



Colorado T & T Bible Quiz Rules

“Study to show thyself approved unto God, a workman that needeth not to be ashamed, rightly dividing the Word of Truth.” 2 Timothy 2:15



PREPARING TEAMS FOR QUIZZING

1. Pray for your Quizzers
2. Pray that the truths they are studying will have an impact on their lives!
3. Select coaches to work with prospective quizzers in each club.
4. Coaches should thoroughly review the handbooks and design practice questions.
5. Select team members as soon as possible.
6. Explain the Quiz rules to clubbers so they know what to expect.
7. Work with clubbers to be sure they really understand the material which they have memorized.
8. Instruct clubbers to know all verses and references (word perfect), books of the Bible, Bible reading questions, and definitions.
9. Quiz team members and other clubbers as a pre-club activity, as part of Handbook Time, Large Group Time, or part of a Sunday evening service, and outside of club time.
10. Consider challenging another church or club to Quiz for extra practice.
11. Drill team members in various types of quizzing.

QUIZZING OBJECTIVES

1. To promote and encourage our clubbers in Bible memorization and review of their T&T handbooks.
2. To provide a friendly, competitive atmosphere in which clubbers can display their Bible knowledge and gain a sense of accomplishment.
3. To give clubbers a greater love for and a working knowledge of the Bible.
4. To proclaim God’s wonderful grace and salvation through the 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 relationship.

QUIZ MATERIALS & QUESTIONS

All Bible quiz questions will come out of the current T&T Handbooks.

Mission: Agents of Grace Units 1.1 – 2.8, and Start Zone

1. Questions may be asked on any part of the assigned sections including verses and Bible readings.
2. Questions will not be taken from Silver and Gold extra credit sections.
3. All Bible verses must be quoted word perfect according to the latest edition of the T&T handbook.
4. If requested, the quotation must include the complete reference.
5. Answers (other than Bible quotations) may be in the clubber’s own words, but must be close to what the handbook states.
6. The Quizmaster will preface each question with the word “Question”.

QUIZ FORMAT

T&T Bible Quizzing incorporates three basic formats: Written, Multiple-choice, and Team-huddle Quizzing (Mission: Agents of Grace) or Speed Quizzing. Scores from all three formats will be combined to determine the winning team.

WRITTEN QUIZ

1. The Written Quiz is the segment of quizzing, held in a separate room, where each quizzer receives a quiz sheet consisting of 15 questions, each worth 5 points.
2. Clubbers write the answers by him/herself and will have 20 minutes to complete the quiz.
3. Once the clubbers have the quiz, there should be no talking, and handbooks should be in the coach’s possession.
4. Any questions should be directed to the Room Monitor. Coaches are not allowed in the testing room, exceptions will be made for special needs children.

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5. Clubbers must not look around the room during the quiz or they may be disqualified. Clubbers remain seated until the entire group is dismissed.
6. Questions may be fill-in-the-blank, matching, True/False, or short answer.

MULTIPLE-CHOICE QUIZ

Each clubber is given a set of paddles with which he/she will answer the multiple choice questions with either an "A", "B", or "C" paddle.

1. Quizzers will be asked 15 multiple-choice questions worth 10 points each relative to the handbook the team is quizzing in.
2. Questions and answer choices will be read once. Some questions may be read twice, if the Quizmaster feels it is warranted.
3. Three possible answers will be read, the Quizmaster will say, **"Select your answer"**. After a pause (about 5 seconds), he will say **"Paddles up"**.
4. During the pause, quizzers will think about the answer they believe to be correct. Quizzers should not touch their answer paddles until the call **"Paddles up"**. The clubber will then select their paddle and raise the paddle immediately.
5. Quizzers raising their paddles late are disqualified from that question. Also, after the paddles are raised, no paddle may be exchanged for another one.
6. During question reading and answering, the quizzers must look down at their paddles. Looking any place else is an eye violation and results in an automatic disqualification from that question.
7. The room Monitor and Head Scorekeeper will notify the Quizmaster/scorekeepers of any "eye" violations.
8. At the "Paddles down" command, quizzers must lower their paddles. The Quizmaster will then give the correct answer.

TEAM-HUDDLE QUIZ

1. No Team-huddle questions will be repeated unless the Quizmaster deems necessary.
2. Help from the audience counts as a wrong answer.
3. The teams will be asked 15 questions worth 20 points each.
4. Once the question is asked, teams will huddle together quietly, discussing the answer, and write their answer on their white board.
5. The Quizmaster will then ask for the white boards to be held up for the judges to see.

SPEED QUIZ (UC1 & UC2 only)

The Speed Quiz section will consist of 15 questions worth 20 points each. Teams will sit in a huddle and have a buzzer. The Quizmaster will say "Question" and begin a question. The first team to "buzz" in will be given 10 seconds to consult with each other and begin their answer. One member of the team must stand up and answer for the team. Once that person has stood up, they may not consult with their other team members and have one minute to complete their answer. The Quizmaster will then ask, "Is that your answer?" The clubber must answer, "Yes" or "No". If they say "No", they may change their answer if time allows. Again, the Quizmaster will ask, "Is that your answer?" Once a clubber says, "Yes", the Judges will determine whether the answer is correct or not? If the answer is incorrect and a second team has buzzed in, the Quizmaster will re-read the question to the same point he stopped when reading the question originally. Correct answers are worth 20 points whether the first or second team to buzz in answers.

REGISTRATION

1. A church may enter one or more teams per book, but is not required to enter all books.
2. The registration fee may be set to help defray Quiz expenses and equipment.

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GENERAL INFORMATION

1. Cheering and applauding are encouraged after each answer is given. Informality helps the young people relax, and motivates them as they compete.
2. Photographing/Video taping of the Bible Quiz will be permitted during the first five minutes of each segment only.
3. Cell phones need to be silenced during Quizzing. Quizzers may not have cell phones during the quiz.

TEAM

1. Each clubber must quiz in his/her current handbook for the year. No clubber may quiz in the same book for more than one year.
2. Teams will be divided into flights based on total number of registered teams. Every effort will be made to put multiple teams from churches in different flights. Each book will have its own set of awards.

APPAREL

1. The host church emphasizes the importance of modesty, neatness, and cleanliness in the apparel worn by both coaches and clubbers. (If ladies/girls choose to wear a skirt, or dress, the hem must fall below the knee when seated).
2. All participants (including leaders and coaches) are asked to wear their Awana uniform.
3. No hats will be permitted during quiz and hair should be such that eyes are visible to judges.

TEAM MEMBERS

1. A Bible quiz team consists of up to three quizzers. A team may be any combination of boys or girls. There are no substitutes on a team.
2. Single quizzers will be placed with another individual or group if possible.
3. All who come ready to quiz will quiz.

USE OF HANDBOOKS, BIBLES, ETC.

Once the Bible Quiz event has begun, no further studying from the handbooks, Bible, or other materials is allowed.

TIME-OUTS

1. Only team coaches are authorized to ask for time-outs. When a coach wants a time-out, he/she will make this known to the Quizmaster.
2. The Quizmaster is the only official who can declare a time-out. A time-out lasts one minute.

COACHES

1. There will be only one official coach per team during the quiz.
2. The team coaches may talk to their teams while the teams rotate for the different quiz segments.

TIE BREAKER

In the event of a tie, the teams will compete in a 5 question Team-huddle Quizzing match. The one with the highest score is the winner for that place.

APPEALS

1. Only the official coach may appeal a question or an answer. He/She does this by calling out **“Question”** while still seated. The immediate preceding question is the only one that may be appealed by the coach.
2. Once the next question is started no appeal will be recognized. All appeals are directed to the Quizmaster. When recognized, the coach confers privately with the Quizmaster. After voicing their question, the coach must return to their seat while the decision is being made.
3. The Quizmaster may consult with the head judge and the judges before making a decision. In all cases, the decision of the Quizmaster is final.

SCHEDULE

1. Check-in starts 45 minutes before the scheduled quiz – teams are to be checked in by their coach before the quiz.
2. Quiz begins promptly at the scheduled time.
3. The quiz consists of three segments of quizzing: Multiple-choice, Team-huddle or speed, and Written. We will be using site rotation during the quizzing.

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- After all four books have quizzed in all three segments, there will be a short devotional, followed by the presentation of awards.
- Upon arrival at the quiz facility, Coaches should check in with the registrar where they will receive a score sheet and labels for each team registered. List the names of the quizzers on the appropriate score sheet. Each Quizzer will wear the label that matches the number on their score sheet, in a visible place.
- Turn in the score sheet, parental consent and release of liability forms (If required) of your quizzers, and receive any final instructions for your team(s).

SCORING

<u>Quiz Format</u>	<u>Correct answer</u>	<u>Incorrect</u>
Written	5	0
Multiple-choice	10	0
Team-huddle/Speed	20	0

Scores from all three rounds will be added together to determine the winner. We will take the top two scores in Multiple Choice and Written for those teams with three members to determine the team's total score. *It is a disadvantage for a clubber to quiz alone.* However, we have seen individual quizzers beat teams with two or three members.

AWARDS

A Bible Quiz participation patch will be given to all quizzers and one coach per team.

TEAM

First Place – Neck medallions and church plaque
Second through Fourth Place – Ribbons

INDIVIDUAL

Quizzing Champion Ribbon – for any quizzer who has a perfect score in Written **and** Multiple-choice.

High Honors' Ribbon – for any quizzer who has a perfect score in Written **or** Multiple-choice.

SAMPLE QUESTIONS

Types of questions will include, but are not limited to:

Verse quotations: Recite Romans 3:23

Verse completion: Give the reference and complete the verse with the following phrase ... "For all have sinned..."

Key words and phrases: Give the reference and quote the verse that contains this phrase: "...we should live soberly, righteously ..."

Doctrinal application: Which of these verses describes the human heart? A. Acts 4:12; B. Ephesians 2:10; *C. Jeremiah 17:9?

Books of the Bible: Which book in the Bible comes immediately after Joel? (Amos)

Word definition: What is the handbook definition of "exhorting"? (urging to do what is right)

Reference location: Give the reference for this verse: "For God so loved..." (John 3:16)