



# SUMMIT



GAMES & QUIZZING

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# Journey

-Disciples-

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# BIBLE

# QUIZ 2026

# 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.

*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 team 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 team will be given a short amount of time to select and raise their paddle of choice. This is designed to test a team's overall knowledge of the material.

*Speed Quizzing* – In the speed quizzing, participants compete against other teams using an electronic buzzer system. The first team to “buzz in” is given an opportunity to answer the question. If incorrect, the 2<sup>nd</sup> team to “buzz in” will be given a chance to answer. There will not be a third selection if both the first and the second teams answer incorrectly. Questions are valued differently depending on difficulty. Definitions and short answers will be worth 20 points. Long answers and lists are worth 30 points. Verse recitations are worth 40 points.

## **Registration**

- Register on the Summit Events website [www.summitevents.org](http://www.summitevents.org).
- Churches may register as many teams as they choose.
- Churches may register multiple teams for the same book.
- 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 two to four members in the same book, only four may be on the floor at a given time.

**Participants** – A participant must quiz from his or her current year's Awana handbook.

**Teams of Five Members** - Only four participants per team will be on stage at a time. If there is a team with greater than four members, the fifth member of the team will switch out with their teammates in between the Multiple Choice and Speed rounds. See Substitutes for more information.

## **Scoring**

<b>Round Type</b>	<b>Correct Answer</b>	<b>Incorrect Answer</b>
<b>Multiple Choice Questions</b>	20	0
<b>Speed Questions -First to Buzz in-</b>	20/30/40	-20/-30/-40
<b>Speed Questions -Second to Buzz in-</b>	10/15/20	-10/-15/-20

# **Quiz Material: Journey – Identity**

## **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. This includes verses, summaries, lists, etc.

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

## ***Journey – Identity***

- Sections (1.1 – 4.4)
  - Day 2 – Core Verse<sup>1</sup>
  - Day 2 – Boxed out area
  - Day 3 – Lesson Content
  - Day 3 – Core Concept
  - Day 3 – Definition
- Faith Foundation
- Gospel Wheel
- Current Bible Summaries<sup>2</sup> (downloaded from [www.awanaym.org](http://www.awanaym.org))
  - Theme
  - Author
  - Verse Reference
  - Date

<sup>1</sup>The Core Verse will be the Primary Verse of each lesson. It is designated by an \* and is the first of the three verses. Questions may be asked about the other verses, but only the Core Verse will be requested for word-perfect recitation.

<sup>2</sup>The Bible reading and summaries correspond to the chapters given in the Identity book - Exodus, Numbers, Judges, 1 & 2 Samuel, Ezra, Nehemiah, Song of Solomon, Obadiah, Micah and Haggai (Please visit <https://awanaym.org/journey/bible-reading-summaries>.) Theme, Author, Verse Reference and Date may be asked, but not the oral summary itself.

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## **Dress Code**

### 1. Male Participants

- a) Button-up dress shirt tucked in
- b) Slacks or a nice pair of black jeans
- c) Optional: tie

### 2. 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)

### 3. Coaches

- a) Dress Attire

A team that is NOT in Dress Code will receive a 5-point deduction.

## **Etiquette and Protocol**

**Seating** – Each team will be assigned a seat on stage. They will remain seated unless instructed to do so by the Quizmaster. Each group of chairs is numbered and the teams will need to know their number during Speed Round.

**Focus** – Teams eyes must stay on their own paddles during Multiple Choice Quizzing. They 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 or coaches during quiz. Participants may communicate with their team only during their deliberation. They may also communicate with the scorekeepers or Quizmaster, but ONLY when prompted first.

Quiz is a formal event. Any communication between members of a team or a team\participant towards a Quizmaster or scorekeeper is expected to be proper and edifying. Any negative communication may disqualify a team.

## **Substitutions**

For teams of five, substitutions are made in between the Multiple Choice Round and the Speed Round. After the Multiple Choice Round, the Quizmaster will ask for substitutions. At this time, the fifth team member takes the stage and replaces one of their teammates for the Speed Round.

## **Answering a Question**

**Buzzing in Early –** If a team “buzzes in” before the question has been read in its entirety, the team must first finish the question, and then give the correct answer. If the first team fails to give the correct question and answer, the Quizmaster will call on the second team. The second team must then finish the question and give the correct answer.

**Walking to mic –** Participants have 10 seconds from the moment the Quizmaster calls a team, to the start of the team's answer.

**Deliberation of Speed Questions –** A called team may deliberate a speed answer, but may no longer deliberate once a participant has stood up. If a called team speaks after standing or before reaching the microphone, the answer is disqualified.

**Deliberation of Multiple Choice Questions –** A team may deliberate quietly until the moment the Quizmaster requests paddles up.

**Time –** A participant has 40 seconds to complete an answer once an answer has begun at the microphone.

**Consecutive Speed Answers –** A single participant may not answer more than 2 consecutive speed answers for their team.

**Answers –** When prompted “Is that your answer?” Participants must respond with “Yes, Sir” or “No, Sir”.

## **Quiz Process**

### **Multiple Choice Quizzing**

1. Quizmaster will begin the multiple choice round by asking teams 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." 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 20 minutes has elapsed.

### **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. Teams 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. (Example: "Team number seven")
6. The called team now has 10 seconds to stand and begin their answer at the nearest microphone
7. The team member has 40 seconds from the beginning of their answer to the completion of their answer. Time may be called on the team member if the 40 seconds has elapsed.
8. **For all verse recitations, the team member should first state the version of the Bible from which the verse was memorized.**
9. If the team is correct, points are awarded and the next question is asked. If the team is incorrect, points are deducted, and the second team that buzzed in is called.
10. The second team has 10 seconds to stand and begin their answer at the nearest microphone.
11. If the team is correct, points are awarded. If the team is incorrect, points are deducted and the Quizmaster will ask the next question.
12. Repeat process until 20 minutes has elapsed.

## **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.
2. Coaches may only appeal a question after both the First and the Second teams attempt 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 teams.
  - 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 yell "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 first participant will not have the question reread to them and may not request a reread. The second team to buzz in may request the question to be reread. The Quizmaster may choose to reread the question up to the point where the first team buzzed in.

## **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 speed questions. The team with the highest score will win the tie. In the event there remains a tie after the three speed questions, additional 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.

## **Coaching**

Each team must have one coach. The coach is encouraged to attend one of the training events provided by Summit Games and Bible Quiz.

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

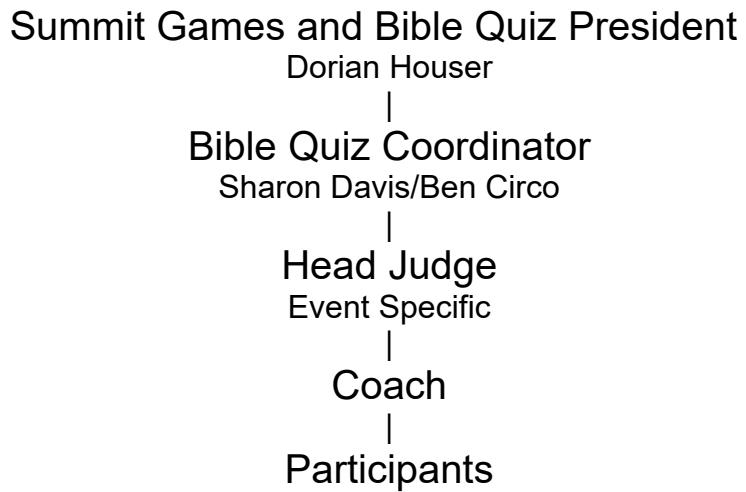
## **Training**

Please refer to the Summit Events website for training dates and locations  
[www.summitevents.org/](http://www.summitevents.org/)

## **Optional Staffing**

Summit Quiz is a 100% volunteer-run organization. We are always looking for judges, scorekeepers, monitors, security, and misc staff. 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.

## **Chain of Command**



## **Contact**

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