

AWANA[®] BIBLE QUIZZING



Official Rules and Regulation



Northland Area
(ND, SD and northern MN)
2010 Edition
For T&T and 24/7

"Study to show thyself approved unto God, a workman that needeth not to be ashamed, rightly dividing the word of truth."

— 2 Timothy 2:15

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 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.

AWARDS

Team

First place: medallions and church plaques

Second place: ribbons (Trek) and medallions (Journey),

Third place: ribbons (Trek) and medallions (Journey)

Fourth place: ribbons (Trek)

NOTE: In small quizzes where there are fewer than 3 teams in a book, the quizzers in that book will receive their awards, but no church plaque will be awarded for that book.

Participation

Trek and Journey Pins for everyone

TREK SPECIFIC RULES

Material Covered: Book 1 Units 1:1-1:12 of the current Bible Study

Trek teams consist of 1 to 3 members.

Multiple Choice questions will be asked in the first 15 minute period.
Speed questions will be asked in the second 15 minute period. Points from each period will be added together.

JOURNEY SPECIFIC RULES

Material Covered: Current Faith's Foundations and Main Study.

Journey teams consist of 2 to 5 members. Up to 4 will quiz together in a period.

Both multiple choice and speed questions will be asked in each 20 min period.

Substitutions may be made between periods. The scores from each period will be added together.

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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 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 quiz meets must be authorized by an Awana missionary or quiz specialist.
2. If several Awana registered churches are interested in a regional missionary-sponsored quiz meet, they should contact their area Awana missionary or quiz specialist.

QUIZ FORMAT OVERVIEW

Awana quizzing incorporates 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.

Speed Quizzing

In the speed quizzing segment quizzers from each book compete against other teams in the same book/manual.

Teams are provided a button connected to a machine that determines who pushed their button first. All teams will be read the quiz question. The first person (or team) to respond is allowed to answer the question.

ORGANIZATION

The organization of the regional quiz meets depends on the number of churches and teams participating. It is determined by the Quiz Specialist.

24/7 GENERAL RULES

Trek and Journey quizzers work together as a team to answer multiple choice and speed questions. Each meet will consist of two timed halves.

Speed Questions

Point values will vary by question, with the values being announced by the Quiz Master.

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

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

SCORING

Multiple Choice:

20 points correct; 0 incorrect

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.

Quiz style	Correct answer	Incorrect
Multiple-choice	20	0
Speed 1st to answer	20 to 40	-20 to -40
Speed 2nd to answer	20 to 40	-20 to -40

Tie Breaker:

The Tie Breaker Round will consist of speed questions only. All questions will be worth the same points. The round will be two minutes for two teams and one additional minute for each additional team. If, after two tie breaker rounds teams are still tied, a one minute round will be done. If there are still ties, one question at a time will be asked until one team answers correctly. Please, NO CLAPPING during the Tie Breaker Round so we can read a good number of questions.

T&T AWARDS

Semifinals

Team

First place: medallions and church plaques

Second place: ribbons

Third place: ribbons

Fourth place: ribbons

NOTE: In small quizzes where there are fewer than 3 teams in a book, the quizzers in that book will receive their awards, but no church plaque will be awarded for that book.

Individual

Individual Highest Honor ribbons for perfect in Multiple Choice

Participation

Participation Patch for everyone, corresponding to the book quizzed over

Finals

Team

First through 4th places: individual and church trophies

Participation Ribbons for 5th place and lower.

Individual

Individual Highest Honor ribbons for perfect in Multiple Choice

QUIZZING STAFF

Each church must provide one scorekeeper per team, in complete Awana uniform, at the point of registration who is acquainted with the quiz rules. Staffing is at the discretion of the quiz specialist. Judges and timers are also needed and churches are requested to give names of volunteers when they send in their registration forms.

Each staff member must arrive at least 1/2 hour before the quiz starts.

Quiz Specialist

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 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.

Quiz Master

1. Conducts the quiz program.
2. Maintains full authority over the quiz.
3. Reads the quiz questions.
4. Assists the head judge in his or her decision concerning any contested questions or answers.

Judges

1. Check to make sure the Quiz Master reads the questions correctly and clearly.
2. Help determine whether a quizzers' answer is correct or incorrect in the speed quizzing, and/or in the team 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. In Trek and Journey, also times the 20-30 minute team multiple choice/team speed segments.

Scorekeepers

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

CHAIN OF COMMAND

- Awana Missionary
- Quiz Specialist
- Quiz Master
- Head Judge
- Judges/Room Monitor
- Timers
- Scorekeepers
- Team Coaches

REGISTRATION

An official quiz meet must include a minimum of three churches. Teams must register with the quiz specialist before the deadline.

In small quizzes where there are fewer than 3 teams in a book, the quizzers in that book will receive their awards, but there will be no award for the church for that book.

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 to help defray quiz expenses.

GENERAL INFORMATION

Team

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

A T&T team consists of one to three members.

A Trek team consists of one to three members.

A Journey team consists of two to five members.

Each quizzer must quiz from the handbook/manual being used in the current club year. However, no quizzer may quiz in the same book for two years.

New for 2010 TEAM SPEED QUIZZING IN T&T

1. The number of questions asked will be 2 times the number of teams with a minimum of 8 and a maximum of 15 questions per book.
2. Competitors having two wrong answers in the speed quiz are ineligible to answer additional questions. However, the quizzer may stay with his/her team and help with determining answers.
3. If the first quizzer responds correctly, his team receives 20 points. If her/his response is incorrect 10 points are subtracted from the team score and the next quizzer buzzing in will be given the opportunity to answer the question. If the second quizzers responds correctly his team receives 10 points. If the answer is incorrect 5 points are deducted from the team scores..
4. Any clubber answering three questions correctly "quizzes out" and is awarded an extra 30 points. That quizzer may not answer any more speed questions. However, the quizzer may stay with his/her team and help with determining answers.

SCORING

Scores from the first half and second half are added together to determine the winner.

For teams that have three quizzers in the Multiple Choice Round, only the two highest scores will be added to the team scores. All who get perfect scores in Multiple Choice will receive the Highest Honor Ribbon.

Teams that have only one quizzer in Multiple Choice will be given a "phantom" quizzer and half the points earned by the quizzer will be awarded to the "phantom" quizzer.

Quiz style	Correct answer	Incorrect	Bonus
Multiple-choice	10	0	0
Speed 1st to answer	20	-10	30
Speed 2nd to answer	10	-5	0

Tie Breaker

In the event of a tie, teams are given a one-minute team speed round to break the tie. A set of short-answer questions will be prepared for breaking the ties.

SCHEDULE

1. Teams are to be checked in by their coach 1/2 hour before the start of the quiz.
2. Coaches will submit the names of their quizzers on the quiz score sheet when they check in for the quiz meet.
3. For specific schedule, see the Information and Registration sheets at www.northlandawana.org/events/quizzes.htm

T&T SPECIFIC RULES

Material Covered:

Book 1 = Discoveries 2-3

Books 2-4 = Discoveries and Challenges 2-4

INDIVIDUAL MULTIPLE-CHOICE QUIZZING

1. Quizzers from each team by book will be asked 10 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 Quiz Master feels the difficulty of the question warrants it.
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 possible answers have been given, the Quiz Master will say, "Select your answers." When the five seconds are up, he 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.

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.

In the T&T program, all participants (including leaders and coaches) must wear an official Awana uniform.

For Trek and Journey, Awana encourages collared shirts and dress slacks for guys and dresses, skirts or dress slacks for girls.

Substitutes

Substitutes must be in the same book as the one for whom they are substituted. Substitutions may be made at designated times only.

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. The material covered is
T&T—Book 1, Discoveries 2-3,
Books 2-4, Discoveries and Challenges 2-4
Trek—Book 1 Units 1:1-1:12 of the current Bible Study
Journey—Current Faith's Foundations and Main Study
See www.northlandawana.org/events/quizzes.htm for more detail.
3. Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc.
4. The Quiz Master prefaces each question with the word "**question**." No talking is allowed from the word "**question**" until the answer is given.
5. Should the Quiz Master 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. Verses may be quoted from the King James Version (KJV), New King James Version (NKJV) or the New International Version (NIV). If requested, the quotation must include the complete reference.

Speed Quiz Questions and Answers

1. When a speed question has been answered, the Quiz Master 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 determine whether anything important to the meaning has been left out or altered.
3. If an incorrect answer is given, the Quiz Master will give the correct answer before moving on to the next question.
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. 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.

6. Help from the audience counts as a wrong answer, even if the answer is correct.
7. Speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.
8. Help from the audience may result in the question being thrown out, even if the answer is correct.
9. If no quizzer responds in 10 seconds, time is called and the next question given.
10. From the time their number is called, the team 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.
11. If a quizzer responds before the question is completed, the Quiz Master will stop. The clubber must then give a correct, specific answer.

12. If no quizzer responds in 10 seconds, time is called and the next question given.
13. The first team to signal in is acknowledged. The quiz master stops at this point and the team is recognized. The team has 10 seconds to confer and begin its answer. Once the answer is begun, no help can be given. Quizzers will not be asked to finish the question.
14. If the first team to buzz in answers incorrectly a second team will have a chance to answer the question. If the second team buzzed in before the question was completed, the Quiz Master may 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 one 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.

Use of Handbooks, Bibles, etc.

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

Time-outs

1. No time-outs by the coaches or quizzers are allowed.
2. The Quiz Master 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 or during team substitutions

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.***