

Chain of Command

- Quiz Coordinator
- Quizmaster
- Head Judge
- Judges

Quizzing Staff

Quiz Coordinator

1. Lines up and confirms staff members.
2. Makes sure facility and equipment are ready for the quiz.

Church Registrar

1. Keeps record of the quizzers registered and assigns seats
2. Records scores at Quiz and determines places

Quizmaster

1. Conducts the quiz program.
2. Maintains full authority over the quiz.
3. Reads the quiz questions.
4. Assists 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.
3. Assist 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\Scorekeepers

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

Awards - Bible Quiz awards will be given to all quizzers only.

NO VIDEO TAPING IS PERMITTED

BIBLE QUIZ RULES - 2018

T&T Summit

Shadow Mountain Community Church

Quiz Material – Evidence of Grace Handbook

1. Units 1 & 2

Quizzing Objectives

1. To promote and encourage young people in Bible memorization and review of their Awana handbooks.
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 Bible 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.

Quiz Format Overview

Awana Bible 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. 4 participants work as a team to answer a series of multiple-choice questions.

Sudden Death Multiple-choice Quizzing

After the Multiple-choice round, we need to eliminate down to 20 teams. A sudden death multiple-choice round will be used to break any ties until 20 teams are left. Teams that answer a question incorrectly will be eliminated.

Speed Quizzing

4 participants also participate in the speed quizzing round. These can be the same 4 quizzers as in the multiple-choice round, or 2 participants may be swapped out for the speed round. A quiz question is asked. A clubber from the first team to respond is allowed to answer the question. If the first clubber answers incorrectly, a clubber from the second team to buzz in is allowed to answer the question.

General Information

Apparel -- All participants must wear an Awana church uniform.

Quiz Questions and Answers

1. All questions will be taken from the material in the latest edition of the Awana handbook. Participants are not expected to interpret the materials.
2. Questions may be asked on any part of the Units assigned, including verses, Bible readings, definitions, etc. Opinion questions will not be on the Quiz.
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 Awana handbook. If requested, the quotation must include the complete reference.

Quiz Questions and Answers (The following apply to speed quizzing)

1. When a speed question has been answered, the quizmaster will ask, "Is that your answer?" Only when the quizzers 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 Quizmaster may re-read the question in its entirety.
4. If a quiz participant quickly corrects himself or herself in the process of giving their answer, the corrected 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 material is allowed.

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.***

Team Multiple-Choice Quizzing

1. Up to 4 participants compete in the multiple choice round.
2. Teams will be asked a series of multiple-choice questions.
3. Questions and possible answers will be read once. There will be three answers given. Teams have five seconds to determine their choice of answers. Questions may be read twice if the quizmaster feels the difficulty of the question warrants it.
4. During the reading of the questions, quizzers must look down at their paddles or up at the overhead screen while deciding their answers. Looking any other place is an automatic disqualification from that question.
5. When all possible answers have been given, the quizmaster will say, "Select your answers." During the five-second-answer time, teams 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 paddle is raised late, the team is disqualified from that question.
8. At the "Paddles down" command, teams must lower their paddles.
9. Teams are awarded 10 points for each correct answer.

Team Speed Quizzing

1. Up to 4 participants also participate in the speed quizzing round. These can be the same 4 quizzers as in the multiple-choice round, or 2 participants may be swapped out for the speed round.
2. Speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.
3. Help from the audience may result in the question being thrown out, even if the answer is correct.
4. Correct answers are awarded 20 points.
5. Incorrect answers result in the loss of 10 points. If the first team responding is incorrect, the Quizmaster then recognizes the team who signaled in second. The Quizmaster will re-read the question in its entirety. A correct answer is awarded 10 points and an incorrect answer is a loss of 5 points
6. If no team signals in 10 seconds, time is called, and the next question is given.
7. From the time the microphone is given to the quizzers, each participant has 10 seconds to begin and then 30 seconds to complete the answer. However, the quizzers should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.
8. If a team signals in before the question is completed, the quizmaster will stop. A clubber from the team must then give a correct, specific answer.
9. A particular quizzers may only attempt two questions. Once that quizzers has answered two questions, correctly or incorrectly, they will leave the quiz team and sit in the audience.