

Menchville Baptist Church

Truth and Training
Bible Quizzing
Rulebook

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Introductory Note

Bible Quiz has a long history in Awana. For many years, it required much concerted effort by the Awana Missionary to make this event happen. Starting in 2014, Bible Quizzing has been assigned an Event Coordinator to take this workload off of the Awana Missionary. Awana Missionaries may attend – or even serve at – the Bible Quiz Event, but that is no longer a requirement.

The Event Coordinator is responsible for high level coordination of activities impacting all Bible Quizzes within the region. A Site Coordinator is responsible for an individual event, and will be the person responsible for the event. Therefore, the Site Coordinator receives and resolves issues that come up during setup and execution of the event. However, if the Event Coordinator is at the event, the Site Coordinator should confer on tough issues with the Event Coordinator.

In 2017, Bible Quizzes moved from being run by the Awana Mid-Atlantic Ministry Team to being run by local churches. This required all events that were scheduled through the awanamidatlantic.org web site to be moved to the eva-bq-games-n-camp.org web site.

Quizzing Objectives

Awana wants all children and youth to come to know, love, and serve the Lord Jesus Christ. This is discipleship in its purest form. Bible Quiz assists in building disciples through these objectives:

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

Authorization

1. All Awana Bible Quiz meets must be authorized by an Awana Event Coordinator.

Quiz Format Overview

Awana Bible Quizzing incorporates three segments. These segments are:

Individual multiple-choice (12 questions)

Individual speed (12 questions)

Individual written (12 questions)

Scores from each segment are combined to determine individual and team awards.

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. Note: If a clubber requires special consideration related to a hearing impairment, please notify the host church of this need upon initial registration so that appropriate accommodations can be planned for in advance.

Speed Quizzing

In the speed quizzing segment, clubbers from each book compete against other teams in the recommended book for that year (as noted in the current Ministry Catalog). There is a series of questions per book. The Quizmaster (QM) will read the question for all teams to hear. The first person to respond by buzzing in is allowed to answer the question. If that person's answer is incorrect, then the second person to buzz in must attempt to answer the question. The QM will read the full question before the second person attempts to give the correct answer. Note: If a clubber requires special consideration related to a hearing impairment, please notify the host church of this need upon initial registration so that appropriate accommodations can be planned for in advance.

Written Quizzing

The written quiz segment is when participants answer a series of written 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. However, prior to the start of the written quiz, coaches will be dismissed. One or more of the following styles may be used in the written quiz: matching, multiple-choice, and true/false. The Written QM will score these quizzes. Note: If a clubber requires read-aloud support due to a documented reading disability, the Site Coordinator MUST be notified during the registration process so that arrangements can be made in advance to accommodate this need through a neutral party. No one associated with that clubber's team will be allowed to provide the read-aloud assistance.

Organization

1. The organization of the Bible Quiz meet depends on the number of teams participating.
2. A team consists of as few as a single clubber to a maximum of three clubbers. Each team must be grouped by grades (3rd and 4th grades together, 5th and 6th grades together).
3. Each team must have a coach. A wise coach is familiar with the handbook material and the rules of Bible Quiz.
4. All clubbers must have a completed and signed parental consent form.
5. A team refers to the participants grouped in sets of 1-3 clubbers, not to the total group of clubbers representing a church.

Registration

1. A Bible Quiz meet may be cancelled due to lack of participation. This decision will be made by the Event Coordinator. If an event location is canceled, registration fees that have been paid will be refunded.

2. Teams MUST register by the date stated on the website noted above (Bible Quizzing tab) by emailing the Bible Quiz Registration Form to the Site Coordinator as directed on the website. After that date, permission to register and participate in the event must be granted by the Site Coordinator.
3. A church may enter one or more teams. However, teams must be limited to 3rd and 4th graders on one team and 5th and 6th graders on a separate team. A Team Roster for each church and a Parental Consent Form for each participant which will be turned in during team check-in on the day of the event. (Both forms are located on the website noted above – Bible Quizzing tab.)
4. The registration fee is set by the Event Coordinator to help defray quiz expenses.

General Information

Team

1. Each clubber must quiz from the handbook recommended by Awana for that club year as stated in the Awana Ministry Catalog for that club year. A clubber may not attend Bible Quiz at another location to quiz in the same handbook. In addition, clubbers may quiz in each handbook only once in a four-year period.
2. Cheering and applauding are encouraged after each answer is judged. Informality helps relax quiz participants and motivates them as they compete.

Apparel

1. Awana emphasizes the importance of modesty, neatness, and cleanliness in the apparel worn by both coaches and clubbers of all ages.
2. All participants (including leaders and coaches) must wear an official Awana or team uniform in order to compete.

Substitutes

1. Substitutes must be registered and listed on the team form before quizzing commences.
2. Substitutes must be in the same book as the clubber for whom they are substituted.
3. Substitutions are permitted when a clubber quizzes out during the speed round (three right answers or two wrong answers).
4. Clubbers who have quizzed out may not return as a substitute.
5. Substitutions may be made at the halfway point in the speed round.

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. During the Quiz, teams will only quiz in the handbook recommended by Awana for that club year as stated in the Awana Ministry Catalog for that club year. Questions will cover the Start Zone as well as the first two units in the recommended handbook.
3. Questions may be asked on any part of the Start Zone with the exception of the “Complete Your Profile” section and any bonus boxes. Questions may be asked on any part of the handbook assigned, including the “Explore” sections, definitions, verse

recitations, and the text and verses included in the Review sections at the ends of Units One and Two. Materials not included are the graphic novel storyline, the “Start Here” sections, the Discussion Questions, the “Silver Extra Credit” sections, the “Mission: Pray and Go” sections, the “Gold Extra Credit” sections, and the personal application questions in the Review sections at the ends of Units One and Two.

4. The QM prefaces each question with the word “question.” No talking is allowed from the word “question” until the answer is judged.
5. Should the QM read a question improperly, the question may be discarded and a new one selected at the discretion of the QM.
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. This means no writing, no audio recording, no video recording, and no capturing of the questions by any means is allowed. (Recording is only allowed during the practice questions. The QM should announce after the practice questions that recording must come to an end. Whether the QM makes this announcement or not, all recording must end after the practice questions.)

Speed Quiz Questions and Answers

1. When a speed question has been answered, the QM will ask, “Is that your final answer?” Only when the quizzier answers “yes” or time runs out (30 seconds), will the question be ruled correct or incorrect by the QM, saying either “That is a correct answer,” or “I’m sorry. That is an incorrect answer.”
2. Questions asked (other than Scripture recitations) may be answered in the participant’s own words, but must embody the truth related to what the handbook states. The judges determine whether anything important to the meaning has been left out or altered.
3. If an incorrect answer is given, the QM will reread the question in its entirety and then recognize the second individual who buzzed in. The individual has 5 seconds to begin his or her answer and 30 second to complete it. If microphones are used, timing of responses will not start until the microphone is available to the clubber who buzzed in.
4. If a quiz participant quickly corrects himself or herself in the process of giving an answer, the corrected answer will be accepted.
5. Extraneous answers, which may contain the correct answer, are incorrect. Coach your team to listen to the question and answer only what is asked.
6. Help from the audience counts as a wrong answer, even if the answer is correct.
7. Students should be coached to speak clearly enough to be understood, to speak loudly enough to be heard by the judges, and to speak slowly enough to be followed – otherwise, the judges will consider the answer as incorrect.

Use of Handbooks, Bibles, etc.

Once a team has checked in at the event, no further studying of handbooks, Bibles, or other study materials is allowed. All handbooks, Bibles, and other study materials must be surrendered to an adult at team check-in.

Time-outs

The QM 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 coach may talk to their team while the team rotates from one quiz segment to another and as allowed by the QM during a segment.

Appeals

1. Only the official coach may appeal a question or an answer. The coach makes a challenge or requests an appeal by calling out the word “challenge” before the QM says “question” to move to the next question. Only the immediately preceding question may be appealed by a coach.
2. All appeals are directed to the QM. When recognized, the coach confers privately with the QM. After the coach voices the appeal, the coach must return to his or her seat while a decision is being made.
3. The QM may consult with quiz judges before making a decision. In all cases, the decision of the QM is final.

Schedule

1. Teams are to be checked in by their coach at the time stated by the Site Coordinator, usually 30 minutes prior to Opening Ceremony, at which time all study materials must be surrendered to the coach or a parent and will remain unused until the competition is completed.
2. Coaches will submit the names of their clubbers at registration (done online) via the Team Registration sheet. Registered clubbers who do not show up must be reported at Bible Quiz check in.

Rules on the Three T&T Bible Quiz Segments

Individual Multiple-Choice Quizzing

1. All team members from each team will be asked a series of multiple-choice questions.
2. Questions and three possible answers will be read once. Quizzers have five seconds to determine their choice of answers. A question may be reread if the QM deems it necessary.
3. During the reading of the questions, quizzers must look down at their own paddles, keep their hands along the sides of their paddles, and must not try to select a paddle early while deciding their answers.
4. If a judge reports inappropriate behavior from player(s) to the QM, the QM will issue a warning to the group, and the rules will be re-stated. The offending team is not identified. If the behavior is observed again for the same player(s) / team, then the team’s coach will be informed and asked to speak to their team. The QM will again re-state the rules. If the behavior is reported again after the coach has spoken to the team, the coach will again be informed; the coach will again speak to the team. The player(s) involved will receive zero points for that question, and the QM will re-state the rules. If the behavior is reported again for the same player(s), the coach will be informed, and player(s) will continue to participate, but they will receive zero points for all subsequent questions – regardless of their correctness.

5. When all answers have been given, the QM will say, "Think about your answer." At six seconds, the QM will call, "Paddles up." At the call "Paddles up," all clubbers will rapidly select and raise their answers simultaneously. After the "Paddles up" call has been made, no paddle may be exchanged for another paddle.
6. If, in the opinion of the QM, a participant's paddle is raised late, the participant will be disqualified from that question.
7. At the "Paddles down" command, participants must lower their paddles.
8. Participants are awarded 20 points for each correct answer. Incorrect answers receive zero points – no penalty.
9. If a clubber answers all 12 multiple choice questions correctly, he / she earns 240 points plus 10 bonus points. This clubber also earns an individual High Honor award.
10. Points count toward the individual's score for Bible Quiz Champion and toward the team score.
11. A clubber may receive an accommodation due to a documented hearing impairment ONLY IF the need was communicated during registration.

Note: It is understandable that new T&T clubbers that have never attended a Bible Quiz, may not be able to sit without wiggling; may not always be able to remember to keep their eyes on THEIR paddles; or may not always keep their hands along the sides of their paddles and may try to select a paddle early, but these areas are some of the most observed issues that cause delays during Multiple-Choice Quizzing.

Individual Speed Quizzing

1. Each speed quiz team consists of, at most, two participants from a team at a time.
2. The third member of the team may be used as a substitute.
3. Individual speed questions will not be repeated unless the QM deems it necessary.
4. Help from the audience may result in the question being disqualified, even if the answer is correct.
5. Competitors having two wrong answers in the speed quiz are ineligible to answer additional questions. Another clubber, however, may be substituted. (See the paragraph on Substitutes under General Information.)
6. Each group of teams in a book is asked a series of questions. Correct answers from the first clubber to buzz in are awarded 20 points.
7. If a clubber buzzes in before the reading of the question is completed, the QM will stop reading the question immediately upon the buzzing in. The clubber must then attempt to answer the question based on what was read.
8. An incorrect answer from the first clubber results in the loss of 10 points. If the first clubber responding is incorrect, the second clubber buzzing in will be given the opportunity to attempt the question for 10 points. The QM will automatically read the question in its entirety, and then the second clubber attempts his or her answer. An incorrect answer from the second clubber results in a loss of 5 points.
9. If no clubber responds to the question within 10 seconds or if there is no second clubber buzzed in after the first clubber answered incorrectly, time is called and the next question given.
10. From the time the microphone is available to the clubber, the clubber has 5 seconds to begin and 30 seconds to complete their answer. Grace may be extended for longer answers. However, the clubber should indicate within 5 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.

11. Any clubber answering three questions correctly “quizzes out” and is awarded an extra 20 points – earning an individual High Honor Award. Substitution for that team member is allowed in such a situation. (See the paragraph on Substitutes under General Information.)
12. A clubber that quizzes out of Speed Quiz may have earned, at most, 60 points for the three correct answers before the 20 bonus points are awarded.
13. Points count toward the individual score for Bible Quiz Champion and toward the team score.
14. A clubber may receive an accommodation due to a documented hearing impairment **ONLY IF** the need was communicated during registration.

Note: When the QM states “Listen very closely,” the question about to be asked has, in times past, been an extraneously answered question. For example, “Name the New Testament books, starting with Romans (Buzz), through and including Ephesians.” 1st clubber that buzzed in answers, “Romans, 1&2 Corinthians, Galatians, Ephesians, Philippians, Colossians, 1&2 Thessalonians, 1&2 Timothy, Titus, Philemon, Hebrews, James, 1&2 Peter, 1, 2&3 John, Jude, Revelation.” The judges will be excited that the clubber called out most of the New Testament books correctly, but the answer is not what was asked for and so is considered to be an incorrect answer. Additionally, if a clubber is asked to recite John 3:16, and they start their answer by providing an **incorrect** address (or reference), their answer will be considered incorrect. (For example: “Recite John 3:16.” Buzz. Player 3 stands and states, “**1 John 3:16**, For God so loved the world, that He gave His only begotten Son, that whosoever believeth in Him should not perish, but have everlasting life.” “Is that your final answer?” Player 3, “Yes.” “I’m sorry, but the address (or reference) you provided was incorrect.” If, however, player 3 stands and states the verse without restating the address (or reference) or while restating the correct address (or reference), it would be considered as a correct response. (If player 3 provides the correct address *before the verse or after the verse or before and after the verse*, as long as the address is correct and the verse is recited correctly, the answer will be correct.) If the address (or reference) is part of the question, the clubber is not required to restate the address (or reference).

Individual Written Quizzing

The Written Quiz is the segment of Bible Quiz where all team members receive a mixture of True / False, Multiple Choice, and Matching questions.

1. All team members will take an individual written quiz.
2. Pencils will be provided.
3. Once the participant has possession of the Written Quiz, there should be no talking. (Handbooks, Bibles, and any other study materials should have been surrendered to an adult upon check-in.) Any questions should be addressed to the Written QM or room monitor.
4. Participants must not look at another person’s paper during the quiz, or they will be disqualified
5. When completed, participants will give their test to the Written QM.
6. Each correct answer earns 20 points. No penalty for incorrect answers. Questions skipped will be considered incorrect.
7. If a clubber answers all 12 questions correctly, he or she earns 240 points plus 10 bonus points. The clubber also earns an individual High Honor Award.

8. Points count toward the individual score for Bible Quiz Champion and toward the team score.
9. A clubber may receive read-aloud support due to a documented reading disability ONLY IF the need has been communicated to the host church at registration. No one associated with that clubber's team may provide the read-aloud support.

Scoring

1. Points from all segments are totaled to form an individual's total score.
2. There is no penalty for incorrect answers in the Written and Multiple-Choice Quiz segments. Penalties are imposed for incorrect answers during the Speed Quiz segment.
3. Team scores are determined by combining the individual scores.
 - a) For teams of 1-2 players, all individual scores are added together.
 - b) For teams with 3 players, the highest two scores in each segment are added together to form the team score.

Chain of Command

- Event Coordinator
- Site Coordinator
- Quizmaster (QM)
- Judges
- Scorekeepers
- Room Monitor / Timers
- Team Coaches

Quizzing Staff

- Each church must provide at least one worker. This individual may be assigned duties, as needed, by the Site Coordinator.
- Staffing, in complete uniform, is at the discretion of the Site Coordinator.
- Each staff member must arrive 30 minutes prior to the start of team check-in for a staff orientation meeting.

Site Coordinator

1. Provides a copy of the rule book and all information and forms necessary for registration for the event.
2. Makes sure facility, awards, and equipment are ready for the quiz meet.
3. Provides copies of all quizzable material in all versions for judges, necessary forms for scorers and time keepers, and all quiz materials for participants on the day of the event (Written Quiz questions, pencils, Multiple Choice Quiz questions, paddles, Speed Quiz questions, score sheets, etc.).
4. Lines up, confirms, and assigns staff members for the day of the event.
5. Accepts registrations and registration fees from teams in the given regional area.
6. Keeps record of the teams registered and provides check-in for each team at the quiz meet.

Quizmaster

- Conducts the quiz program for quizzing group.
- Maintains full authority over the quizzing group.
- Reads the quiz questions.
- Consults the judges, if needed, in any decision concerning any challenged question or answer.
- Makes the final decision concerning any question or answer that is challenged or appealed.

Judges

- Check to make sure the QM reads the questions correctly and clearly.
- Help determine whether a quizzers' answer is correct or incorrect during Speed Quizzing.
- Assist the QM in any decision concerning any challenged question or answer.

Timer

- Tracks the length of time to begin an answer and the length of time to complete an answer.
- Discretely signals the QM when times expire.

Head Scorekeeper / Scorekeepers

- Head Scorekeeper (at check-in table) records all the individual and team points for those teams assigned to them throughout the quiz.
- Head Scorekeeper oversees work assigned to assistants.
 - Assistants (at check-in table) check mathematics on recorded score sheets (as assigned), and verify their work with another assistant or Head Scorekeeper (as directed).
- Scorekeepers (in quiz room) record scores, verify scores with each other, and transport results to the Head Scorekeeper.

Awards

1. All clubbers and coaches will receive participation awards.
2. Bible Quiz Team Awards will be given to the team members and one coach for up to four teams who earn the most points in each age grouping.
3. Individual High Honor Awards will be given to any participant who scores a perfect score in Written or Multiple Choice Quiz. An Individual High Honors Award will also be given to any participant who quizzes out with three correct answers in the Speed Quizzing segment.
4. Bible Quiz Champion will be awarded to any individual earning 500 points or more.
5. The Streamwood Award will be given to the individual who earns the most points in each age grouping.

Preparing Teams for Bible Quizzing

1. Pray for your clubbers. Pray that the truths they are studying will have an impact on their lives!
2. Select coaches to work with all prospective Bible Quiz competitors.
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. Instruct team members to listen carefully to each question and to answer precisely.
9. Consider challenging another church to a quiz for extra practice.
10. Drill team members in the various types of quizzing.
11. Make sure you adhere to the quizzing rules given in this book.
12. If provided, attend coaches training.

Tie Breaker

The tie breaker procedure applies to two teams tied for any of places one through four in each age grouping. The procedure is used because awards are bought ahead of time for one team of players in each place, first through fourth. Breaking ties ensures there is only one team for each of these places. No points are awarded, so, at the end of the day, tied teams have the same number of points – but one team edged out the other for awards.

Scores from all segments are combined together to determine the highest four scores in age grouping. In the event of a tie, the tied teams are asked three speed questions. All the players for both teams are eligible to participate in the tie breaker. A maximum of two (2) players per team may participate in the tie breaker round. This may result in two players for one team against one player for the other team. The procedure keeps the number of players from being an advantage – or disadvantage.

The following procedure is used to ensure both teams have equal opportunity to win:

- Only the first clubber to buzz in answers the question.
- If no one buzzes in after 20 seconds, go to the next question.
- Once a clubber has buzzed in, the QM stops reading the question.
- There is no re-read of the question after someone buzzes in.
- After note is taken of who buzzed in first, reset the quiz machine.
- The clubber who buzzed in first gets the question right or wrong; no points are awarded.
- After three questions, if one team has more correct answers than another, they win.
- If, after three questions, both teams have the same number of correct answers, enter a “sudden victory” stage.
- For the fourth question, the first player to buzz in determines who wins. If the player gets the answer right, that player’s team wins; if that player gets the answer wrong, that player’s team loses. The only way to a fifth question is if no one buzzes in.
- Past the third question, play continues as in “sudden victory” stage.

Having three questions ensures both teams get the opportunity to win. It does not allow the first team to buzz in on the first question to win. Not giving a second player to buzz in a chance to answer does two things. First, it ensures two players from the same team do not get a chance at the question. Second, it ensures errors by the first player do not give clues to the second player about the correct answer.

Summary of Points

Quiz Segment	Correct Answer	Incorrect Answer	Bonus
Individual Multiple Choice	20	0	10
Speed – 1 st Person Buzzing in	20	-10	20*
Speed – 2 nd Person Buzzing in	10	-5	20*
Individual Written	20	0	10

*Bonus points are awarded for three correct answers by the same clubber. Minimum points that can be earned to get the bonus (before bonus) are 30 (second to buzz in and get correct answer three times). Maximum points that can be earned before the bonus are 60 (first to buzz in and get the correct answer three times).