



# ***NCANN Events Official Rulebook***



*Updated for 2019  
[September 2018]*

## **Awana Bible Quizzing**

### **Quizzing Objectives**

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

### **Quiz Format Overview**

Individual written – TOP 2 scores count to team total (10 questions)

Team multiple-choice

Team speed

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 (or team) to respond is allowed to answer the question.

### ***Written Quizzing***

The written quiz segment is a timed segment when participants answer a series of questions. It is held in a room separate from the rest of the quiz meet.

The team coach may accompany team members to the written quiz room. Prior to start of the written quiz, coaches will be dismissed.

One or more of the following styles may be used in the written quiz: completion, matching, multiple-choice, finish the verse, and true or false.

### **Organization**

The organization of the regional Bible Quiz meets depends on the number of churches and teams participating.

A team consists of two to four members.

A team refers to the participants in each book ... not to a total group of clubbers representing a church.

## **Registration**

- 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 for all books.
- The registration fee is set by the Event Coordinator to help defray quiz expenses.

## **General Information**

### **Team**

Each clubber must quiz from the handbook they are currently in. No clubber may quiz in the same book for two years.

Cheering and applauding are encouraged after each answer is given. Informality helps relax quiz participants and motivates them as they compete.

### **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.

## **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 event coordinator will consult each event area leadership to determine quiz material covered.
3. Questions may be asked on any part of the books assigned, including verses, Bible readings, definitions, etc.
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.
6. 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.
- 7. No recording of questions is allowed. No writing them down and no video recording of them.**

### **Speed Quiz Questions and Answers**

1. When a speed question has been answered, the quizmaster will ask, "Is that your answer?" Only when the quizzers answer "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 will then recognize the team that signals in second. The Quizmaster will reread the question in its entirety, and then the team has 5 seconds to begin their answer.
4. If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be accepted.
5. A quizzers may only answer two correct questions in a row for their team. If a quizzers attempts to answer a third question, it will be considered incorrect. Judges will attempt to notify a quizzers if they have given two answers but it is up to the quizzers to track.
6. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.
7. 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 materials is allowed.

### **Time-outs**

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

### **Coaches**

1. Each team is allowed only one official coach during the quiz meet.
2. The team coaches may talk to their teams if the quizmaster offers a break and announces that coaches may go to speak with their teams.

### **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 decision of the head judge is final.

### **Schedule**

1. Teams are to be checked in by their coach at the time stated by event coordinator.
2. Coaches will submit the names of their quizzers on the quiz roster sheet/score sheet when they check in for the quiz meet.

### **Suggested Bible Quiz schedule:**

- Welcome
- Recognition of teams
- Explanation of procedures
- Written portion
- Message
- Paddle/Speed quizzing
- Award ceremony
- Prayer/release

### **Team Multiple-Choice Quizzing**

1. Quizzers from each team by book will be asked a series of 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 deems necessary.
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 answers have been given, the quizmaster will say, “**Discuss**”. When the five seconds are up, the quizmaster will call, “Paddles up.”
5. During the five second time, quizzers 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 participant’s paddle is raised late, the participant is disqualified from that question.
8. All participants must keep their paddles up for scoring purposes until the “Paddles down” command is given; participants must then lower their paddles.
9. Teams are awarded 10 points for each correct answer.
10. The format will be a specific number of questions or a timed portion.

### **Team Speed Quizzing**

Two to four quizzers from each team may participate. The first team to signal in is acknowledged. The quizmaster 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.

1. A team member cannot answer more than two correct consecutive questions for their team.
2. If the first team answers correctly, the value of the question is added to its score.
3. If the first team answers incorrectly, the value of the question is deducted from its score.
4. If the first team answers incorrectly the Quizmaster will then recognize the team that signaled in second. The Quizmaster will reread the question. The team has five (5) seconds to begin its answer and 30 seconds to complete their answer. Grace may be extended for longer answers.
  - i. If correct, the reduced value is added to the team score.
  - ii. If incorrect, the reduced value is deducted from the team score.
5. Any team answering three questions correctly “quizzes out” and is awarded an extra 20 points.

### Individual Written Questions

The written quiz is the segment of quizzing where all team members receive a predetermined number of questions.

1. All team members will take an individual written quiz.
2. Participants will be notified of time limit in which they must answer a series of questions. Pencils will be provided.
3. Once the participant has the quiz, there should be no talking, and handbooks should be in the coach's possession. Any questions should be addressed to the written quizmaster or room monitor.
4. Participants must not look at another person's paper during the quiz, or they will be disqualified.
5. Participants will remain seated until the entire group is dismissed.

### Suggested Summary of Points

Quiz Style	Correct Answer	Incorrect	Bonus
Team Multiple Choice	10	0	0
Team Speed	20	-10	20
Individual Written*	10	0	0
Second Place Speed	<u>10</u>	<u>-5</u>	n/a

Scores from all segments are added together to determine the winner. Only the top TWO Individual Written score count toward the team total score. Any PERFECT Individual Written Quiz paper – that participant's name will be announced and will receive a special ribbon during the award ceremony.

### Tie Breaker

In the event of a tie, teams are given a two-minute speed round to break the tie. More time may be needed at the discretion of the Quiz Master in consideration of how many ties need to be broken.

### Chain of Command

- Event Coordinator/Site Coordinator
- Quizmaster
- Head Judge
- Judges/Room Monitor/Timers
- Scorekeepers
- Team Coaches

### Quizzing Staff

Each church is asked provide at least one to two workers who is acquainted with the quiz rules. Staffing, in complete uniform is preferred. Each staff member must arrive at the time designated.

### **Event/Site Coordinator**

1. Makes sure facility and equipment are ready for the quiz.
2. Lines up and confirms staff members.
3. Lines up teams in the given area and sends acceptance to the teams with information on the Bible Quiz time, place and other information.
4. Keeps record of the teams registered and checks in each team at the quiz meet.

### **Quizmaster**

1. Conducts the quiz program.
2. Maintains full authority over the quiz.
3. Reads the quiz questions.
4. Assist 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, and/or in the team speed quizzing.
3. Assist the head judge in any decision concerning any contested questions or answers.
4. 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 teams assigned to them throughout the quiz.
2. Report their scores to the head scorekeeper.

### **Awards**

Bible Quiz awards will be given to all quizzers.

### **Preparing teams for Bible Quizzing**

1. Pray for your quizzers. Pray that the truths they are studying will have an impact on their lives!
2. Select coaches to work with all prospective quizzers.
3. Thoroughly review the materials and design practice questions.
4. Select team members as soon as possible.
5. Explain the quiz rules to team members so they know what to expect.
6. Work with team members to be sure they really understand the material they have memorized.
7. Instruct team members to know all verses and references (word-perfect), books of the Bible, Bible reading questions and definitions.
8. Consider challenging another church to a quiz for extra practice.
9. Drill team members in the various types of quizzing. Make sure you adhere to the quizzing rules given in this book.
10. Attend coaches training if opportunity is given.