



2011

South Carolina Bible Quiz



Rule Book

South Carolina
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Awana Bible Quizzing

South Carolina

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**Calendar
2011 Bible Quiz**

Coaches Meetings

January 14
7:00 pm
Coastal Shores Baptist Church
8310 Dorchester Rd.
N. Charleston, SC 29418 7:00 pm

January 15
10:00 am
Northside Baptist Church,
1303 Sunset Blvd.
W. Columbia, SC 29169

January 15
3:00 pm
Tanglewood Baptist Church
2801 Old Easley Bridge Rd
Greenville, SC 29611

Quiz Dates

February 5
Registration
9:00am Sharp
Cornerstone Baptist Church
2500 Syracuse Community Rd
Darlington, SC 29532

February 19
Registration
9:00am Sharp
King James Version Only
Morris Chapel Baptist
530 Baptist Avenue
Greenwood, SC 29646

February 26
Registration
9:00am Sharp
Washington Baptist Church
3500 N. Highway 14
Greer, SC 29651

March 5
Registration
9:00am Sharp
Northwood Baptist Church
2200 Greenridge Rd
N. Charleston, SC 29406

Quizzing Objectives

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

Authorization

All Awana Bible Quiz meets must be authorized by a South Carolina Awana Missionary or Event Specialist.

If several Awana registered churches are interested in a regional missionary sponsored Bible Quiz meet, they should contact one of the SC Awana Missionaries or Event Specialist.

Organization

The organization of the regional Bible Quiz meets depends on the number of churches and teams participating. A team consists of one to three members. A team refers to the participants in a specific book ... not to a total group of clubbers representing a church. An official Bible Quiz meet must include a minimum of three churches. The teams must register with an Awana Missionary or Event Specialist.

Registration

Early registration could guarantee participation in situations when many churches register. A church may enter one or more teams per book. Teams are accepted on a “First-paid” base. A church may register for any or all books, but is not required to enter for all books. The registration fee is set by the Awana Missionary or Event Specialist to help defray quiz expenses. For dates, fees and registration forms go to www.scawana.com.

General Information

Team(s)

Each team is comprised of one to three clubbers. Each clubber must quiz from the handbook they are currently in. However, no clubber may quiz in the same book for two years.

Cheering and applauding are encouraged after each answer is given. Informality and affirmation 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.

Use of Handbooks, Bibles, etc.

Once the Bible quizzing has begun no further studying of handbooks, Bibles or other materials are allowed. Please remove Hand Books and Bibles from quiz area.

Video Cameras/Audio Recordings.

The use of any video cameras or audio recording during quiz is NOT allowed!

Quiz Questions and Answers Format

Questions for each book will be provided each October on the SC Awana web site: www.scawana.org .

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 Awana Missionary or Event Specialist will determine the quiz material covered. Questions may be asked from any part of the Discoveries/Challenges of the Awana books assigned, including verses, Bible readings, word challenges, definitions, etc. Each year from a master data base, questions will be selected from the following percentages:
 - a. 50% from the two or three Discoveries/Challenges where the Clubber should be at the time of Bible Quiz. (Based on a 32 week Awana club year.)
 - b. 30% from Discoveries/Challenges that come before those selected for the 50% of the questions in item one above.
 - c. 20% from Discoveries/Challenges that come after those selected for the 50% of questions in item one above.
3. Help from the audience may result in the question being thrown out, even if the answer is correct.

Paddle Round (Multiple-Choice)

1. The paddle round (multiple-choice) 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.
2. Quizzers from each team by book will be asked a series of multiple-choice questions.

3. Questions and possible answers will be read once. There will be three answers from which to choose. Quizzers have five seconds to determine their choice of answers. Questions may be read twice if the Quiz Master feels the difficulty of the question warrants it.
4. 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.
5. When all possible answers have been given, the Quiz Master will pause for five (5) seconds.
6. When the five (5) seconds are up, the Quiz Master will call, "Paddles up."
7. During the five (5)-second-answer time, quizzers select the answer they believe to be correct. Then, at the call "Paddles up", all will raise their choice of paddles simultaneously.
8. After the "Paddles up" call has been made, no paddle may be exchanged for another paddle.
9. If a participant's paddle is raised late, the participant is disqualified from that question.
10. At the "Paddles down" command, participants must lower their paddles.
11. Teams are awarded 10 points for each correct answer.

Speed Quiz Round

1. In the speed quizzing round 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 to respond is allowed to answer the question.

2. From the time the microphone is given to the quizzer, each participant has 10 seconds to begin and then 30 seconds to complete the answer. However, the quizzer should indicate within 10 seconds if he or she cannot answer, thereby avoiding unnecessary delays and embarrassment.
3. If a quizzer responds before the question is completed by the Quiz Master, the Quiz Master will stop. The quizzer must then give an answer.
4. When a speed question has been answered, the Quiz Master will ask, "Is that your answer?" Only when the quizzer answers "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".
5. Individual speed questions will not be repeated unless the Quiz Master rules it necessary because of disturbance or delay.
6. Competitors having two wrong answers in the speed quiz are ineligible to answer additional questions.
7. One to three quizzers from each book may compete at one time in speed quizzing.
8. If an incorrect answer is given, the Quiz Master will then recognize the quizzer that signals in second. The Quiz Master will reread the question in its entirety, and that quizzer has 5 seconds to begin their answer.
9. Each book team is asked a series of questions. Correct answers are awarded 20 points. If the first quizzer responding is incorrect the next quizzer buzzing in will be given the opportunity to answer the question, for 10 points.
10. If no quizzer responds in 10 seconds, time is called and the next question given.

11. 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.
12. If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be accepted.
13. Any clubber answering three questions correctly "quizzes out" and is awarded an extra 20 points.

Scoring

Quizzing Format	Correct Answer	Bonus Points
Multiple Choice	10	0
Individual Speed	20	20*
2 nd Place Speed	10	20*

Scores from all segments are added together to determine the winner. In the event of a tie, teams are given a two-minute speed round to break the tie.

* **20** bonus points will be given to all quizzers quizzing out. See note 13 under Speed Quiz Round.

Coaches

1. Each team is allowed only one official coach during the quiz meet.
2. The team coaches may talk to their quizzers when the Quiz Master calls for a break/time-out, or while the teams rotate for their quiz.

Time-Outs

The Quiz Master is the only official who can declare a time-out.

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. This must be done prior to Quiz Master starting the next question.
2. All appeals are directed to the Quiz Master. When recognized, the coach confers privately with the Quiz Master. After the coach voices the question, the coach must return to his or her seat while a decision is being made.
3. The Quiz Master may consult with the judges before making a decision. *In all cases, the decision of the Quiz Master is final.*

Schedule

Teams are to be checked in by their coach at the time stated by the Awana Missionary or Event Specialist.

Chain of Command

- Awana Missionary/Event Specialist
- Quiz Master
- Judges/Room Monitor/Timers
- Scorekeepers
- Team Coaches

Quizzing Staff

Each church must provide at least one worker who is acquainted with the quiz rules. It is the discretion of the Awana Missionary or the Event Specialist whether the quizzing staff is to be in complete uniform. Each staff member must arrive at the time designated by the Awana Missionary or Event Specialist.

Event Specialist

1. Arranges for facilities to host the Bible Quiz, for equipment and awards for the quiz.
2. Lines up and confirms staff members.
3. Registers teams in the given areas and sends confirmation packages 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 the day of Bible quiz.

Quiz Master

1. Conducts the quiz program.
2. Maintains full authority over the quiz.
3. Reads the quiz questions.
4. Assists the judges in any decision concerning any contested questions or answers.
5. Makes the final decision concerning any questions or answers that are appealed.

Judge/Judges

1. Checks to make sure the Quiz Master reads the questions correctly and clearly.
2. Helps determine whether a quizzer's answer is correct or incorrect in the Multiple-Choice and Speed quizzing.
3. Assists in any decision concerning any contested questions or answers.
4. Quiz Master 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. Records the points of those teams assigned to them throughout the quiz.
2. Reports their scores to the head scorekeeper.

Awards

Team Awards

First Place: Plaque – top scoring church

Second Place: Rosette Ribbon

Third Place: Ribbon

Fourth Place: Ribbon

Individual Awards

100% correct answers in Paddle format:
Rosette Ribbon

Quizzed Out (3 correct answers) in Speed Format:
Rosette Ribbon

A Bible Quiz patch is given to all participants and their coach.

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.

Notes: