

Ohio Awana Teen Bible Quiz Rules

OBJECTIVES:

- ❖ To promote and encourage young people in Bible memorization and review of their Awana materials.
- ❖ 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 provide an opportunity for adults to deeper relationships with teens and to be an example of godliness to them.
- ❖ 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.

Teams

Participants: A team consists of two to six members.

Coaches: During the quiz meet, each team is allowed only one official coach.

Team coaches may talk to their teams only while rotating between quizzing segments.

Preparing for 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 develop 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 the memory verses and references (word perfect) from the current 24-7 materials they are quizzing from:

- JOURNEY - Faith's Foundations and Main Study, all the content of the Main Study lessons including questions and definitions, and the Bible Summaries.
- TREK - Trek Chek and current year series.

Consider challenging another church to a quiz for extra practice.

Drill team members in the various types of quizzing. Make sure everyone adheres to the quizzing rules in this book.

Select one person to act as the team coach during the quiz meet.

General Rules

1. Teams will consist of two to six members, preferably half guys and half girls.
2. There will be three formats. Multiple Choice, Written and Speed.
3. Teens are encouraged to wear Awana student T-shirts or uniform shirts. Awana emphasizes modesty in dress; no shorts, no revealing clothing of any kind.
4. The decisions of the Quiz Master and Judges are final.
5. The questions will be from the KJV, NIV, and NKJV translations.
6. An official coach may appeal a question or answer before the next question is read.
7. Quizzing will cover the current Bible studies from the Awana catalog for both Trek and Journey. No questions will be taken from Trek Challenges or Journey Bible reading.
8. The Awana missionaries may adapt the quiz format to increase interest and excitement in quizzing. We will do our best to inform each coach of any enhancements to the three basic quiz formats.

Multiple Choice or Paddle

1. Two, three or four quizzers from each team may participate in the Multiple Choice quiz which will use the paddles.
2. Coaches may substitute after each segment of questions.
3. There will be 15 minutes allotted for multiple choice questions. Each question is worth 20 points.
4. Three options will be given and more than one answer may be correct.
5. Teams may huddle for 10 seconds. They will be instructed to select answers and 'paddles up' will be called.
6. There will be no partial credit allowed. There is no penalty for incorrect answers.

Written Quiz

1. Two, three or four quizzers from each team may participate in the Written Quiz which will be a Team Huddle.
2. Coaches may substitute after each segment of questions.
3. There will be 10 questions. Correct answers are worth 20 points. Incorrect answers are minus 10 points. A no answer, either a blank sheet or all writing crossed out, is zero points.
4. Written questions will allow 15 seconds for the team to huddle. After 15 seconds, the Quiz Master will give the command to write the answer. The team will be given 30

seconds to write out the answer. Discussion can continue past the 15 seconds. A 10-second warning will be given after 35 seconds.

5. There will be no partial credit. Verses must be word perfect.

Speed Questions

1. Two, three or four quizzers from each team may participate in Speed Quizzing.
2. Substitutes are allowed between segments.
3. There will be 15 minutes of speed questions. The point value will depend on the difficulty of the question. Questions will be worth 20, 30 or 40 points. Incorrect answers result in a deduction of equal amount of points as the value of the question.
4. If a team buzzes in prior to the question being completed, they must give a complete correct answer. If they do not give the complete correct answer, points will be deducted.
5. If the team buzzing in first has an incorrect answer, the team buzzing in second will be able to answer for half the points after the question is repeated. Incorrect answers result in a deduction of equal amount of points as the value of the question.
6. In Speed Quizzing the team members each have a button on a buzz-in box. No one will know which team member pushed down to activate the buzz-in. The team will have 10 seconds to confer and begin its answer. Once the answer is begun no help can be given.
7. ***No quizzer may answer more than two consecutive correct speed questions for their team.*** Bible Quiz officials will keep track of who answers. Coaches may also keep track if they wish to.