that are appealed.

TIMER

1. Tracks the length of time to begin an answer and the length of time to complete an answer.
2. Times the Multiple-choice and Speed rounds.

SCOREKEEPERS

1. Record the points of those teams assigned to them throughout the quiz.
2. Report their scores to the head scorekeeper.

AWARDS

TEAM

First place: medallion and church plaque.

Second place: ribbons

Third place: ribbons

Fourth place: ribbons

PARTICIPATION

Patch for the book the clubber quizzed over.

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 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 the 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.