



Truth & Training

-Grace in Action, Evidence of Grace, Agents of Grace, Ultimate Challenge 2-

BIBLE QUIZ

2019

RULE BOOK

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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

The Bible quiz will consist of 2 parts, 8 questions each

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. Each participant is given a paddle box which has three paddles designating a letter on each (A, B, and C). A question will be read, and each participant will be given a short amount of time to select and raise their paddle of choice. This is designed to test a quizzier's overall knowledge of the material.

Speed Quizzing – In the speed quizzing, participants compete against other teams using an electronic buzzer system. The first participant to “buzz in” is given an opportunity to answer the question. If incorrect, the 2nd participant to “buzz in” will be given a chance to answer. There will not be a third selection if both the first and the second participants answer incorrectly.

Registration

- Register on the Summit Events website www.summitevents.org
- Churches may register as many teams as they choose.
- Churches may register multiple teams for the same book.
- Churches may register for any or all books.
- Registration is on a “first-paid” basis.
- Cost per team can be viewed on the registration page of the website.

The Registration fee is set to cover all expenses of the quiz including facility use, awards, printing, and other costs associated with quiz.

Team Information

Team Size – A team consists of one to two members in the same book.

Participants – A participant must quiz from his or her current year's Awana handbook. Visit www.summitevents.org for information concerning available quizzes and age groups.

3rd or 4th Grade students may not team up with 5th or 6th grade students.

Teams of Two Members - Only one participant will be on stage at a time. If there is a team of two, each member of the team will switch out half way through the Multiple Choice Round and half way through the Speed Round. See Substitutes for more information.

Scoring

<i>Round Type</i>	Correct Answer	Incorrect Answer
Multiple Choice Questions	10	0
Speed Questions -First to Buzz in-	20	0
Speed Questions -Second to Buzz in-	10	0

Quiz Material – GIA & EOG

General Information

1. All questions will be taken from the material in the latest edition of the Awana handbooks, manuals and materials.
2. The Bible Quiz Coordinator will announce the current edition at the Bible Quiz Event Training. No other edition will be taken into account during the quiz event.
3. The questions can be answered in any of the four Awana versions of the Bible. (ESV, King James, New King James and 1984 NIV)
4. Participants may answer in any of the four Awana versions of the Bible, but may not switch versions part way through an answer.

- The source of the quiz material will be in the following areas of the participants current year's Awana handbook.

Grace in Action

- Unit 1 – God is..., Unit 2 – The Bible
 - “Explore” Questions
 - “Memorize” - Verse Memorization
 - “Definitions” - Definitions of key words
 - “Review” - Review of verse memorization from earlier Sections or Start Zone
- Start Zone

NOTE: All pieces of information that will be asked during quiz are listed in the Summit - Grace in Action Study Guide Version 1.0 - No questions will be asked outside of the Study Guide. It is available for download from the Summit Events website on the bible quiz documents page.

Evidence of Grace

- Unit 1 – God is..., Unit 2 – The Bible
 - “Explore” Questions
 - “Memorize” - Verse Memorization
 - “Definitions” - Definitions of key words
 - “Review” - Review of verse memorization from earlier Sections or Start Zone
- Start Zone
- 5th and 6th Graders will be asked verses and definitions out of Unit 3 in addition to 1 & 2

NOTE: All pieces of information that will be asked during quiz are listed in the Summit – Evidence of Grace Study Guide Version 1.0 - No questions will be asked outside of the Study Guide. It is available for download from the Summit Events website on the bible quiz documents page.

Quiz Material – AOG & UC Book 2

General Information

1. All questions will be taken from the material in the latest edition of the Awana handbooks, manuals and materials
2. The Bible Quiz Coordinator will announce the current edition at the Bible Quiz Event Training. No other edition will be taken into account during the quiz event.
3. The questions can be answered in any of the four Awana versions of the Bible. (ESV, King James, New King James and 1984 NIV)
4. Participants may answer in any of the four Awana versions of the Bible, but may not switch versions part way through an answer.

- The source of the quiz material will be in the following areas of the participants current year's Awana handbook.

Agents Of Grace

- Unit 1 – God is..., Unit 2 – The Bible
 - “Explore” Questions
 - “Memorize” - Verse Memorization
 - “Definitions” - Definitions of key words
 - “Review” - Review of verse memorization from earlier Sections or Start Zone
- Start Zone

NOTE: All pieces of information that will be asked during quiz are listed in the Summit – Agents of Grace Study Guide Version 1.0 - No questions will be asked outside of the Study Guide. It is available for download from the Summit Events website on the bible quiz documents page.

Ultimate Challenge Book 2

- Challenge 1–4
 - Intro including “Remember it” and “Search sites”
 - “Memorize” - Verse Memorization
 - “Q: & A:” - Question and Answers
 - “Review” - Review of verse memorization from earlier Discoveries or Start Zone
 - “aClue4u” - Explanations
 - “Word Wise” - Definitions of key words
 - “Brain Check” - Biblical concepts from the lesson
 - “Just for Fun”- Biblical facts
- Silver Section 1-4

Dress Code – Purpose

1. Keep the focus of the quiz on the Word of God.
2. Provide a fun yet professional environment for our clubbers to shine.
3. Safeguard the modesty of clubbers while performing on stage.

Points - A properly dressed team will receive 1 point

Dress Code – Uniform Church\Clubs

1. Participants must wear their Awana uniform (same as church) with the proper awards. (If the participants church\club does not use an Awana uniform, see “Non-Uniform Dress Code”)
2. Male Participants
 - a) Slacks or a nice pair of black jeans
 - b) Awana uniform tucked in
3. Female Participants
 - a) Slacks, dress or modest skirt (Skirts must be below knee while sitting)
 - b) Awana Uniform – does not have to be tucked in
4. Coaches
 - a) May wear either Awana uniform or dress attire

Dress Code – Non-Uniform Church\Clubs

1. Churches\clubs which do not use a uniform may use the following.
2. Male Participants
 - a) Button-up dress shirt tucked in
 - b) Slacks or a nice pair of black jeans
 - c) Optional: tie
3. Female Participants
 - a) Dress blouse or dress top
 - b) Slacks or skirts (skirts must be below knee when sitting)
 - c) Optional: Full Dress (dress must be below knee when sitting)
4. Coaches
 - a) Dress Attire

Etiquette and Protocol

Seating – Each participant will be assigned a seat on stage. They will remain seated unless instructed to do so by the Quizmaster. Each chair is numbered and the participant will need to know their numbered chair during Speed Round.

Focus – Participants eyes must stay on their own paddle during Multiple Choice Quizzing. He or she may look around during Speed Quizzing, but when answering must look at judges, or up. At no time during quiz answering are participants allowed to look at the audience.

Communication – Participants may not communicate with the audience, coaches or each other during quiz. Participants may only communicate to the scorekeepers or Quizmaster, but ONLY when prompted first.

Substitutions

For teams of two, substitutions may be made half way through the Multiple Choice Round, in between rounds and half way through the Speed Round. After four questions are asked, the Quizmaster will ask for substitutions. At this time, the second team member may take the stage and replace the first member. That member will complete the last four questions of multiple choice and may stay on stage for the first four or all eight questions of the Speed Round. After this, the Quizmaster will once again ask for substitutions, whereupon the first team member may come back on stage to finish the last four speed questions.

Quizzing Out

A participant has “quizzed out” if he or she has done the following:

- Correctly answered 3 speed questions
- Incorrectly answered 2 speed questions

A participant who has quizzed out may be replaced by a substitute, if one is available from his or her own team.

Quiz Process

Multiple Choice Quizzing

1. Quizmaster will begin the multiple choice round by asking participants to pick up their paddle box.
2. Quizmaster will start by saying "Question".
3. Quizmaster will read a question and give three possible answers.
4. Quizmaster will say "Select your answer"
 - a) At this time, participants may grab or touch A, B or C.
5. Quizmaster will say "Paddles Up".
 - a) At this time, participants will raise their selected answer.
 - b) They must hold up their paddle until instructed to put them down.
6. After scoring is complete, Quizmaster will say "Paddles Down".
7. Repeat process until all eight multiple choice questions are asked.

Speed Quizzing

1. Quizmaster will begin the speed round by testing all buzzers.
2. Quizmaster will start by saying "Question".
3. Quizmaster will read a question.
 - a) Participants may buzz in at any time during or after the reading of the question.
4. As soon as a buzzer is registered, the quizmaster will stop reading the question.
5. The Quizmaster will call what team number buzzed in.
 - a) example: "Chair number seven".
6. The called "participant" now has 20 seconds to stand and begin their answer at the nearest microphone.
7. The participant has 40 seconds from the beginning of their answer to the completion of their answer. Time may be called on the participant if the 40 seconds has elapsed.
8. If the participant is correct, points are awarded and the next question is asked. If the participant is incorrect, the second participant that buzzed in is called and the question is reread in its entirety.
9. The second participant has 10 seconds to stand and begin their answer at the nearest microphone.
10. If the participant is correct, points are awarded. If the participant is incorrect, the Quizmaster will ask the next question.
11. Repeat process until all eight speed questions are asked.

Appealing a Question

During speed quizzing, a coach may appeal the judges' decision on a question. Please read the rules carefully on appealing a question. Failure to abide by these rules may disqualify an appeal.

1. Only official coaches can appeal a question. Coaches must be wearing his or her team lanyard when approaching the judges' table.
2. Coaches may only appeal a question after both the First and the Second teams have attempted an answer. Any appeals that are requested before the second team answers will be ignored.
3. Coaches may only appeal the following:
 - a) An answer deemed correct or incorrect from the coach's own team.
 - b) An answer deemed incorrect from any opposing team.
 - c) A coach may never appeal an answer deemed correct from an opposing team.
4. Coaches may only appeal a question to the Head Judge.
5. Coaches may only bring the current Awana handbook\material to the judging table. A coach may not bring photocopies, quiz packets, Bibles, or any other material.
6. The decision of the Head Judge is final.
7. The head judge may disqualify a coach from appealing a question at any time for any reason.

Process for Appealing a Question

1. If a coach wishes to appeal a question, he or she may stand and say "question" after both the first and the second teams have attempted an answer.
2. If the Head Judge acknowledges the appeal, they will ask the coach to approach the judging table. You may only approach the table if acknowledged.
3. The coach will then state their appeal to the Head Judge.
4. The coach will be asked to sit, the judges will confer and will make their decision. This decision may no longer be appealed.

Time outs

A time out may only be called by the Quizmaster. Coaches\Participants may not request a time out.

Rereading a Question

A multiple choice question may be reread by the Quizmaster only if deemed necessary by the head judge.

During speed quizzing, the participant may request the question to be reread. The Quizmaster may chose to do so, but will only read up to the point of where the first participant buzzed in. The second team to buzz will automatically have the question reread to them in its entirety.

Throwing Out a Question

A question may be thrown out by the Head Judge if any of the following occurs:

1. The Quizmaster misreads the question.
2. The Quizmaster misreads the multiple choice answers.
3. An answer is given by the audience.
4. There is a distraction deemed significant by the Head Judge.

Tie Breaking

In the event of a tie, the tied teams will be asked three multiple choice questions. The team with the most correct answers will win the tie. In the event there remains a tie after the three multiple choice questions, additional multiple choice or speed questions will be asked until the tie is broken.

The Bible Quiz Coordinator may choose to leave the tie as is, and award both teams the same place award.

Staffing

Each team is required to bring the following staff. Points are awarded for teams with properly trained staff for a maximum of 4 points.

1. Coach – Each team must have one coach. The coach must attend one of the two training events provided by Summit Games and Bible Quiz. See “Training” for dates. A trained coach (one who has gone to event training) will receive 4 points.

For churches with multiple teams, one coach may be responsible for any number of teams.

Note: Be sure that coaches sign in at the event trainings to secure your team staff points.

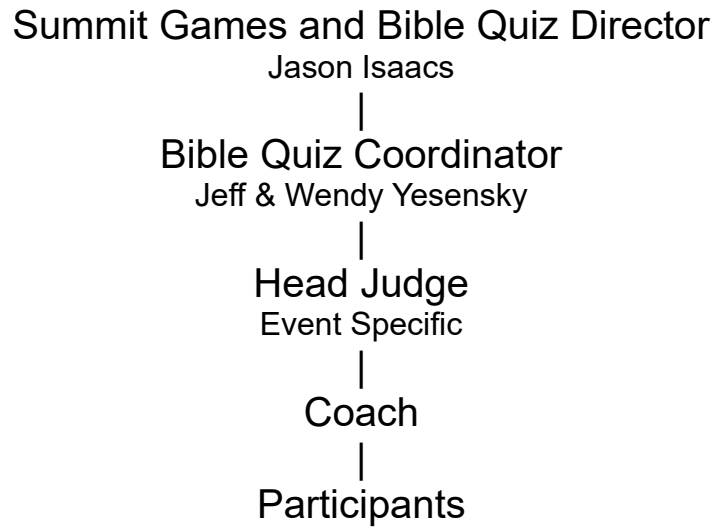
Optional Staffing

Summit Quiz is no longer requiring churches to provide Judges, Scorekeepers, Monitors and Security at the quiz events.

These areas will be filled by a trained team of Summit personnel. If you are interested or someone you know is interested in serving in one of these areas, please contact the Bible Quiz Coordinator. Contact information is on the last page of the rule book.

The minimum commitment for any of these roles is one quiz event.

Chain of Command



Training

Please refer to the Summit Events website for training dates and locations

www.summitevents.org/

Contact

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