

JOURNEY™

Awana Bible Quiz Official Rulebook



Journey Weekend Bible Quiz Rules

Objectives:

To promote and encourage young people in Bible memorization and review of their Awana materials. To provide a competitive atmosphere in which participants can display their Bible knowledge and gain a sense of accomplishment.

To give young people a greater love for and working knowledge of the Bible.

To provide an opportunity for adults to deepen relationships with teens and to be an example of godliness to them.

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.

QUIZ FORMAT

All teams will quiz in a single flight. A flight is made up of two rounds consisting of 12-20 questions each round. The scores from both rounds will be added together to determine the top teams. A break will be given after the first round for the coaches to talk with their teams. **All rounds will include both speed and multiple-choice questions.** (Optional Format) – If there are more than 20 Bible Quiz teams registered, the Event Coordinators have the option of adding another area of quizzing and the top teams where approximately half of the teams in each flight would advance to a "Finals" round with 12-20 questions to determine the top team earning awards.

Teams

Participants: A team consists of two to four members. No more than four teens will be quizzing at the same time.

Coaches: During the quiz meet, each team is allowed only one official coach. **Coaches should sit in the row nearest the judges table.**

Preparing for Quizzing

Pray for your quizzers. Pray that the truths they are studying will have an impact on their lives! Select coaches to work with all prospective quizzers. Thoroughly review the materials and develop practice questions.

Select team members as soon as possible. Explain the quiz rules to team members so they know what

to expect. Work with team members to be sure they really understand the material they have memorized.

Consider challenging another church to a quiz for extra practice. Drill team members in both speed and multiple-choice styles of quizzing. Make sure everyone adheres to the rules in this book. Select one person to act as the team coach during the quiz meet.

Material Covered

1. All the memory verses and references (word perfect) from the "Gospel Wheel", the Faith Foundation, Lessons as designated on the CURRENT YM WEEKEND INFORMATION FLYER of the most current Awana Journey Bible Study, and the main verse(s) from the current mandatory Summaries. We will not ask Quizzers to quote other verses that are in the body of the lessons.
2. All the content from Lessons as designated in the YM WEEKEND INFO FLYER of the current Bible Study, meaning the Core Verse(s) and the introduction included with the passage, the Core Concepts section, including the Definition, and the Core Content (commentary in the book).
3. The "Gospel Wheel" and "Clear and Confusing Invitations" material as listed on the web at <http://www.westcoasthonorcamp.org/download/ncann/Journey%20Weekend/gospel-wheel-invitations-bible-quiz.pdf>
4. The current Bible Summaries which can be found on the web at https://westcoasthonorcamp.org/index.php?option=com_content&view=article&id=13&Itemid=177&jsmallfib=1&dir=JSROOT/ncann/Journey+Weekend/Journey+Bible+Summaries+%28complete+w+verses%29

Apparel

Awana emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and youth of all ages. Generally, teams wear coordinated shirts or the Journey Weekend t-shirts though not required. No outfits

worn mainly to draw attention. Remember that the quizzers lean forward in their huddle and that they may be placed on a stage or platform. Please make sure they dress and sit appropriately. Let's allow our focus to remain on God and His Word.

Schedule

Teams are to be checked in by their coach during team check in on Friday evening. **Coaches are to have available the Parental Consent and Release of Liability forms for each student. Please have one copy to turn in at team check-in but have another copy in your possession throughout quizzing.**

During Quiz

Cheering and applauding are encouraged after each answer is given. Informality helps relax quiz participants and motivates them as they compete. Once the quiz round has started it is not appropriate for audience members to talk to team members.

Coaches may only talk to students if/when allowed by the Quiz Master.

Quiz Questions and Answers

All questions will be taken from the material in the latest edition of the Awana publications, manuals and materials. Participants are not expected to interpret the materials.

The Quiz Master prefaces each question with the word "Question." No talking is allowed from the word "Question" until the answer is given. Should the Quiz Master read a question improperly, the question may be discarded and a new one selected.

All Bible verses must be quoted word-perfect per the latest edition of the official Awana materials, including any materials posted on the NCANN web site. If requested, the quotation must include the complete reference.

Use of Handbooks, Bible and All Other Material

Once the Bible quizzing has begun, no further studying of material is allowed; including but not limited to Bibles, handbooks, cell phones, laptop computers or other electronic devices.

Time Out

No time-outs are allowed for teams or coaches. The Quiz Master is the only official who can declare a time-out.

Appeals

Only the official coach may appeal a question or an answer. The coach does this by calling out "Question." **Immediately preceding question is the only one that 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 the coach voices the question, the coach must return to his or her seat while a decision is being made.

The Head Judge may consult with quiz judges before deciding. In all cases, the decisions of the Head Judge are final.

Speed Questions

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

Speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.

Help from the audience or another team member counts as a wrong answer, even if the answer is correct.

Questions asked (other than Scripture quotations) may be answered in the participant's own words, but must be close to what the materials state. The judges determine whether anything important to the meaning has been left out or altered to affect the response being determined as either correct or incorrect.

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 and then 40 seconds to complete the answer. However, the quizzer should indicate within 10 seconds if he/she cannot answer, thereby avoiding unnecessary delays and embarrassment. We do not allow stalling by saying, "My answer is," then stopping. This answer or one like it will not count as starting an answer within the 10 seconds. Any initial answer must be

directly related to the question. Once the answer is begun, no help can be given from other team members. Quizzers will not be asked to finish the question. When a speed question has been answered, a quiz official 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." If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be judged after the Quiz Master asks, "Is that your answer?" No one team member may attempt to answer more than two consecutive questions.

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 will 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 other team has buzzed in, the electronic quiz 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.

If no one buzzes within 10 seconds after the Quiz Master finishes reading the question, we move to the next question.

If no correct answer is given, the Head Judge will give a brief explanation of the information for which we were looking.

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

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.

Multiple Choice Questions

Questions and possible answers will be read once.

There will be three answers from which to choose. Teams have approximately five seconds to determine their choice of answers. Team members may discuss possible correct answers. Questions may be read twice if the Quiz Master feels the difficulty of the question so warrants.

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

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." During the five-second "select your answer" time, teams select the answer they believe to be correct. Then, at the "paddles up" a team member raises the selected paddle for his or her team.

After the "paddles up" call has been made, no paddle may be exchanged for another paddle. Paddles are to remain up until the "paddles down" command is given.

If a team's paddle is raised late, the team may be disqualified from that question.

At the "paddles down" command, teams must lower their paddles.

Teams are awarded 20 points for each correct answer.

SCORING

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.**

Multiple Choice: 20 points correct; 0 incorrect.

Tie Breakers

All ties will be broken by a round of Speed questions only for 1st through 4th place. The regular Speed scoring rules will apply. The first team to 60 points wins the tiebreaker. The regular Speed round timing rules will apply.

AWARDS

Individual awards are given to all team members – and the championship team receives a plaque.