



Bible Quiz

***Nevada/Eastern Sierra
Official Rulebook***



***Sponsored by WCHC/NCANN Events
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Quizzing Objectives

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

Quiz Format Overview

- Individual written – the TWO highest scores will count to team total score.
- Team multiple-choice
- Team speed

Multiple-choice Quizzing

The multiple-choice segment allows participants to compete in a low-key atmosphere. Participants are given an opportunity to answer a series of multiple-choice questions. The teams are allowed time to discuss before one teen raises a paddle ("A", "B" or "C") as their answer.

Speed Quizzing

A series of questions will be read for all teams. After buzzing in, teams are allowed time to discuss their answer and select one person to stand and give the answer into the microphone.

Written Quizzing

The written quiz segment is time where participants write an answer a series of questions. It is held in a room separate from the rest of the quiz meet.

Note: One or more of the following styles may be used in the written quiz 10 questions: completion, matching, multiple-choice, finish the verse, and true or false.

Organization

- The organization of Trek Bible Quiz depends on the number of churches and teams participating. [There may be one or more flights of competition].
- A team consists of two to four members.

Registration

- 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 registration fee is set to help defray quiz expenses.

General Information

Team

- Each student will quiz from the current Awana Trek Bible Study.
- Cheering and applauding are encouraged after each answer is given.
- Informality helps relax quiz participants and motivates them as they compete.

Apparel

- We emphasize the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and students of all ages.
- All participants (including leaders and coaches) are encouraged to wear their club/team t-shirt or the Trek Weekend shirt with pants (jeans are acceptable) or if ladies prefer a skirt, consider a longer skirt – many times the Trekkers will be seated on raised platform.

Quiz Questions and Answers

1. All questions will be taken from the material in the latest edition of the Trek Bible Study, manuals and materials. Participants are not expected to interpret the materials.
2. Questions may be asked on any part of the announced book sections assigned, including verses, Bible readings, definitions, etc.
3. The quizmaster prefaces each question with the word “question.” No talking is allowed from the word “question” until the answer is given.
4. Should the quizmaster read a question improperly, the question may be discarded and a new one selected.
5. All Bible verses must be quoted word-perfect according to the latest edition of the Trek Bible Study. If requested, the quotation must include the complete reference.
6. **No recording of questions is allowed. No writing them down and no video recording of them.**

Speed Quiz Questions and Answers

1. When a speed question has been answered, the quizmaster 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 Bible study 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 team that signals in second. The Quizmaster will reread the question in its entirety, and then the team has 5 seconds to begin their 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.
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. 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.

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 decision of the head judge is final.

Ties

- Ties for first place will be broken by a round of speed questions.
- All speed questions in the tiebreaker will be worth 20 points each or 10 points if the question is answered by the second team that signals in.
- Incorrect answers will be minus points (-20)
- The first team to 40 points wins the tiebreaker.
- The regular Speed round timing rules will apply.

Schedule

1. Teams are to be checked in by their coach at the time stated by the event coordinator.
2. Coaches will submit the names of their quizzers on the quiz roster sheet/score sheet when they check in for the quiz meet.

Suggested Bible Quiz schedule:

- Welcome
- Recognition of teams
- Explanation of procedures
- First-half quizzing
- Message/Sharing
- Second-half quizzing
- Award ceremony
- Prayer/release

Team Multiple-Choice Quizzing

1. Quizzers will be asked a series of 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 quizmaster deems necessary.
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 answers have been given, the quizmaster will say, “**Discuss**”. When the five seconds are up, the quizmaster will call, “Paddles up.”
5. During the five second 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 team answer may be disqualified from that question.
8. All participants must keep their paddles up for scoring purposes until the “Paddles down” command is given; participants must then lower their paddles.
9. Teams are awarded 20 points for each correct answer.
10. The format will be a specific number of questions or a timed portion.

Team Speed Quizzing

The first team to signal in is acknowledged. The quizmaster 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 team member can talk or discuss the answer - no help can be given by their team. If discussion/talk occurs the question will be considered incorrect.

1. A team member cannot answer more than two correct consecutive questions for their team.
2. If the first team answers correctly, the value of the question is added to its score.

3. If the first team answers incorrectly, the value of the question is deducted from its score.
4. If the first team answers incorrectly the Quizmaster will then recognize the team that signaled in second. The Quizmaster will reread the question. The team has five (5) seconds to begin its answer and 30 seconds to complete their answer. Grace may be extended for longer answers.
5. If correct, the reduced value is added to the team score.
6. If incorrect, the reduced value is deducted from the team score.

Individual Written Questions

The written quiz is the segment of quizzing where all team members receive a 10 question quiz.

1. All team members will take an individual written quiz.
2. Participants will be notified of time limit in which they must answer a series of questions. Pencils will be provided.
3. Once the participant has the quiz, there should be no talking, and handbooks should be in the coach's possession or left out of the room. Any questions should be addressed to the written quizmaster or room monitors.
4. Participants must not look at another person's paper during the quiz, or they may be disqualified.
5. Participants will remain seated until the entire group is dismissed.
6. Spelling does NOT count in determining answers. However, the intention of the answer should be discernable despite possibly misspelt answers on the quiz.

Chain of Command

1. Event Coordinator
2. Quizmaster
3. Head Judge
4. Judges/Room Monitor/Timers
5. Scorekeepers
6. Team Coaches
7. Quizzers

Quizzing Staff

Each church must provide at least one or two workers who is acquainted with the quiz rules. Staffing, in complete uniform is preferred but not mandatory. Each staff member must arrive at the time designated.

Event Coordinator

1. Makes sure facility and equipment are ready for the quiz.

2. Lines up and confirms staff members.
3. Lines up teams in the given area.
4. Keeps record of the teams registered and checks in each team at the quiz meet.

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

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 speed quizzing, and/or in the team speed quizzing.
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.

Timer

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. Report their scores to the head scorekeeper.

Awards

Bible Quiz awards will be given to all quizzers and their one (1) Coach

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 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.
 10. Attend coaches training if opportunity is given.

Suggested Summary of Points

Scores from all segments are added together to determine the winner.

<i>Quiz Style</i>	<i>Correct Answer</i>	<i>Incorrect</i>
Team Multiple Choice	20	0
Team Speed	20/30/40	-20/-30/-40
Second Place Speed	10/15/20	-5/-15/-20
Individual Written*	10	0

*Only the top TWO Individual Written scores count toward the team total score. For an individual that has a PERFECT Written Quiz – that participant’s name will be announced and will receive a special ribbon during the award ceremony.