

# **2024–Awana Bible Quiz at Calvary Bible Church**

## **BIBLE QUIZZING RULES**

### **QUIZZING OBJECTIVES**

1. To proclaim God's wonderful grace and salvation through the Bible Quiz questions. Parents and friends may then see their need of becoming Christians and to be challenged to accept Christ as Savior.
2. To promote and encourage young people in Bible memorization and review of their handbooks.
3. To give the young people a greater love for and a working knowledge of the Bible.
4. To provide a competitive atmosphere in which participants can display their Bible Knowledge and gain a sense of accomplishment.

### **TEAMS**

**Group** – There is only 1 book for quizzing this year:

Mission: Discovery of Grace

They will be divided into 3<sup>rd</sup>/4<sup>th</sup> grade and 5<sup>th</sup>/6<sup>th</sup> grade.

### **ORGANIZATION OF TEAMS**

Each team can be made up of one, two or three clubbers, one acting as an alternate when there are three. Teams that have members from both grade divisions (ie. A 4<sup>th</sup> and a 5<sup>th</sup>) will compete in the 5/6 grouping.

Only one coach per team is allowed, although a church may have one coach for all the teams as long as discipline is maintained. Coaches may talk to their team(s) while they are rotating during the Quiz Meet.

### **REGISTRATION**

Early registration could guarantee participation in situations when many churches register. Churches may register teams for any or all divisions. Teams are accepted on a "first-paid" basis.

In the event space is limited, churches will be allowed to enter **TWO** teams for each **grouping**. (There is a limit of **20 participants** in the **speed round**. Therefore, if there are 10 churches participating, each church may only have one team for each division.) In order to allow as many participants as possible, churches **may request** to enter **an additional team** in a particular grouping. **One week** prior to the Quiz date, team slots for the quiz meet will begin being filled in. After **all 'first teams'** are assigned, if there are open slots, these will be assigned to the **'second teams'** in order the registrations were received. Teams that are registered after this date will only be accepted if there are open slots. Teams will be notified if they could not be put into a slot. The registration fee is set by the event specialist to help defray Quiz expenses and equipment needs.

## QUIZ FORMAT

Bible Quizzing incorporates three basic formats: Multiple-choice Quizzing, Written Quizzing and Speed Quizzing. The totaled scores from all three formats will determine the winning team.

### Multiple-choice Quizzing

Each clubber will have a chance to answer twenty (20) multiple-choice questions. All multiple-choice questions will have three choices of answers. Only one will be the correct answer. Each question and its corresponding choice of answers will be read once. If a clubber needs to have the question repeated they should raise their hand. When the possible answers have all been given, the Quizmaster will say, "**Clubbers, select your answer**". After this, there will be no repeating of the question. Clubbers will have 5 seconds to determine their choice of answer. During the 5-second answer time, clubbers will place their hands on the handle of the corresponding letter card of the answer they believe to be correct. Then at the call "**paddles up**", all quizzers will raise their answers simultaneously.

Clubbers 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.

Clubbers **MUST** look down at their paddles during the reading of the questions, and while deciding upon their answer. If, in the opinion of the officials, a clubber looks somewhere else to receive help, their points for that question will not be allowed.

At the "**paddle down**" command, clubbers will lower their paddles. Each clubber will be awarded 10 points for each correct answer. A 20-point bonus will be given each clubber answering all twenty (20) questions correctly.

If a substitution was made, and all 20 questions were answered correctly by one team,

the 20-point bonus will be awarded to that team.

### **Written Quizzing**

Each clubber will have a chance to answer ten (10) written questions. The questions can be fill-in-the-blank, complete-this, multiple choice, true/false, short answer and even verse recall.

After the officials pass out pencils and quizzes, the clubbers will have 20 minutes to complete the quiz. After this time, the officials will collect their papers, dismiss the clubbers and correct the quiz. Coaches are permitted to go along and sit quietly while the clubbers quiz.

The **officials** are the only leaders that are allowed to answer any questions that come up during the written quiz. If any clubber appears to be cheating, the official will immediately take the quiz from them and discuss the situation with the other officials, and will then deal with the issue, which could possibly mean disqualification from that portion of the quiz.

Each question will be worth 10 points toward their final score. A 20-point bonus will be given each clubber answering all ten (10) questions correctly.

### **Speed Quizzing**

The clubbers in each division will be asked twenty (20) questions taken from the required material (see Quiz Questions and Answers). The clubber who is recognized as responding the quickest, will be called upon to answer the question. They will have 10 seconds to begin answering the question and 30 seconds to complete the answer from the time they are recognized.

If a clubber responds before the question is complete, the Quizmaster will stop reading the question. The clubber must then give a correct and specific answer. If an incorrect answer is given, the Quizmaster will then repeat the entire question for the clubber who responds or has responded next.

After a clubber has given an answer, the Quizmaster will ask, **“Is that your answer?”** The clubber may respond, **“yes”**, at which point the Quizmaster will indicate if the answer was correct or incorrect. If the clubber responds, **“no”**, the clubber may give a different answer, but they still must begin their answer within 10 seconds, and they **do not** get a “new” 30 seconds. If a clubber quickly “corrects” him/herself in the process of giving his/her answer, the final answer is the one that will be judged correct or incorrect. The Quizmaster, may request the clubber to repeat their answer, if words were not clear, or the answer was given too quickly, or changed several times in the process of answering the question. If no clubber responds in 10 seconds, ‘time’ will be called and the next question given. No points will be awarded for that question, but it will still count as one of the twenty (20) questions.

Each correct answer will be awarded 10 points. Incorrect answers will result in the **loss** of 10 points. Any clubber answering **five** questions correctly “**quizzes out**”, and will receive a 50-point bonus. Any clubber having **three** incorrect answers may not answer any more questions and will be asked to step down from the quizzing stage.

Substitution of the alternate or other team member is allowed in both situations.

## **COACHES**

Coaches should not have any communication with scorekeepers, judges or other quiz officials during the quiz meet. Coaches are only allowed to speak to quiz master during an appeal or challenge.

## **APPAREL**

We emphasize the importance of modesty, neatness and cleanliness in the apparel worn by the leaders and clubbers. Clubbers and coaches should wear their church uniform or dressy clothes.

## **USE OF HANDBOOKS, BIBLES, ETC.**

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

## **ALTERNATES**

During Multiple-choice Quizzing and Speed Quizzing, an alternate may be substituted for a clubber participating in the quiz. An alternate may also be used in the Written Quizzing, but must be substituted before the Written Quizzing actually begins. Alternates may be used as substitutes anytime during the Speed Quizzing, especially when a team member has quizzed out.

Coaches desiring to use an alternate may do so by calling out “**substitute**”. Once an alternate replaces a participating team member, that team member cannot return to compete in that particular format of the Quiz Meet. Alternates attending the Quiz Meet will receive the awards earned by their team, whether or not they compete. However, they must proceed to the next book in quizzing the following year, whether they participated or not.

## QUIZ QUESTIONS AND ANSWERS

For Mission: Discovery of Grace, questions will be taken from the Start Zone, Units 1 and 2 *Explore, memorize and review portions only*.. All questions will be taken from the material in the latest edition of the Awana handbooks.

Questions may be asked on any part of the sections assigned, including verses, readings, definitions, etc. This includes all Bible material. For the DOG book questions will NOT be asked on the “Start Here”, “Mission:Pray and Go”, silver or gold portions.

All verses must be quoted, **word perfect** (KJV, NKJV, ESV or NIV), and must include the complete reference if requested. All other questions must contain the thought of the corresponding handbook material, but need not be word perfect. The officials will determine if anything important has been left out or altered which changes the meaning.

During Multiple-choice and Speed Quizzing, the Quizmaster will preface each question with the word, “**question**”. There should be no talking from the word, “question”, until the answer has been given. Should the Quizmaster read a question improperly, the question will be discarded, and a new one selected.

## APPEALS/CHALLENGES

Only the official coach may challenge a question or an answer by calling out “**challenge**”. The immediately preceding question is the only one that may be challenged by the coach. All challenges are directed to the Quizmaster. Challengers, when recognized, will speak to the Quizmaster privately, and then return to his/her seat while the decision is being made. The Quizmaster may consult with the officials before making a decision. Nevertheless, in all cases, the decisions of the Quizmaster are final.

## SCORING

**Quiz style Correct answer Incorrect answer Bonus** Multiple-choice Quizzing 10 points each -0 20 points Written Quizzing 10 points each -0 20 points Speed Quizzing 1st 10 points each -10 points each 50 points

2<sup>nd</sup> 5 points each -5 points each Scores from all three formats will be added together to determine the winner. In the event of a tie, clubbers will be given Speed Quiz questions until the tie is broken.

## CHAIN OF COMMAND

Event Coordinator  
Quiz Master  
Quizzing Officials  
Team Coach

## QUIZZING STAFF

Each church must provide two people who will acquaint themselves with the Quiz rules. Each staff member must arrive **30 minutes** early. They will check to make sure the Quizmaster reads the questions correctly and clearly, and assist him in his decision concerning any contest questions or answers. They will record the points of those teams assigned to them throughout the Quiz and report their scores to the head Scorekeeper. They will also act as judges during the Multiple-choice, Written and Speed Quizzing.

## AWARDS

### Team Awards (for each group)

First place: Neck medallions for each team member  
Second place: Rosette ribbons for each team member  
Third place: Third place ribbons for each team member  
Fourth place: Fourth place ribbons for each team member

### Individual Awards

Quiz Champion, (greatest number of points in their **division**): Quiz Champion

Ribbon

### Participation Awards

Participation Patch

## **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 and alternates 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 handbook material that they have memorized.
7. Instruct team members to know all verses and references (word perfect), books of the Bible, Bible readings, questions, definitions, and other important concepts contained in the book.
8. Quiz team members and other clubbers as a pre-club activity, as part of Handbook Time, Large Group 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 various types of quizzing. Make sure you adhere to the rules of quizzing as given.

## **MINISTRY DIRECTORS and QUIZ COACHES:**

Please contact us if you have any questions:  
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