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 and answers. Parents and friends may then see their need of becoming a Christian and be challenged to accept Christ as Savior.

Authorization

Summit Quizzing is authorized by the Summit Core Team.

Quiz Format

All teams will quiz in two Participation rounds. The teams will be mixed from Participation Round 1 to Participation Round 2. The scores from both Participation Rounds will be added together and the top teams (about half) will advance to the Silver round. The top teams in the Silver round (about half) will advance to the Gold Round. The specific number of teams advancing depends on the number of teams that participate, number of tied scores, etc. At least 50% between rounds. The total number of rounds is also based on total number of teams participating.

At least the top ten teams from the Gold Round will compete in the Platinum Round. All rounds will include both speed and multiple-choice questions.

A round is made up of two periods consisting of 25 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.

Teams

Participants: A team consists of two to five members. No more than four teens will be quizzing at the same time. The intent is for churches to have as many three or four person teams as possible instead of multiple 2 person teams. Here is an example. A church has 12 teens who would like to Quiz. They should enter 3 four- person teams instead of 4 three-person teams. We will be monitoring multiple-team registrations and making sure that the churches are abiding by this standard.

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

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

Material Covered

1. All the memory verses and references (word perfect) from the "Gospel Wheel", the Faith Foundation booklet, the key verses from the current year Old Testament Summaries, the Journey Key Verses (1 Timothy 4:12 and 2 Timothy 2:2), and the current study (asterisked if more than one) verse(s). We will not ask Quizzers to quote word perfect other verses that are in the body of the lessons. However, questions could be asked from the other verses contained in the lessons.
2. Any content specified and published ahead of the coaches meeting from lessons 1.1 thru 4.4 including all information from any day in the lessons.
3. The "Gospel Wheel" and "Clear and Confusing Invitations" material as listed on the Summit website.
4. The current year Bible Summaries – Listed on the Summit website.

Apparel

Summit emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by both leaders and youth of all ages. Summit encourages **Business casual, such as:** collared shirts and slacks for guys and dresses, skirts or dress pants for girls. Team Spirit is encouraged, 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 their information sheet which will be available at the Summit check-in.

Coaches are to have available the Parental Consent and Release of Liability forms for all of their quizzers. Do not turn in these sheets but have them in your possession throughout quizzing.

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.

Official Coaches only may talk to their teams between periods and rounds.

Quiz Questions and Answers

All questions will be taken from the material in the latest edition of the Awana publications, manuals and materials. Participants are not expected to interpret the materials.

The Quiz Master prefaces each question with the word "question." No talking from the audience is allowed from the word "question" until the answer is given. Should the Quiz Master 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 Awana materials or **one of the four Bible translations: KJV, NKJV, NIV 84, or ESV,** including any materials posted on the Summit website. If requested, the quotation must include the complete reference.

Use of Handbooks, Bible 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. Additionally, audience members and coaches are not allowed to review materials with the quizzers until the round is complete.

Time Out

No time-outs are allowed for teams or coaches. The Quiz Master 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 immediate preceding question is the only one that may be appealed by the coach **after all teams have been given an opportunity to answer.**

All appeals are directed to the Head Judge. When recognized, the coach confers privately with the Head Judge. **The only materials allowed to be used in an appeal are the current Journey Handbook and other materials provided on the website. The question is limited to challenging wrong answers of the opposing teams or any answer of the coach's own team.** 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 making a decision. In all cases, the decisions of the Head Judge are final.

Note: Overuse or abuse of the appeals by a coach will cause that coach to be disallowed to bring further appeals in that quiz round.

- Maintain the Spirit of Godly Competition -

Substitutions

Substitutions may be made only between quiz periods.

QUIZ FORMAT:

At Summit, both Speed and Multiple-Choice questions will be asked during each 25 question period.

Before each question the Quiz Master 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 Quiz Master.

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 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 so as to affect the response being determined correct or incorrect.

The first team to signal in is acknowledged. The Quiz Master stops at this point and the team is recognized. The team has 10 seconds to confer, **walk to the microphone** and begin their answer and then 40 seconds to complete the answer. However, the quizzer should indicate within 10 seconds if he/she 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 the 10 seconds. Any initial answer must be directly related to the question. Once the quizzer has left their seat, no help can be given. **If quizzers**

buzzed in prior to the completion of the question, they are encouraged to finish the question before answering, but it will not be required. a speed question has been answered, a quiz official will ask, “Is that your answer?” Only when the quizzer answers “yes, **sir**” or time runs out, will the question be ruled correct or incorrect with “That is correct,” or, “I’m sorry, that is incorrect.” If a quiz participant quickly corrects himself or herself in the process of giving their answer, the answer will be judged after the Quiz Master asks, “Is that your answer?” No one team member may attempt to answer more than two consecutive questions.

If the first team to buzz in 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 Quiz Master will read the question again up to the point when the first team buzzed in.

If no correct answer is given, the Head Judge will read both question and answer in full and move on to the next question, no further opportunity will be given to answer that question.

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 Quiz Master 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 Quiz Master 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 one. 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 awards are given to all team members and one coach.