Awana Carolinas
T&T Bible Quiz Rules 2020

Information
- T&T Bible Quiz teams consist of 1-4 participants and 1 coach
- Teams can either be all boy, all girl or made up of both (coed)
- Format will be 12 multiple choice questions & 12 speed questions
- There will be a minimum of 3 teams registered for a book
- There will be an Exhibition quiz if only 1 or 2 teams register for a book
- Each book is considered a stand-alone Bible Quiz (i.e. Grace In Action is its own official Bible Quiz, Evidence of Grace is its own, etc.)
- Bible Quizzing will be offered in all four T&T Books
- All four versions (ESV, KJV, NKJV, NIV) compete together – questions are version independent
- Material covered:
  - Mission: Grace In Action = Start Zone Entrance Booklet and 1:1-2:8
  - Mission: Agents of Grace = Start Zone Entrance Booklet and 1:1-2:8
  - Mission: Discovery of Grace = Start Zone Entrance Booklet and 1:1-2:8

Objectives
- To proclaim the gospel through bible quiz questions. Parents and friends may then see their need trusting Christ as Savior.
- To provide an atmosphere in which clubbers 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 promote and encourage young people in Bible memorization and review of their Awana entrance booklet and/or handbooks.
- To provide leader- clubber mentoring opportunities.

Format Overview
- Bible Quiz incorporates two basic formats:
  - Multiple-Choice
  - Speed
- Scores from each round are used to determine the winner.

Multiple-Choice Round
- The multiple-choice segment allows participants to perform in a low-key atmosphere.
- Participants from each book are given an opportunity to answer a series of multiple-choice questions.
- Note: When more than two participants are on a team, only the two highest participant's scores from this segment are counted.
- All participants are still eligible for all team & individual awards even if their scores from this segment are the ones dropped.

Speed Round
- In the speed round segment, participants from each book compete against other teams in the same book.
- There is a series of questions per book.
- All teams will be read the speed question.
- The first team to respond is allowed to answer the question.
Organization
- The organization of the event depends on the number of churches and teams participating.
- A team consists of 1-4 participants and 1 coach.
- A team refers to the participants in each book ... not to a total group of participants representing a church.

Registration
- Teams must register with the Registration/Event Coordinator. A minimum of three churches is recommended.
- 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 all books.
- The registration fee is set by the Registration/Event Coordinator to help defray expenses.

Team
- Each participant must participate in the handbook they are presently in. However, no participant may participate in the same book for two years.
- Cheering and applauding are encouraged after each answer is given.
- Informality helps relax participants and motivates them as they compete.

Apparel
- The Bible Quizzing Event emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and participants of all ages. No shorts are allowed by participants or coaches.
- All participants and coaches should wear an Awana uniform.

Questions and Answers
- All questions will be taken from the material in the latest edition of the Awana entrance booklets & handbooks. Participants are not expected to interpret the materials.
- Questions may be asked on any part of the assigned entrance booklets or handbooks, including verses, Bible readings, definitions, doctrine, etc.
- The emcee prefases each question with the word “question.” No talking is allowed from the word “question” until the answer is given.
- Should the emcee read a question improperly, the question may be discarded and a new one selected.
- All Bible verses must be quoted word-perfect according to the latest edition of the Awana entrance booklet or handbook. If requested, the quotation must include the complete reference.

Use of Handbooks, Bibles, etc.
- Once the quizzing has begun, no further studying of entrance booklets, handbooks, Bibles or other materials is allowed.
- No recording of the questions is allowed. This includes manual and electronic recording devices. (The emcee may allow the first three questions from each Book to be recorded for training and presentation purposes.)

Time-outs
- The emcee is the only official who can declare a time-out.

Coaches
- Each team is allowed only one official coach during the event.
- The team coach may briefly talk to their team while the teams rotate for their rounds.
Appeals

- 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.
- 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 the judges before making a decision.
- In all cases, the decisions of the head judge are final.

Suggested Schedule:

(See “Schedule” doc for details)

- Teams are to be checked in by their coach at the time stated by the Registration/Event Coordinator
- Welcome/Prayer/Flag Ceremony
- Recognition of teams
- Songs – Interactive and Fun
- Games for fun
- Explanation of procedures
- Multiple Choice Round
- Speed Round
- Award ceremony
- Prayer

Individual Multiple-Choice Round

- Participants from each team by book will be asked a series of multiple-choice questions.
- Questions and possible answers will be read once. There will be three answers to choose from.
- Participants have five seconds to determine their choice of answers. Questions may be read twice if the emcee feels the difficulty of the question warrants it.
- During the reading of the questions, participants must look down at their paddles while deciding their answers. Looking any other place is an automatic disqualification from that question.
- When all possible answers have been given, the emcee will say, “Think about your answers.” When the five seconds are up, he will call, “Paddles up.”
- During the five-second-answer time, participants think about the answer they believe to be correct.
- Then, at the call “Paddles up,” all will raise their answers simultaneously.
- After the “Paddles up” call has been made, no paddle may be exchanged for another paddle.
- If a participant’s paddle is raised late, the participant is disqualified from that question.
- At the “Paddles down” command, participants must lower their paddles.
Team Speed Round

- All participants from each team may participate.
- The first team to signal in is acknowledged.
- The emcee 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.
- The team has 30 seconds to complete their answer. Grace may be extended for longer answers.
- When a speed question has been answered, the emcee will ask, “Is that your answer?”
- Only when the participant 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 no team responds in 10 seconds, time is called; the emcee will read the question & answer aloud and then proceed to the next question.
- A team member cannot answer more than two consecutive questions for their team (correctly or incorrectly). They must wait one question before answering another question.
- A participant on a single-participant team may not answer more than two questions in a row (correctly or incorrectly). They must wait one question before answering another question.
- If the first team answers correctly, the twenty points are added to its score.
- If the first team answers incorrectly, the emcee will then recognize the team that signaled in second.
- The emcee will reread the question in its entirety, if asked to do so by the team participant.
- The team has five seconds to begin its answer and 30 seconds to complete their answer.
- If correct, twenty points are added to the team score.
- Any team answering five questions correctly “quizzes out” and is awarded an extra 30 points.
- Questions asked (other than Scripture quotations) may be answered in the participant’s own words, but must be close to what the entrance booklet or handbook states. The judges determine whether anything important to the meaning has been left out or altered.
- Speed questions will not be repeated unless the officials rule it necessary because of disturbance or delay.
- Help from the audience counts as a wrong answer, even if the participant answers correctly.

Scoring

<table>
<thead>
<tr>
<th>Round</th>
<th>Correct answer</th>
<th>Incorrect</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multiple Choice</td>
<td>10</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Team Speed</td>
<td>20</td>
<td>0</td>
<td>30*</td>
</tr>
</tbody>
</table>

* 30 bonus points will be given to a team answering five questions correctly in the speed round.

Scores from all segments are added together to determine the winner. In the event of a tie, teams are given 3 speed questions to break the tie.

Chain of Command

- Registration/Event Coordinator
- Emcee
- Head Judge
- Judges
- Timers
- Scorekeepers
- Room Monitor
- Team Coaches

Staff

- Staffing is at the discretion of the Registration/Event Coordinator. Each staff member must arrive at the time designated by the Registration/Event Coordinator.
Registration/Event Coordinator
- Keeps record of the teams registered and checks in each team at the event.
- Lines up and confirms staff members.
- Makes sure facility and equipment are ready for the event.

Emcee
- Conducts the Multiple Choice and Speed Rounds.
- Maintains full authority over the event.
- Reads the Bible Quiz questions.
- Assists the head judge in any decision concerning any contested questions or answers.

Head Judge and Judges
- Checks to make sure the emcee reads the questions correctly and clearly.
- Helps determine whether a participant’s answer is correct or incorrect in the speed round.
- Assists the head judge in any decision concerning any contested questions or answers.
- 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 and Scorekeepers
- Records the points of those teams assigned to them throughout the Bible Quiz.
- Reports their scores to the head scorekeeper.

Awards
- Team Awards:
  - Bible Quiz Place Award Ribbon awards will be given to participants and their (1) Coach.
  - Participant Ribbon awards will be given to participants and their (1) Coach for an Exhibition team.
- Individual awards:
  - Perfect Multiple-Choice or Quiz Out = Honor Ribbon
  - Perfect Multiple-Choice & Quiz Out = Champion Ribbon

Preparing teams for Bible Quizzing
- Pray for your participants. Pray that the truths they are studying will have an impact on their lives!
- Select coaches to work with all prospective participants.
- Thoroughly review the materials and design practice questions.
- Select participants as soon as possible.
- Explain the rules to participants so they know what to expect.
- Work with participants to be sure they really understand the material they have memorized.
- Instruct participants to know all verses and references (word-perfect), books of the Bible, Bible reading questions and definitions.
- Consider challenging another church in practice rounds.
- Drill participants in the various types of questions.
- Make sure you adhere to the rules given in this rule book.