

2015-2016 Edition



The Bible Adventure

A team Bible fun knowledge challenge for Adventurers

The Bible Adventure

Contents

Introduction	3
Translations	3
Scripture Coverage	3
Questions	3
Team Requirements	4
Preparation	5
The Program	6
Registration	6
Levels	6
Event Dates	6
The Event	7
Event Flow, Play & Details	7
Disqualification	10
Grading/Standings.....	10
Personnel and their Duties	11
Forms of Recognition	12
Certificates	12
Medals & Pins	12
Additional Notes	12

Introduction

The Bible Adventure (BA) is a team based challenge that tests the groups' knowledge of sections of scripture. Each year a new block of scripture is assigned and excited Adventurers commit themselves to immersing themselves in those passages of God's Word.

Then in December, after months of study, they gather together with other teams in their area to test their knowledge against a set of questions drawn from the scriptures they have been covering.

If they answer a high enough percentage of the questions correctly, they advance to a Conference level event.

Each team competes against a standard, and all who perform to the designated percentage advance. Yet any and all can advance, based solely on their efforts.

Translations

- English: NKJV New King James Version
- Spanish: RV-1995 Reina-Valera 1995

Scripture Coverage

The Bible Adventure (BA) team will follow the book, books or sections of books of the Bible, that Pathfinder Bible Experience (PBE) use.

Questions

The questions for each level of the Bible Adventure will be distributed by the the BA Conference Coordinator to the appropriate individuals at each participating area. All questions are prepared by persons appointed by the Texas Youth Department. Questions are written to stand alone and be able to be answered individually. All will be multiple choice or true/false answers. Questions will always include the scriptural reference. All questions will be developed from the New King James Version and Reina-Valera 1995.

The BA team will coordinate the translation of all the questions into Spanish. All questions will be in harmony with the beliefs of the Seventh-day Adventist Church.

Team requirements

Teams are made up of two to six (2-6) Adventurers ages 6-9 from a single club. If an Adventurer turns 10 after September 1 of the current year they are eligible to participate. Clubs may have multiple teams participate. Once teams are registered they can not be altered.

Teams should be as complete as possible. For example a club would not be allowed to field three teams of four (4) participants, but they could field two teams of six (6) participants from that club.

Each team is comprised of the following:

- 2 to 6 currently enrolled Adventurers, ages 6-9
- A TEAM LEADER
- A TEAM RECORDER
- A non-playing COACH

Team Leader

During play, it is the duty of the TEAM LEADER to listen to the consultation of the team and then tell the TEAM RECORDER what answer to circle.

Team Recorder

During play, it is the duty of the TEAM RECORDER to circle the answer on the appropriate answer card. They are to await the final decision by the TEAM LEADER before they circle answer.

Coach

A club staff member, pastor, or committed parent acts as the teams COACH. Their role is to coordinate training and to motivate the team. Additional adults are welcome to assist with training, but there should be one official or “chief” coach per club in charge of coordinating the BA efforts of the club.

Uniform Requirements

All team members and coaches must be in full dress uniform as set forth by the Texas Conference in order to participate at any level event. This uniform normally includes: Dress uniform shirt with proper insignia, dress uniform pants or jumper, authorized socks or stockings, authorized shoes, Adventurer scarf and slide and the Adventurer Sash.

Board Approval

As with all Adventurer events, the church board, or a board appointed body, must vote participation approval as well as acknowledgement of the specific event dates for inclusion on the local church calendar.

Preparation

Decide to Participate

Once your Adventurer year begins start encouraging participation and promotes the event. This is a great opportunity to get our children excited about the bible.

Club staff are encouraged to use the selected scripture as a thematic focus for meeting worships, outreach events and other activities as this will help reinforce the content.

Each team registers with the conference their desire to participate in the Bible Adventure (BA).

Practice Questions

During the fall of the year, have various individuals prepare practice questions covering the sections of scripture for the year.

Questions must stand alone and be able to be answered individually. The BA will only use multiple choice or true/false answers. Questions should always include the scriptural reference.

Reading and Memorization

Each team member should read the full text multiple times.

Many find it helpful to break the text into several blocks and have participants focus on smaller sections, so that you have two specialists on each third of the material, but make sure that each one covers all of it as well.

Enlist the help of the Sabbath School departments to play games and have activities that will cover the assigned scriptures.

Practice Events

During October and November, provide several opportunities for the Adventurers to practice against other teams from within the club or special practice teams made up of church members.

You may wish to get other Adventurer Clubs together to hold practice events to encourage everyone to reach the highest level. This way you can share practice test questions as well as get a feel for what the real event will be like.

Team Selection

At some point before registration deadline, the COACH, in consultation with the club staff and the interested Adventurers will need to establish specific team(s) that will participate.

The Program

Registration

By the first of November the club should register online at Texas Conference website.

<http://www.ultracamp.com/info/upcomingSessions.aspx>

Levels

Play takes place at 2 levels: Area, Conference.

After participation in the local area event, all teams holding a first place finish advance to the next level.

Area Level

Area level events bring together teams from within a portion of a conference. Obviously you want at least two teams and preferably more in an area event. Ideally an area event would include 2 to 10 teams, but it is possible have more.

The conference coordinates with the area coordinators on the running of area level events based on the number and location of teams registered to participate.

The local Area Coordinator arranges a venue for area level event.

Single Team in an Area

In some cases, there might only be one team participating from an area in a conference. If this is the case, then multiple areas will be combined so there are at least two teams in the event.

Conference Level

All teams with first place scores are eligible for participation in the conference level event.

A large enough facility, such as a large church, church school or academy would be chosen that is centrally located to host the number of first place teams that would be participating in this level. First place teams from the area do not need to register for the conference but they do need to confirm that they will be participating.

The Conference BA Coordinator arranges a venue for conference level event.

Event Dates

Area: The first Sabbath in December

Conference: The third Sabbath in January

The Event

This section outlines the organizational needs and tasks of coordinators at all levels of the Bible Adventure (BA).

Equipment & Supplies Needed

Each location hosting the BA event will need to have certain equipment and supplies on hand.

- A large projection screen
- An LCD projector
- A computer loaded with Microsoft PowerPoint, and a power cord
- A PowerPoint presentation of the proper level questions and answers
- A projector stand.
- A table for the computer
- Cables to connect the computer to the projector
- A table and microphone for the QUIZ MASTERS and CLERK.
- Three chairs, one for the CLERK and two for the QUIZ MASTERS.
- A stop watch or other method of keeping accurate track of seconds of time for the CLERK
- 50 sheets of pre-numbered paper or card stock per team on which the team scribe will circle their answers
- A pen and clip board per team for the RECORDER
- A score card, pen and clip board for each team GRADER

Coordination

Question Distribution

Participating areas will receive a copy of the questions in time for their area. Each level will have a new set of questions that would increase in difficulty as the levels increase.

Event Flow, Play & Details

Times listed are approximate. Remember, the more teams participating, the more time will be required.

Event preparation by the event staff - 1:00 PM

- Arrive at the site far enough ahead of the starting time to have set up complete before the teams arrive.
- Confirm that the building is open, lights are on, temperature is set, and rest rooms are accessible.
- Set up the equipment.
- Set up the tables and chairs for the QUIZ MASTERS and CLERK.
- Set up seating for the participating teams mark with a sign. Six members plus a GRADER.

Event Preparation by the Team - Times Vary According to Distance

- Be dressed in full dress uniform.
- Arrive at the site on time.

Staff Briefing - 2:00 PM

- The BA COORDINATOR meets with the event staff to review policies and answer questions and has prayer with them.

Team Check in - 2:15 PM

- As the team checks in they shown their assigned a circle of chairs.
- They are given their answer cards and their pen.
- They are introduced to the GRADER.
- Team members turn over all electronic devices, Bibles, and notes in their possession to club staff or attending parents.

Welcome - 2:30 PM

- The QUIZ MASTER welcomes the group and introduces the staff and the participating teams.

Opening Exercises - 2:35 PM

- Prayer
- Pledge and Law
- Adventurer Song
- Song Service (Optional) - 2:40 PM

Instructions - 2:45 PM

- The QUIZ MASTER reviews the rules of play listed under Quiz Part 1.

Your word is a lamp to my feet and a light to my path. Psalms 119:105 (NKJV)

- The rules should be projected on the screen while the QUIZ MASTER reviews them.
- They also review the grounds for disqualification and expulsion and remind them that no one on the team may have any electronic device on their person during the event.
- Remind the audience and the teams that Christian decorum is expected of all present.

Quiz Part 1 - 2:50 PM

- Half the questions will be asked during part 1.
- The first question is projected on the screen and the QUIZ MASTER reads it twice (English/Spanish).
- When the QUIZ MASTER has read the question twice, the CLERK starts the stop watch and runs it for 10 seconds. During this time the team discusses and determines the answer. The TEAM LEADER makes the final decision and tells the scribe what to circle.
- At 10 seconds the CLERK will call “Time” and the TEAM RECORDER must circle without hesitation, the answer on the pre-numbered paper for that question.
- Answers may be circled before time is called.
- After an appropriate pause of about 3 seconds for the TEAM RECORDER to circle the answer. The QUIZ MASTER will change the slide and read the answer twice.
- At this time the GRADER will determine if the team correctly answered the question and writes the question score on the score card. Each question is worth 1 point.

Intermission - 3:35 PM

- 5 minutes (Adventurers are to get a drink of water and go to the restroom).

Quiz Part 2 - 3:40 PM

- The second half of the questions are asked.
- Play proceeds in the same manner as outlined in Quiz Part 1.
- The GRADER then takes the score card to the CLERK.

Devotional (Optional) - 4:25 PM

- A 10 minute devotional based on the section of scripture that is being covered.
- This also gives the CLERK time to finalize the awards.

Presentation of Awards - 4:40 PM

- The BA COORDINATOR or the QUIZ MASTER will present the awards earned during the event. Every team receives an award, as all are winners as the children of God.
- To lessen the competitive spirit, exact points are not given or stated publicly during the program. Only the place standings are announced.
- Standings are announced by calling the clubs in alphabetical order and stating their standing. It is BA policy that specific scores are never announced or released.
- Each team receives a Certificate of Participation.
- Each individual participant receives a Medal/Pin.

Closing Prayer - 4:50 PM

Your word is a lamp for my feet and a light on my path. Psalms 119:105 (NIV)

Disqualification

Team Disqualification

Because the same questions are used in all areas, teams are prohibited from communicating with other teams in regards to any official question being used and any level of the Bible Adventure program that year.

If this kind of contact takes place and is discovered the team would be disqualified from any further participation and would forfeit all standings from prior participation that year.

Point Disqualification & Team Expulsion

Any points earned during play, while being coached, commented to, or prodded by an audience member through any channel or method will be revoked.

A second instance during the same day of play will result in the team being expelled from play, and makes them ineligible to participate in any higher levels that year.

Grading

Standings

50 Questions will be asked at each level of play. Points are awarded for correct answers.

Ranking are established by “grading on the curve.”

Ranking is as follows:

- A score of 90% or above, as compared to the top score earned at that event, earns the team a first place standing.
- A score of 80-89%, as compared to the top score earned at that event, earns the team a second place standing.
- A score 79% or below, as compared to the top score earned at that event, earns the team a third place standing.

Personnel & their duties

BA Coordinator

The person responsible for the Bible Adventure at each level is the BA COORDINATOR.

At the area level this would normally be the AREA COORDINATOR.

At the conference level this would normally be the CONFERENCE BA COORDINATOR, CONFERENCE ADVENTURER DIRECTOR or their designee.

The BA Coordinators responsibilities are:

- To oversee organization of at least one level of the program, from registration through completion.
- Conference level coordinator will most likely oversee all area levels as well as the conference level.
- To arrange for the needed personnel in a timely manner
- To arrange for the meeting venue

Personnel are appointed by the BA COORDINATOR for the level at which they will be working. For example, the CONFERENCE BA COORDINATOR would appoint the QUIZ MASTERS, CLERK and GRADER for the conference level event.

Quiz Master

The QUIZ MASTERS can act as host and MC for the event, and reads the questions. They read each question twice (English/Spanish).

They can be the YOUTH DIRECTOR, CONFERENCE ADVENTURER DIRECTOR, a PASTOR, an AREA COORDINATOR or even a local ADVENTURER DIRECTOR.

Clerk

The CLERK, with the use of a stopwatch or other technology, regulates the 10 second discussion period while the team determines the answer that would be recorded. The time begins after the question is read twice by the QUIZ MASTER.

The CLERK will call the end of time, loud enough for all the participating teams to hear.

The CLERK receives the completed score cards from each GRADER and tabulates final team standings.

The CLERK is appointed by the BA COORDINATOR at each level. They should be an adult with no specific club affiliation.

Grader

Each team needs an adult GRADER. They must be from a different club than the one they are grading.

The GRADERS job is to determine if the answer given by the team is correct or not. Once they have made the determination they record the score.

It is also the GRADER duty to watch for inappropriate communication between team members and anyone in the audience.

Specific Issues of Grading

All BA questions will be multiple choice or true/false. The team must cross off any answer they do not want to be the accepted.

Forms of Recognition

Certificates

Each team participating receives a certificate indicating the level of play and their standing (first, second, or third) in the event.

Each certificate is signed by the BA COORDINATOR for the level in which they are participating. Certificates will be provided by the Texas Conference Youth Department.

Medals/Pins

Each Adventurer participating will receive a pin.

Pin ribbon color will vary.



Additional Notes

Meals

Meals for each team are the responsibility of the local club. Sometimes the event host church, club or school will arrange for a fellowship meal following the event.

Make It Fun

As you lead your Adventurers into the Bible Adventure, be sure to keep it fun and enjoyable. The study of scripture is serious business, but if you become overbearing and ill-tempered in the process, you will negate much of the blessing of the event.

Website

Visit us online at <http://txadventurers.org/>