



2010
DIXIESHORES
AWANA
BIBLEQUIZ
RULEBOOK

Quizzing Objectives

1. To promote and encourage young people in Bible memorization and review of their Awana handbooks/manuals.
 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 of — 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.
5. Instruct team members to know all verses and references (word-perfect), books of the Bible, Bible reading questions and definitions.
 6. Consider challenging another church to a quiz for extra practice.
 7. Drill team members in the various types of quizzing. Make sure you adhere to the quizzing rules given in this book.

Authorization

1. All Awana Bible Quiz Meets must be authorized by an Awana missionary or event specialist.
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 specialist.

Awards

1. The members of the top team in each division will receive a first place medallion. The coach will also receive a medallion and a First Place Team plaque.
2. Ribbons will be given to all quizzers and coaches of the teams finishing in 2nd - 4th place.
3. Any clubber that receives a perfect score will receive a Highest Honors ribbon..

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 individual coaches (if able) to work with all prospective handbook teams.
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.

Quiz Format Overview

Awana Bible Quizzing incorporates two of the following formats:

Individual Multiple-choice Quizzing (All Quizzers)

This segment is also referred to as “Paddles”. The multiple-choice format 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 using the A-B-C paddles.

Team Written Quiz (Book 1 Teams)

This format is also referred to as “Team Huddle”. All teams are read a series of questions and respond with answers written on each team’s white board.

Speed Quizzing (Book 2-4 Teams)

In the speed quizzing segment, clubbers from each book compete against other teams in the same book. The first person to respond is allowed to answer the question. In the event that the first person does not answer correctly the second person to respond will be given an opportunity to respond.

Organization

The organization of the regional Bible Quiz Meets depends on the number of churches and teams participating. A team consists of two, three, or four members. A team refers to the participants in each book ... not to a total group of clubbers representing a church.

Registration

An official Bible Quiz Meet must include a minimum of three churches. Teams must register with the Awana 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 missionary or event specialist to help defray quiz expenses.

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

Official Timer

1. Tracks the length of time to begin an answer and the length of time to complete an answer.

Head Scorekeeper\Scorekeepers

1. Record the points of those teams assigned to them throughout the quiz.
2. Account for each quizzers answers during the multiple choice rounds.
3. Report their scores to the head scorekeeper.

arrive (in full uniform) at least one hour prior to the official quiz start and contact the missionary or event specialist for instructions. Some prior experience in Bible Quizzing is preferred but not mandatory. Staffing is at the discretion of the event specialist.

Event Specialist (or assistant)

1. Lines up teams in the given holding areas and reminds the teams of the times, places they need to be, and other information.
2. Keeps record of the teams registered and checks in each team at the quiz meet.
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. Assist the head judge in any decision concerning any contested questions or answers.

Judges

Team Composition

Teams are co-ed and consist of 2 to 4 quizzers who compete in divisions determined by handbook (Book 1 – 4).

Each clubber must quiz from the handbook being used in the current club year or from the previous year if he/she has not quizzed in that book. 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. However, quizzers not participating in a round are to be courteous and at no time are to talk during the question or answer phase of a round.

Dress and 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.

Quiz Questions and Answers - General

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. The Awana missionary or event specialist will determine quiz material covered. For example, during a mid-year quiz, the covered material will usually be the first half of the book.
3. Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc. (sections, Discoveries, Challenges, lessons). Questions in a handbook that are meant for review of material found in a previous handbook will not be used.
4. Quizzers in Book 1 can be quizzed on their Start Zone.
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 may be discarded and a new one selected.

Scoring Summary

Quiz Style	Correct answer	Incorrect
Multiple Choice (Paddles)	10	0
Team Written (Huddle)	20	-10
Individual Speed	20	-10
2 nd Place Speed	10	-5

Scores from all segments are added together to determine the winner of each handbook division. Ties will be broken with a team version of the multiple choice round (paddle-quiz).

Chain of Command

- Awana missionary/event specialist
- Quizmaster
- Team Coaches

Quizzing Staff

At registration (prior to the event) each church must provide the name of at least one Awana leader who serve as a judge, scorekeeper, or quiz assistant as determined by the missionary or his event specialist. The individual must

- 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. If incorrect a loss of five points. The Quizmaster may reread the question in it's entirely 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. 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 15 points. Substitution for that team member is allowed in such a situation.

7. All Bible verses must be quoted word-perfect according to the latest edition of the Awana handbook. Judges will be ready with all registered Bible translations (KJV, NKJV, or NIV as appropriate). If requested, the quizzer may also be asked for the complete Bible reference.

Quiz Questions and Answers - Speed Quizzing

1. When a speed question has been answered, the quizmaster will ask, "**Is that your answer?**" Only when the quizzer answers "**yes,**" or when time runs out, will the question be ruled correct or incorrect. The quizmaster will respond 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 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

person that signals in second. The Quizmaster may reread the question in its entirety, and then the clubber has 5 seconds to begin its 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 (i.e. a question was asked seeking a particular Old Testament book and the quizzer recited the entire list of OT books).
6. Help from the audience counts as a wrong answer, even if the answer is correct.

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.

7. A team will NOT lose points for misspelled words as long as the answer is understandable.

Speed Quizzing

Two quizzers from each team may participate at a time. The first clubber to signal in is acknowledged. The quizmaster stops at this point and that clubber is recognized. The clubber then has 10 seconds to begin their answer. Once the answer is begun, no help can be given.

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. Competitors having two wrong answers in the speed quiz are ineligible to answer additional questions. Another quizzer, however, may be substituted.
4. Two quizzers from each book may compete at one time in speed quizzing.
5. Each book team is asked a series of questions. Correct answers are awarded 20 points.

7. If a participant's paddle is raised late, the participant is disqualified from that question.
8. Teams are awarded 10 points for each correct answer.
9. An averaging system is used to account for differences in team sizes.

Team Written Quiz (Huddle)

1. This round is for Book 1 only.
2. Two to four quizzers from each team may participate. In this segment, 10 questions will be asked to all teams simultaneously.
3. The team is allowed approximately 15 seconds to "huddle" quietly and come up with one answer. This answer is then written (on a supplied "white board")
4. At the call "**boards up**", all teams will raise their board. Each correct answer is worth 20 points.
5. An incorrect answer will result in a 10-point deduction from the team score.
6. A non-answer has a point value of "0." Only a blank slate or everything completely marked out is a "non-answer".

Coaches

1. Each team is allowed one (1) official coach during the quiz meet.
2. The team coaches may talk to their teams before the quiz begins and while teams are rotating to and from the quizzing area.

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 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 event specialist (usually 1 hour prior to the official start time).
2. Coaches will submit the names of their quizzers on the quiz roster sheet/scorecard during check-in.

Suggested Bible Quiz Schedule:

- Welcome
- Recognition of teams
- Song, Pledges, etc
- Explanation of procedures
- Multiple choice rounds
- Team written and team speed rounds
- Award ceremony
- Benediction

Individual Multiple-Choice Quizzing (Paddles)

1. All quizzers participate in this round. There is a different round for each handbook starting with Book 4 and working down to Book 1. Each group will be asked a series of ten (10) multiple-choice questions.

2. The question along with three possible “answers” will be read aloud by the quizmaster. Questions will only be repeated if the quizmaster feels he did not clearly communicate the question or the possible answers or if the difficulty of the question warrants.
3. During the reading of the questions, quizzers **MUST** look down at their paddles. Looking any other place is an automatic disqualification from that question.
4. When all possible answers have been given, the quizmaster will say, “**consider your answer**” and then pause five (5) seconds. He will then announce “**paddles up**”.
5. During the pause, quizzers will select the answer they believe to be most correct. At the “paddles up” call, all quizzers will immediately raise their selected paddle simultaneously.
6. Once the “paddles up” call has been made, no paddle may be exchanged. Paddles **MUST** remain in the raised position until the quizmaster calls “**paddles down**”.