Colorado Trek Bible Quiz
Rule Book

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 deepen 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.

Quiz Format

A round is made up of 50 questions each. Both speed and multiple-choice questions will be asked during each period. A break will be given after 25 questions for the coaches to talk with their teams or make substitutions. We will have two rounds for a total of 100 questions.

Teams

Participants: A team consisting of two to five members. No more than four teens will be quizzing at the same time.

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.

Consider challenging another church to a quiz for extra practice.

Drill team members in both speed and multiple-choice styles of quizzing. Make sure everyone adheres to the rules.

Instruct team members to know all the memory verses and references (word perfect) from the current Trek materials.

- Trek Chek, Gospel Wheel, Trek – "His Story" Bible Study (Unit 1 - 2), Bible Summaries: Colossians, Hebrews, John, and Matthew

QUIZ PROCEDURES:

Apparel

RMHC emphasizes the importance of modesty, neatness, and cleanliness in the apparel worn by both leaders and youth of all ages. No outfits worn mainly to draw attention. Remember that the quizzers lean forward in their huddle and that they may be placed on a stage or platform. Please make sure they dress and sit appropriately. Let's allow our focus to remain on God and His Word.

Schedule

Teams are to be checked in by their coach at the time stated on the online registration.

Coaches need to turn in parental consent and release of liability forms for all of quizzers at check-in.

At the Quiz

Cheering and applauding are encouraged after each answer is given. Informality helps relax quiz participants and motivates them as they compete.

Once the quiz round has started it is not appropriate for audience members to talk to team members.

Quiz Questions and Answers

All questions will be taken from the latest edition of the Trek materials. Participants are not expected to interpret the materials.

The Quizmaster prefaces each question with the word "question." No talking by the audience is allowed from the word "question" until the answer is given.

Should the Quizmaster read a question improperly, the question **may** be discarded and a new one selected.

All Bible verses must be quoted word-perfect according to the latest edition of the official Trek materials. If requested, the quotation must include the complete reference.

Use of Handbooks, Bibles, and All Other Material

Once the Bible Quizzing has begun, no further studying of material is allowed, including, but not limited to, Bibles, handbooks, cell phones, laptop computers, or other electronic devices.

Time Out

No time-outs are allowed for teams or coaches. The Quizmaster is the only official who can declare a time-out.

Appeals

Only the official coach may appeal a question or an answer. The coach does this by calling out "question." The current question is the only one that may be appealed by the coach.

All appeals are directed at the Head Judge. When recognized, the coach confers privately with the Head Judge. After the coach voices the question, the coach must return to his or her seat while a decision is being made.

The Head Judge may consult with quiz judges before deciding. ***In all cases, the decisions of the Head Judge are final.***

Substitutions

Substitutions may be made only between quiz periods.

QUIZ FORMAT:

Before each question the Quizmaster will say, "question," announce the style of the question (speed or multiple-choice) and give the point value if it is a speed question.

Speed Questions

When a speed question is asked, the first team to respond is allowed to orally answer the question. Point values will vary by question, with the values being announced by the Quizmaster.

Speed questions will not be repeated unless the quiz officials rule it necessary because of disturbance or delay.

Help from the audience, or another team member, once the answer has been started counts as a wrong answer, even if the answer is correct.

Questions asked (other than Scripture quotations) may be answered in the participant's own words but must be close to what the materials state. The judges determine whether anything important to the meaning has been left out or altered to affect the response being determined correct or incorrect.

The first team to signal in is acknowledged. The Quizmaster stops at this point and the team is recognized. The team has 10 seconds to confer and begin its answer and then 40 seconds to complete the answer. However, the quizzer should indicate within 10 seconds if she/he cannot answer, thereby avoiding unnecessary delays and embarrassment.

We do not allow stalling by saying," My answer is," then stopping. This answer or one like it will not count as starting an answer within 10 seconds. Any initial answer must be directly related to the question.

Once the answer begins, no help can be given. Quizzers will not be asked to finish the question.

When a speed question has been answered, a quiz official 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." If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be judged after the Quizmaster asks, "Is that your answer?"

No one team member may attempt to answer more than two consecutive questions.

If the first team answers incorrectly a second team will have a chance to answer the question. If the second team buzzed in before the question was completed, the Quizmaster would read the question again up to the point when the first team buzzed in. If the first team to buzz in gives an incorrect answer and no other team has buzzed in, the electronic box will be cleared, and the Quizmaster will begin reading the question again until either another team buzzes in or he finishes the question.

If no one buzzes in within 10 seconds after the Quizmaster finishes reading the question, we move to the next question.

If no correct answer is given, the Head Judge will give a brief explanation of the information which we were looking for.

Full points will be given or taken away whether the team is the first or the second to buzz in. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included. Extraneous material is that which is not immediately connected with the answer.

For example, assume the study material had two lists of five items. A speed question asked for three of the five items from one of the lists. If the quizzers gave all five items that would be counted correct (assuming all five they gave were correct). But if they gave all five items from BOTH lists, that would be extraneous and counted incorrect.

Multiple-Choice Questions

Questions and possible answers will be read once. There will be three answers from which to choose. Teams have approximately five seconds to determine their choice of answers. Team members may discuss possible correct answers. Questions may be read twice if the Quizmaster feels the difficulty of the question so warrants.

During the reading of the questions, quizzers must look down at their team paddles while deciding their answers. Looking any other place may result in disqualification from that question.

When all possible answers have been given, the Quizmaster will say, “Select your answers.” When the five seconds are up, he will call, “Paddles up.” During the five-second “select your answer” time, teams select the answer they believe to be correct. Then, at the “paddles up” call, a team member raises the paddle for his or her team.

After the “paddles up” call has been made, no paddle may be exchanged for another paddle.

Paddles are to remain up until the “paddles down” command is given.

If a team’s paddle is raised late, the team may be disqualified from that question.

At the “paddles down” command, teams must lower their paddles.

Teams are awarded 20 points for each correct answer.

Scoring:

Speed

Correct answers will be awarded 20, 30 or 40 points and 20, 30 or 40 points will be subtracted for an incorrect answer. This is true even when a team is the second team to attempt an answer.

Multiple-Choice
20 points correct; 0 incorrect

Tie-breaker
The Tie-breaker Round will consist of speed questions only.

The round will be two minutes for two teams and one additional minute for each additional team. If, after two Tie-breaker rounds teams are still tied, a one minute round will be done. If there are still ties, one question at a time will be asked until one team answers correctly.

Score keepers will put a + (plus) for every correct answer and a - (minus) for every incorrect answer. Every - (minus) negates a + (plus). So if a team has 3 +s and 1 - the team has plus 2 for a score. The other team might have 3 +s and no - for a score of 3. So the second team wins the Tie-breaker.

Please, NO CLAPPING during the Tie-breaker Round so we can read a good number of questions.

AWARDS

Individual participation awards are given to all team members and one coach.