

Trek – Journey Quizzing

Dates: Mar. 7

Location: Faith Community Church, Ft. Akinson

Format: State Summit including Bible Quizzing, AWANA Games & Fine Arts

Team Categories & Quiz Material:

- **Trek:** Trek Check + Dashboard Series Yield (1.0 – 1.12)
- **Journey:** Faith Foundation #2 + Galatians/Ephesians Main Study #2

Registration:

1. Registration must be received at least 2 weeks before your Quiz event
2. Cost will be **\$15** per Team
3. Please make checks payable to AWANA Clubs International

Quiz Questions and Answers: Trek – Journey

1. Teams consist of **4-6** members for both Trek and Journey.
2. **Quizzing Order will be Journey (1st): Speed then Multiple Choice followed by Trek (2nd): Speed then Multiple Choice.**
3. 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.
4. Questions may be asked on any part of the material assigned, including verses, Bible readings, definitions, etc.
5. The Quizmaster prefaces each question with the word **“Question.”** No talking is allowed from the word **“Question”** until the answer is given.
6. Should the Quizmaster read a question improperly, the question may be discarded and a new one selected.
7. **There will be a 5 minute “break” between Speed and Multiple Choice to “coach” and/or change Teams. No substitutions are allowed once a segment has started.**
8. Scores from all segments are added together to determine the winner. In the event of a tie, teams are given a tie-breaking round.
9. Tie breaker will be a 2 minute Team Speed round.
10. Points will be awarded based upon the scoring summary below:

Quiz Style	Correct Answer	Incorrect Answer	Non-Answer	Bonus
Team Multiple Choice	20	0	-	-
Team Speed – 1 st or 2 nd Chance	20, 30, 40	-20, -30, -40	-	-

Team Speed Quizzing (Summit Rules): Journey - Trek

1. Team Speed Quizzing round will consist of **20 minutes of questions** – there is not a question number limit.
2. **4** Quizzers from each team will participate. Once the Speed segment has begun, no substitutions are allowed. There is **one buzzer** per team.
3. A series of questions is asked during a specified time period and Quizzers respond by pressing the button on their buzzer. The point value of the question will vary based on the difficulty of the question and will be announced by the Quizmaster.
4. Speed questions will not be repeated unless the officials rule it necessary because of disturbance or delay.
5. Help from the audience counts as a wrong answer, even if the answer is correct.
6. 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.
7. All Bible verses must be quoted word-perfect according to the latest edition of the AWANA handbook. Answers will be accepted from KJV, NKJV, or NIV. If requested, the quotation must include the complete reference.
8. 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. Once the answer is begun, no help can be given.
9. If a Quizzer responds before the question is completed, the Quizmaster will stop. The clubber must then give a correct, specific answer.
10. If no Quizzer responds in 10 seconds, time is called and the next question is given.
11. No one team member may serve as the spokesperson for their team on more than two consecutive answers. If a team member attempts to serve as the spokesperson for a **third consecutive time** (i.e., the third time that Team buzzes and is acknowledged), the answer is ruled "incorrect" (even if the answer given is correct), and the value of the question is deducted from the team score.
12. From the time the microphone is given to the Quizzer, he/she has 10 seconds to begin and then **40 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. Participants will not be allowed to stall by saying, "My answer is . . ." then stopping. This type of answer will not count as starting an answer within the 10 seconds.
13. When a speed question has been answered, the Quizmaster will ask, "Is that your answer?" Only when the Quizzer answers "yes," or time runs out, will the answer be ruled correct or incorrect with "That is a correct answer," or, "I'm sorry, that is an incorrect answer." If a 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?"
14. If the 1st team answers correctly, the value of the question is added to its score. If the 1st team answers incorrectly, the value of the question is deducted from its score.
15. If the 1st team answers incorrectly, the Quizmaster will recognize the 2nd team to signal who will be given the opportunity to answer the question. The Quizmaster will reread the

question **up to the point the 1st team signaled** after which the team has **5 seconds** to begin its answer and 40 seconds to complete it.

16. **If the 2nd team answers correctly, the point value of the question is added to its score. If the 2nd team answers incorrectly, the point value is deducted.**
17. **If the 1st team answers incorrectly and no 2nd team has signaled, the Quiz box will be cleared and the Quiz master will read the question again until either another team signals or he finishes the question.**
18. If an incorrect answer is given during a “2nd Chance”, the Quizmaster will give the correct answer before moving on to the next question.
19. Answers that contain extraneous information may be considered incorrect, even if the correct answer is included.

Team Multiple-Choice Quizzing (Summit Rules): Journey - Trek

1. Team Multiple Choice round will consist of **20 minutes** of questions – there is not a question number limit.
2. **4** Quizzers from each team will participate. Once the multiple choice segment has begun, **no substitutions** are allowed until after the end of the segment. Quizzers will be asked a series of Multiple Choice questions during a specified time period (20 minutes). Each team uses a single paddle box to display the team answer.
3. Questions and possible answers will be read once (questions may be read twice if the Quizmaster feels the difficulty of the question warrants it). There will be three answers from which to choose. Quizzers have **5 seconds** to determine their choice of answers. Teams may discuss possible correct answers.
4. During the reading of the questions and selection of answers, Quizzers must look down at their paddles. Looking any other place may result in a disqualification from that question. Quizzers should not touch the paddle they believe to be correct until the **“Paddles Up”** call is given.
5. When all possible answers have been given, the Quizmaster will say, **“Select your answer.”** When the five seconds are up, he will call, “Paddles up.”
6. During the five-second-answer time, teams select the answer they believe is correct. Then, at the call **“Paddles up,”** the team leader raises the paddle selected for his or her team.
7. After the “Paddles up” call has been made, no paddle may be exchanged for another paddle.
8. If a team’s paddle is raised late, the team is disqualified from that question.
9. Teams will keep their paddles raised until the command **“Paddles down”** is given to give scorekeepers time to score the Teams answer.
10. **NEW for Journey: Quizzing will include 2-4 questions from Galatians 5 and Ephesians 4. These questions will be taken from Scripture and not from the Main Study.**