

TIMER

Tracks the length of time to begin an answer and the length of time to complete an answer. Watches the quiz box and determines which quizzer buzzed in first and second.

SCOREKEEPERS

1. Record the points of those teams assigned to them throughout the quiz.
2. Report their scores to the quiz master.

PREPARING TEAMS FOR BIBLE QUIZZING

- Pray for your quizzers. Pray that the truths they are studying will have an impact on their lives!
- Select coaches to work with all prospective quizzers.
- Thoroughly review the materials and design practice questions.
- Select team members as soon as possible.
- Explain the quiz rules to team members so they know what to expect.
- Work with team members to be sure they really understand the material they have memorized.
- Instruct team members to know all verses and references (word-perfect), books of the Bible, Bible reading questions, word definitions, and any other content in their book or manual.
- Consider challenging another church to a quiz for extra practice.
- Drill team members in the various types of quizzing. Make sure you adhere to the quizzing rules.



HAWAII BIBLE QUIZ RULEBOOK



BIBLE QUIZ RULES

QUIZZING OBJECTIVES

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

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

AUTHORIZATION

Awana Bible Quiz meets must be authorized by an Awana missionary. If several Awana registered churches are interested in a regional missionary-sponsored Bible Quiz meet, they should contact their area Awana missionary.

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. Participants from each book are given an opportunity to answer a series of multiple-choice questions.

SPEED QUIZZING

In the speed quizzing segment clubbers 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 quiz question. The first person to respond is allowed to answer the question.

ORGANIZATION

The organization of the Hawaii State Bible Quiz meet depends on the number of churches and teams participating.

within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.

- If a quizzer signals in before the question is completed, the quizmaster will stop. The clubber must then give a correct, specific answer.
- Any clubber answering three speed questions with no incorrect answers and all 10 multiple-choice questions correctly, "quizzes out" and is awarded extra 20 points. (Substitution for that team member is allowed in such a situation.)
- Help from the audience counts as a wrong answer, even if the answer is correct.

QUIZZING STAFF

Each church must provide at least one staff person, in complete Awana uniform, at the point of registration who is acquainted with the quiz rules. Staffing is at the discretion of the Bible Quiz coordinator.

CHAIN OF COMMAND

Awana missionary/quiz Coordinator
Quizmaster
Head Judge/ Judges
Timers
Scorekeepers
Team Coaches

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. Determine whether a quizzer's answer is correct or incorrect.
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.

Teams are awarded 10 points for each correct answer. No points are deducted for a wrong answer.

SPEED QUIZZING

- 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.”
- 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.
- If an incorrect answer is given, the Quizmaster may re-read the question in its entirety.
- If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be accepted.
- Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
- Individual speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.
- Help from the audience may result in the question being thrown out, even if the answer is correct.
- Competitors having two wrong or three right answers in the speed quiz are ineligible to answer additional questions. Another quizzer, however, may be substituted.
- Each book team is asked 8 speed questions. Correct answers are awarded 20 points.
- First incorrect answer result in the loss of 10 points. If the first quizzer responding is incorrect, the Timer then recognizes the quizzer 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
- If no quizzer signals in 10 seconds, time is called and the next question is given.
- From the time the microphone is given to the quizzer, each participant has 10 seconds to begin and then 30 seconds to complete the answer. However, the quizzer should indicate

A team consists of: 1 to 3 members (the 3rd person is considered an alternate)

A team refers to the participants in each book, not to a total group of clubbers representing a church. **Churches can combine with another church but must choose which church they will officially represent.**

REGISTRATION

An official Bible Quiz meet must include a minimum of three churches. Teams must register with the Hawaii Bible Quiz Coordinator.

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 for all books. All churches registered before the registration deadline is insured of one team seating. Second and third teams will be taken in the order of paid registration **AFTER** the registration deadline.

GENERAL INFORMATION

APPAREL

Awana emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and clubbers of all ages. All participants (including leaders and coaches) must wear an official Awana uniform. All quizzers are encouraged to wear modest clothing (ie slacks or pants, for girls (knee length skirts).

TEAMS

- Each clubber must quiz from the handbook being used in the current club year. However, no clubber may quiz in the same book for two years.
- Substitutes/alternates (3rd person on team) must be in the same book as the one for whom they are substituted. Substitutions may be made at the end of the multiple-choice round. Substitutions will also be permitted in the speed round when a quizzer either gives three right answers or two wrong answers.

QUIZ QUESTIONS AND ANSWERS

1. All questions will be taken from the material in the ***latest edition*** of the Awana handbooks, manuals and materials. Participants are not expected to interpret the materials.
2. The Awana missionary or Bible Quiz coordinator will determine quiz material covered.
3. Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, reviews, etc. (sections, Discoveries, Challenges).
4. The quizmaster prefaces each question with the word “question.” No talking is allowed from the word “question” until the answer is given.
5. Should the quizmaster 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 handbook. If requested, the quotation must include the complete reference.

USE OF HANDBOOKS, BIBLES, ETC.

Once the Bible quizzing has begun, no further studying of handbooks, Bibles or other material is allowed.

TIME-OUTS

The quizmaster is the only official who can declare a time-out.

COACHES

Each team is allowed only one official coach during the quiz meet. The team coaches may talk to their teams while the teams rotate for their quiz or during team substitutions.

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.

The head judge may consult with quiz judges before making a decision. ***In all cases, the decisions of the head judge are final.***

SCHEDULE

Teams are to be checked in by their coach at the time stated by the Awana missionary or ministry team designate. Coaches will submit the names of their quizzers on the quiz roster sheet/when they check in for the quiz meet.

BIBLE QUIZ SCHEDULE

Welcome/Worship and Praise
Recognition of teams
Explanation of procedures
First-half quizzing
Halftime
Second-half quizzing
Award ceremony
Benediction

MULTIPLE-CHOICE QUIZZING

1. Quizzers from each team by book will be asked 10 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 feels the difficulty of the question warrants it.
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 possible answers have been given, the quizmaster will say, “Select your answers.” When the five seconds are up, he will call, “Paddles up.”
5. During the five-second-answer time, quizzers select the answer they believe to be correct. Then, at the call “Paddles up,” all will raise their selected paddles 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 participant is disqualified from that question.
8. At the “Paddles down” command, participants must lower their paddles.