



***Western Oregon
Official Rulebook
2009 - 2010***



AWANA CLUBS BIBLE QUIZZING

3RD through 6th grade

This rulebook is for use in the Western Oregon Awana Ministry only. The National Events Committee has given local Awana Missionaries some discretion in its implementation. This rulebook contains the final and official rules for the T&T Bible Quiz.

BIBLE QUIZ OBJECTIVES

The underlying goal of Awana is to get as much of God's word, as deep as we can, in as many young people as we can. Bible Quiz is very important toward this end. It is our desire that Bible Quiz is a tool that helps cement the truths of God's Word in the minds of young people. We understand that transformed lives come about by transformed minds (Romans 12:1-2). God's Word truly changes lives!

REGISTRATION

Bible Quizzers must attend Awana at officially registered churches. Quizzers register individually at www.oregonawana.com. There are a fixed number of quizzers in each round. Registrations will be accepted in the order they are received, and are due one week prior to the Bible Quiz. The registration fee is set by the Awana Missionary to help defray Quiz expenses and equipment needs.

CHECK IN

Quizzers are to be checked in at least 30 minutes prior to the start of Bible Quiz. Quizzers must have a completed parental permission slip in order to participate.

Quizzing Content and Divisions

We will be quizzing on the *first three Discoveries* of each handbook. Quizzers in Book One may also be asked questions from the Start Zone. Each quizzer must quiz from a handbook that they worked in during the current club year. However, quizzers may only compete in each handbook once.

QUIZ FORMAT

Awana Bible Quizzing is made up of two formats; multiple choice and speed. Scores from each format used are totaled to determine final placement.

Multiple-choice Quizzing

The Multiple-choice segment of the Bible Quiz allows quizzers to perform in a low-keyed competitive atmosphere. Each group of quizzers is given an opportunity to answer at least ten multiple-choice questions.

Speed Quizzing

The speed segment of the Bible Quiz involves quizzers in competitive speed quizzing. Quizzers compete against other quizzers in the same handbook. Each group of quizzers is asked at least ten questions. More questions will be asked if time allows. All teams will be read the quiz question. The quizzer responding first is allowed to answer the question. If the first quizzer answers incorrectly, the second quizzer that responded will have an opportunity to answer the question.

ORGANIZATION AND SCORING

Quizzers will register and compete as individuals. Team points will be accumulated for each church based upon the placement of their quizzers. Team points from each round of quizzing will be combined to determine the placement of the churches. Points will be awarded as follows:

Example: First Church has quizzers in all four books. In the Book 1 round of quiz, their quizzers finish 3rd, 5th, and 9th. This round will have accumulated 8 points for 3rd place, 6 points for 5th place, and 2 points for 9th place. 16 points will be added to First Church's score for round one. In the Book 2 round of quiz, their quizzers finish 2nd, 5th, and 7th. This round, will have added 9, 6, and 4 points to their total. The 19 points from the Book 2 round will be added to the 16 points from the Book 1 round, making the total score for First Church 35 points after the first two rounds of quizzing. Unfortunately, First Church has no quizzers in the Book 3 or Book 4 rounds. Their total score for Bible Quiz is 35 points.

As you can see, it is to the church's advantage to enter as many quizzers as possible, and to enter quizzers in every round of Bible Quiz.

Quizzers place in each round	Points for your church's team
1st	10
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1

Apparel

Bible Quizzing is a dress-up event. **All participants must wear the official Awana uniform.** Boys need to wear long pants, **no shorts**. Blue jeans will be allowed, but are not preferred. Girls need to wear slacks or a **long skirt**. Please remember that **participants will be seated on an elevated platform that would make an otherwise acceptable skirt inappropriate**. Awana emphasizes the importance of modesty, neatness, and cleanliness in the apparel worn by both leaders and quizzers.

Use of Handbooks, Bibles, etc.

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

Time-outs

Only team coaches are authorized to ask for time-outs. When a coach wants a time-out, he/she will make this known to the Quizmaster. The Quizmaster is the only official who can declare a time-out.

Coaches

Only one official coach per church during each round of Quiz is allowed.

Quiz Questions and Answers

1. All questions will be taken from the material in the latest edition of the Awana handbooks. Quizzers are not expected to interpret the materials. Official study guides are available at www.oregonawana.com.
2. Questions may be asked on any part of the sections assigned, including verses, Bible readings, definitions, etc.
3. There will be no questions from the “Just For Fun” sections of the handbook.
4. All verses must be quoted **word perfect** according to the latest edition of the Awana handbook (King James Version, New King James Version, or New International Version). If requested, the quotation must include the complete reference.
5. Question asked (other than Scripture quotations) may be answered in the quizzers’ own words, but must be close to what the handbook states. The Judges determine whether anything important to the meaning has been left out or altered.
6. The Quizmaster prefaces each question with the word “question.” No talking is allowed from the word “question” until the answer is given.
7. Should the Quizmaster read a question improperly, the question will be discarded, and a new one selected.
8. If an incorrect answer is given, the Quizmaster will give the correct answer before moving on to the next question.
9. If a quizzers quickly makes a correction in the process of giving his/her answer, the answer will be considered as corrected.
10. When a Speed question has been answered, the Quizmaster will ask, “Is that your answer?” Quizzers will be given **one** opportunity to change their answer. Only when the quizzers answers “yes,” or time runs out, is the question ruled correct or incorrect.
11. An answer that includes “extra information” will be considered incorrect. For example, if the question is “What book of the Bible follows Psalms?”, and the quizzers recites the entire Old Testament, even though the correct answer is contained in the response, the answer will be ruled incorrect.

Appeals

Only the official team coach may appeal a question or answer. He/she does this by calling out “question.” The immediate preceding question is the only one which may be appealed by the coach. All appeals are directed to the Quiz Master. When recognized, the coach confers privately with the Quiz Master. After voicing his/her question, the coach must return to his/her seat while the decision is being made. In all cases, the decision is final.

MULTIPLE-CHOICE QUIZZING

Quizzers from each team will be asked **at least** ten Multiple-choice questions. Questions and possible answers will be read once. Quizzers will be given several seconds to determine their choice of answers. Questions may be read twice only if the Quizmaster feels the difficulty warrants it. 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. During the five-second answer time, quizzers will select the answer they believe to be correct. Then at the call “paddles up,” all will raise their answers simultaneously. At the “paddles down” command, quizzers must lower their paddles. Quizzers are awarded 10 points for each correct answer. There is no penalty for an incorrect answer.

SPEED QUIZZING

Quizzers from each team will be asked **at least** ten Speed questions. No speed questions will be repeated unless the Quiz officials rule it necessary because of disturbance or delay. Help from the audience will result in the question being thrown out, even if the answer is correct. Correct answers are awarded 10 points. Incorrect answers result in the loss of 5 points. In the Speed Quiz, the first quizzier responding is asked to give the answer. If no quizzier responds in 10 seconds, time is called and the next question is given. From the time the microphone is given to the quizzier, he/she has 10 seconds to begin the substance of their answer. A phrase such as "My answer is..." will not stop the 10 second clock. The answer must be completed within 30 seconds. The quizzier should indicate within 10 seconds if he/she cannot answer, thereby avoiding unnecessary delays and embarrassment. If a quizzier responds before the question is completed, the Quizmaster will stop. The quizzier must then give a correct, specific answer. The answer must be given as if the question had been completed. Giving extraneous information in your answer may cause the answer to be ruled incorrect. Any quizzier answering three questions correctly "quizzes out" and is awarded an extra 15 points. Substitution for that team member is allowed in such a situation. Competitors having two wrong answers in the Speed Quiz are disqualified and ineligible to answer additional questions. It is the coach's responsibility to ensure the quizzier does not attempt to answer any of the following questions. Please ensure that a disqualification is handled gently and with great concern for the quizzier.

SCORING

Scores from each portion are added together to determine the winner. Below is a summary of the scoring for Bible Quiz for each style of question.

Quiz Style	Correct Answer	Incorrect Answer	Bonus
Multiple Choice	10	0	0
Speed	10	- 5	15

AWARDS

Team Awards

Trophy for 1st, 2nd, and 3rd place churches in the Quiz.

Individual Awards

Neck Medallions for 1st through 10th place in each round.

Individual Highest Honor – Perfect score on Multiple Choice, or Quizzing Out in Speed.

Participation Patch for your T&T Uniform

PREPARING TEAMS 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 prospective quizzers in each club.

Coaches should thoroughly review the handbooks and download and distribute study guides. They can be found at www.oregonawana.com.

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

Instruct team members to know all verses and references (word perfect), books of the Bible, Bible reading questions, and definitions.

Quiz the team members and other quizzers as a pre-club activity, special Council Time, or as part of a Sunday evening service.

Consider challenging another church or club to a quiz for extra practice