



Journey Weekend Northwest

**BIBLE QUIZ RULEBOOK**

## GENERAL INFORMATION

### QUIZZING OBJECTIVES

To promote and encourage young people in Bible memorization and review of their manuals.

To provide a competitive atmosphere in which teens can display their Bible knowledge.

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

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.

### AUTHORIZATION

Journey Weekend Northwest is an authorized event and a regional missionary-sponsored Bible Quiz meet. All Awana Bible Quiz meets must be authorized by an Awana Missionary.

### REGISTRATION

An official Bible Quiz meet must have at least three churches participating. Only teams from currently registered churches are authorized to compete.

Teams must register by the Journey Weekend Northwest cutoff date. The number of churches that may participate in a Quiz may be limited. Teams are accepted on a "first paid" basis.

A church may enter one or more teams. Teams competing in the AwanaGames must have one Bible Quiz team for each games team registered.

The registration fee is set by the Awana Missionaries to help defray Quiz expenses.

### TEAM MAKEUP

All team members must be currently active in the Journey 24/7 program.

Cheering and applauding after each answer are encouraged. Informality helps the young people relax and motivates them as they compete.

A Quiz team consists of two, three or four members, no alternates.

### QUIZ FORMAT

Awana Bible Quizzing incorporates two basic formats: Team Multiple-choice Quizzing and Team Speed Quizzing. A meet consists of two timed halves, one of Team Multiple-Choice Quizzing (20 minutes) and one of Team Speed Quizzing (20 minutes). Scores from both halves determine the winning team.

### BIBLE QUIZ CONTENT

All questions will be taken from the material in the latest edition of the designated Journey materials. This includes the current year's Faith's Foundations and the current year's Main Study manual. Questions may be asked on any part of the lessons including verses, Bible readings, definitions, etc. We will not use the Bible Summaries portion this year.

### APPAREL

Awana emphasizes the importance of modesty, neatness, and cleanliness in the apparel worn by both leaders and young people. Awana encourages collared shirts and slacks for guys and dresses or skirts for girls. Your team may wear their church's team t-shirt or the T-shirt issued to you on the day of the event.

## USE OF BIBLES, MANUALS, ETC.

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

## TIME OUTS

No team time-outs are allowed. The Quiz Master is the only official who can declare a time-out.

## COACHES

Each team is allowed only one official coach during each Quiz meet. Coaches must be sitting in the front row while their team is quizzing.

## APPEALS

Only the official coach may appeal a question or an answer. He 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 or her question, the coach must return to his or her seat while the decision is being made. The Quiz Master may consult with the judges before making a decision. In all cases, the decisions of the Quiz Master are final.

## SCHEDULE

Teams are to be checked in by their coach at least 30 minutes before the Quiz, which starts promptly on time. Coaches will submit the names of their quizzers on the Quiz Roster Sheet when they register prior to the meet.

## SCORING

Scores from the multiple choice and speed rounds are added together to determine the winner. In the event of a tie, teams are given a one-minute Team Speed round to break the tie.

Multiple-choice	Plus 20 points per answer
Speed	Plus 20 points (one answer)
	Plus 30 points (2 part question)
	Plus 40 points (verse recitation)
Second try	Half points
Incorrect answer:	Deduction of the value of the question

## AWARDS

Bronze, Silver and Gold medallions and church trophy for first place

## MULTIPLE-CHOICE QUIZZING

Questions and possible answers will be read once. There will be three (3) answers from which to choose. Quizzers have three to five seconds to determine their choice of answers. Some questions may be read twice, if the Quizmaster feels their difficulty warrants it.

When all possible answers have been read, the Quizmaster will say, "**Think about your answer.**" When the three to five seconds are up, the Quizmaster will call "**Paddles up.**"

During the three to five second answer time, teams quietly select the answer they believe to be correct. Then at the call "**Paddles up,**" the team leader raises the answer for their team.

If the team paddle is raised late, that team is disqualified from that question. Also, after the "**Paddles up**" call has been made, no paddle may be exchanged for another paddle.

During the reading of the questions, quizzers must look down at their paddles while deciding their answer. Looking any other place is an automatic disqualification from that question.

At the “**Paddles down**” command, players representing each team must lower their paddle. Then the Quizmaster will give the correct answer. Teams are awarded 20 points for each correct answer. There is no penalty for an incorrect answer.

### TEAM SPEED QUIZZING

The Quiz Master prefaces each question with the word “question”. No talking is allowed from the word “question” until the answer is given. No speed questions will be repeated unless the Quizmaster rules it necessary.

All teams are given a toss-up question:

The first team to signal in is acknowledged. The Quizmaster stops at that point, and that team is recognized. Teams that signal in during the reading of the question must answer the question as if it had been asked completely. The team has 10 seconds to confer and a substantive answer. Once the answer has begun, no help can be given.

A phrase such as “My answer is...” does not stop the ten second clock.

When a speed question has been answered, the Quiz Master will ask, “Is that your answer?” After a “yes” answer the quizzers’ response will be ruled correct or incorrect. If the quizzers answer “no”, they have one opportunity to give another answer. If the first team answers correctly, the value of the question is added to its score.

If the team answers correctly, the value of the question is added to their score.

If the first team answers incorrectly, the whole value of the question is deducted from their score.

The Quizmaster will then recognize the team that signaled in second. This team will have the complete question read to them. After the question the team has five (5) seconds to begin their answer.

If correct, the reduced value (half points) is added to the team score.

If incorrect, the reduced value is deducted from the team score.

If a quizzers quickly corrects himself or herself in the process of giving his or her answer, the answer will be accepted.

Answers that contain extraneous information will be considered incorrect, even if the correct answer is included.

No one team member may answer more than two consecutive questions, regardless of whether their answers are correct or incorrect.

All verses must be quoted word-perfect according to the latest edition of the Awana manual.

Answers may be from the King James, New King James, or New International Versions of the Bible.

If requested, the quotation must include the complete reference.

Questions asked (other than Scripture quotations) may be answered in the young person’s own words, but must be close to what the manual states. The judges determine whether anything important to the meaning has been left out or altered.