



Oregon Conference

Adventurer Bible Experience



2018-2019

Team Requirements

Teams are made up of two to six Adventurers from a single club. Clubs may have multiple teams participate, so long as each team has at least four different Adventurers on each team. All teams should choose a team name to be used at the Conference Bible Experience.

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

Each team is comprised of the following:

- Two to six currently enrolled, and inducted Adventurers.
 - A TEAM CAPTAIN
 - Up to five additional team members
- An alternate if desired
- A non-playing COACH

Team Captain

During play, it is the duty of the Team Captain to listen to the consultation of the team and then determine what answer will be written by the scribe with the answer sheet. It is also the duty of the Team Captain to determine if the team wishes to challenge the decision of their Grader after an answer is scored.

Alternate

Each team is allowed an alternate participant ready to fill in if a regular team member is unable to attend an event, or becomes ill during an event. The alternate may also switch out with a regular team member at the intermission of the game. A switch is only allowed once per team, per game.

Coach

A club staff member, pastor, or committed parent acts as the team's 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 ABE efforts of the club.

Uniform Requirements

It is preferred that all team members be in full dress uniform to participate in this event. This uniform normally includes: Navy Blue dress pants and Light blue Adventurer Shirt with proper insignia (Boys) or dress uniform Adventurer jumper with light blue Adventurer blouse showing proper insignia (Girls) as

well as the Adventurer scarf, slide and sash. Those clubs who do not have dress uniforms may wear black or navy pants (boys) or skirts (girls) and white dress shirts.

Preparation

Decide to Participate

Participation in The Adventurer Bible Experience can be a life shaping event for children. Children and families should be encouraged to make a serious commitment to Bible study. This means an early start and thorough preparation including some Bible memory work. Specific verses that need to be memorized will be outlined as well as some suggestions for keeping it fun for younger children.

Encourage participation as early in the year as possible and cheer kids on as they work on their Bible study and verse memorization. You may want to have a special field trip or award at the completion of Bible memory work to add to the incentive to finish their memory work.

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, as well as connect non-participating Adventurers with those who are studying for The Adventurer Bible Experience.

Practice Questions

During the fall of the year, have various individuals prepare practice questions covering the Bible Book for the year. Ask your pastor, teachers, Sabbath School leaders, parents and regular church members. The conference Adventurer Director or ABE Coordinator will also provide study questions. Many of these will appear in the final questions but will often be reworded.

Questions must stand alone and be able to be answered individually. Most should require single word or short phrase answers. There will be questions requiring fill in the blank answers for memory verses, names of people or places in the passages, as well as application questions that will help children think of how to apply the Bible passages to their own lives. Questions should always include the scriptural reference.

Study and Memorization

Few Adventurer age children are capable of studying the Bible passages independently. In addition to club time, Family Worship time will be the best learning opportunity. Parents can work with their children using their Bibles, Bible Story books and/or study materials provided by the conference or club.

It is often helpful to break the book up into sections that cover specific topics or stories. This facilitates memory of the content. Scripture memory games, acting out verses or putting verses to music are also

great ways to memorize. If it is not enjoyable there is less chance children will remember what they learned on a long term basis. *All verses used will be in the New King James Version.*

Audio Learning

The NKJV is available from several companies on CD, and as a digital download. Listening to the readings can dramatically improve a child's recall abilities later. They can be played in a vehicle while traveling, on headphones while doing chores at home, or during community service projects with the club. Other ideas for Audio Learning include:

- Club members making their own recordings of the book and sharing them amongst the team members.
- DVD's of dramatized versions
- Club worships might involving students playing the various characters in the verses and reading or lip syncing the words.

Practice Times

During January clubs are encouraged to provide opportunities for the Adventurers to practice against other teams from within the club or special practice teams made up of church members.

The Event

Registration

In early March the club should send their registration form to the conference office via email or mail. There is no fee for participation in this event but registration is required by March 19, 2018 for the Oregon Conference Adventurer Bible Experience held at 2:30 pm on the afternoon of Sabbath, April 7, 2018 at the Oregon Conference Holden Center, Gladstone, Oregon.

Event Preparation by the Event Staff – Done on Friday

1. Set up the tables and chairs for the Quiz Master, Clerk and the three Appeal Judges.
2. Set up seating for the participating teams. Six members plus a Grader.
3. Set up chairs near the teams for their Courier. One Courier for every four teams.

Event Preparation by the Team - times vary according to distance

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

Staff Briefing – 1:30 pm

- The Adv. Bible Experience Coordinator and Conference Director meets with the event staff to review policies and answer questions and has prayer with them.

Team Check-in - 2:00 pm

- As the team checks in they are 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

Instructions to be given

- The QUIZ MASTER reviews the rules of play listed under Quiz Round 1. The rules should be projected on the screen while the Quiz Master reviews them.
- They also review the grounds for disqualification and expulsion as listed in the manual and remind them that no one on the team may have any electronic device on their person during the event.

Quiz Round 1 (Participation Round)

- Half of the questions (20) will be asked during Round 1.
- This is the Participation Round. During this round kids will get an idea how the Bible Experience works without it counting toward their placement. Scores will be kept however and if a team does better in the first round than in the second they may opt to have their first round score averaged with the 2nd round.
- The first question is projected on the screen and the Quiz Master reads it twice. If the question is worth more than one point the Quiz Master will announce the point value before reading the question. For example, "For two points, name Adam's first two sons."
- When the Quiz Master has read the question twice, the Clerk starts the stop watch and runs it for the designated time for that question. During this time the team discusses, determines and writes the answer. The Captain makes the final decision and tells the Scribe what to write.
- At 10 seconds from expiration of time the Clerk will call "10 seconds." The Scribe must write the answer on the pre-numbered paper for that question.
- At expiration of time the clerk will say "show your answer", by which time The Scribe will have handed the grader the team answer sheet. Answers may be written before time is called.
- After an appropriate pause of about 3 seconds 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 and keeps a running total of the team's complete score.
- If the team did not provide an answer when "time" was called, they do not receive points for that question.

- If the team feels that the Grader scored them incorrectly, they say to the Grader, “Challenge.” The Grader then takes the answer card and gives it to a Courier, who walks the card to the Appeal Panel. The Appeal Panel Judges consider the answer and determine the final point value of the answer, writing the score on the card. Their decision is final. No additional appeal is allowed. The Courier then returns the card to the Grader who adjust the score according to the APPEAL PANEL instructions. Graders may not refuse a challenge but the APPEAL PANEL may deny a team the right to appeal if the team is felt to be challenging every wrong answer.

Quiz Round 2 – Placement Round

- The second half of the questions are asked.
- This Round 2 scores will count toward a placement of 1st, 2nd or Participant
- Play proceeds in the same manner as outlined in Quiz Part 1.
- At the end of play, the Grader writes the second half total on the score card. If round 1 has a higher score than round 2 scores will be averaged together.
- The Grader double checks the final total.
- The Grader then takes the score card to the Clerk.
- At the end of Round 2 the Clerk will take the score cards to the Conference Director/Coordinator and final placements will be made.

Forms of Recognition

Patch

Each participant will receive an Adventurer Bible Experience Patch with that year’s Bible book.

Ribbons

Ribbons will be presented at the ABE for Participation as well as 1st, 2nd and 3rd place.

Certificates

Each team participating receives a certificate indicating their standing (first, second, or third) in the event. These certificates will be printed up before the event, except of course for their standing.

Certificate Seal

The certificate has a seal that is attached at the end of the event to indicate the standing of the team at the finish of the event.

Authenticating Signature

Each certificate is signed by the Oregon Conference Adventurer Director and Bible Experience Coordinator.

Family Fun Day Recognition

During the final program at Family Fun Day participants will be recognized publicly.

Personnel & Their Duties

Quiz Master

The Quiz Master acts as host and MC for the event, and reads the questions. They read each question twice. It is recommended that the ABE Coordinator not be the Quiz Master so that they may deal with issues that may arise during play. The Quiz Master could be a Pastor, Conference Director or Adventurer Coordinator.

Clerk

The Clerk, with the use of a stopwatch or other technology, regulates the time period while the team determines the answer that will 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 checks tabulations of final team standings. The Clerk is appointed by the ABE 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 Grader should be in class A uniform. The Grader's 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. The Grader keeps track of the team's answer score and cumulative score on the team's score sheet.

At intermission and at the end of the round they will double check the running total for accuracy. It is also the Grader's duty to watch for inappropriate communication between team members and anyone in the audience. Any points earned during play, while being coached, commented to, or prodded by an audience member through any channel or method will be revoked by the Grader, and reported to the ABE Coordinator.

Scribe

The scribe's function is to write the answer to the question as given to them by the team and its captain. In Adventurer Bible Experience the scribe will be an adult from a different club than the team they are helping.

Specific issues of grading

Accurate spelling is not required, but the answer must be recognizable. All answers for questions must be given to the Grader before the answers are given by the Quiz Master so they can be checked off one by one.

Additional answers given beyond the number requested are not accepted. The team must cross off any answer they do not want in the list or the first answers will be the accepted ones.

Direct quotes from the Bible and fill-in-the-blanks must be exact words in the exact order.

Appeal Panel Judge

Three- six Pathfinder National level PBE winners representing various areas and languages in the conference will serve as Appeal Panel Judges. Appeal Panel Judges determine the team's score for a grade they have challenged on a specific question.

Appeal Panel Judges should be individuals with biblical knowledge and a keen sense of fair play and justice.

The panel also meets one hour before the event to review the questions and confirm that they are as clear as possible. If there is any change made in a question, it must be modified on the Judges printed question list AND the electronic file the Quiz Master uses.

If two languages are used, then there must be at least two judges per language for a total of four judges.

Specific issues on judging

Direct quotes from the Bible with fill-in-the-blank answers must be exact words in the exact order.

The judges are to uphold the answers given by the Quiz Master for each question. If the answer is different than the one given by the Quiz Master, it can only be accepted if it is found to be correct in the printed version of the *New King James Version, Reina Valera 1995, Version Louis Segond en Français*.

Courier

In case of a challenge, a Courier walks the contested answer sheet to the Appeal Panel Judges. The ABE Coordinator will provide a Courier for every four teams or fraction thereof. Couriers will be Pathfinders. Once the Appeal Panel Judges have made a decision, the Courier will return the contested answer sheet back to the team Grader for grade updating.

Adventurer Bible Experience, 2018-2019

Luke: Chapters 2; 6; 8:4-18; 10:25-42; 11:1-13; 12:13-34; 15; 17:11-19; 18:15-17; 19:1-10; 22:7-26; 23:32-56; 24:1-12

Memory Verses

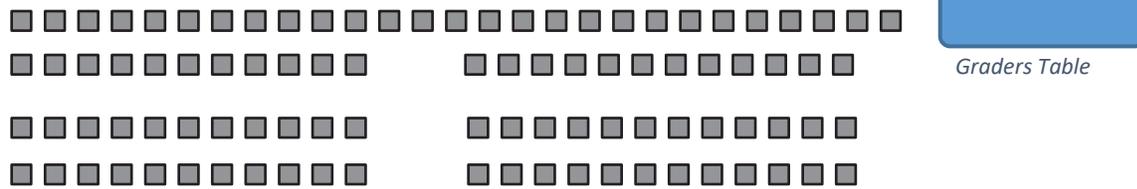
All verses should be memorized in the New King James Version and clearly explained so that children understand the meaning of the verse. For a simpler, age appropriate approach to Luke, you may want to use the International Children's Version for your family and club devotionals and study but fill in the blank test questions on memory verses will use only NKJV.

1. But love your enemies, do good, and lend, ^[a]hoping for nothing in return; and your reward will be great, and you will be sons of the Most High. For He is kind to the unthankful and evil. **Luke 6:35**
2. Judge not, and you shall not be judged. Condemn not, and you shall not be condemned. Forgive, and you will be forgiven. **Luke 6:37**
3. ⁷ So he answered and said, "You shall love the Lord your God with all your heart, with all your soul, with all your strength, and with all your mind," and "your neighbor as yourself." **Luke 10:27**
4. "So I say to you, ask, and it will be given to you; seek, and you will find; knock, and it will be opened to you." **Luke 11:9**
5. "For where your treasure is, there your heart will be also." **Luke 12:34**
6. "Then He said to His disciples, "Therefore I say to you, do not worry about your life, what you will eat; nor about the body, what you will put on." **Luke 12:22**
7. ¹ But Jesus called them to *Him* and said, "Let the little children come to Me, and do not forbid them; for of such is the kingdom of God." **Luke 18:16**
8. "For the Son of Man has come to seek and to save that which was lost." **Luke 19:10**
9. ² But not so *among* you; on the contrary, he who is greatest among you, let him be as the younger, and he who governs as he who serves." **Luke 22:2**

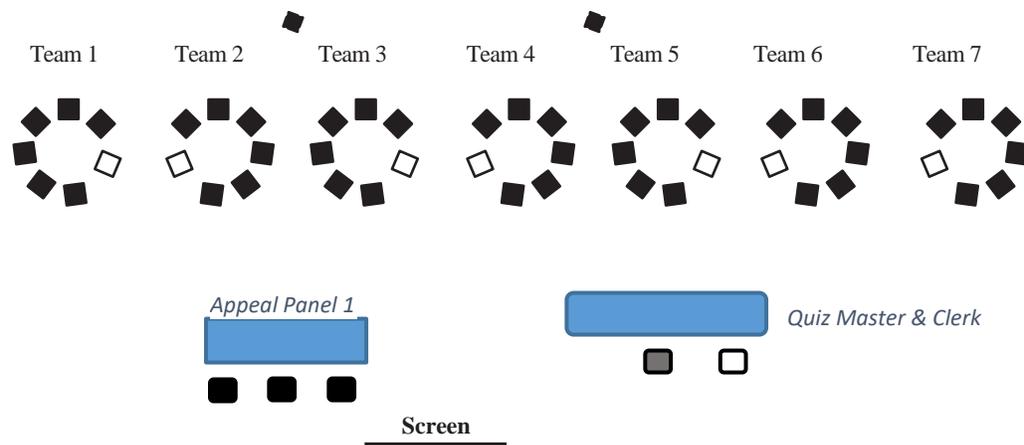
Study Topics by Section- Parables and Stories from the Life of Jesus

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|-----------------------------------|---|
| 1. Luke Chapter 2 | The Birth and childhood of Jesus |
| 2. Luke Chapter 6 | Jesus Chooses 12 Disciples, Jesus Teaches and Heals |
| 3. Luke Chapter 8: 1-25 | Jesus Calms a Storm; The Sower; Lamp Under a Jar |
| 4. Luke Chapter 10:25-42 | The Good Samaritan; Visit with Martha & Mary |
| 5. Luke Chapter 11:1-13 | The Lord's Prayer, Perseverance in Prayer |
| 6. Luke Chapter 12: 13-34 | Parable of the Rich Fool, Do Not Worry |
| 7. Luke Chapter 15 | The Lost Sheep; Lost Coin; The Prodigal |
| 8. Luke Chapter 17:11-19 | Jesus Cleanses Ten Lepers |
| 9. Luke Chapter 18: 15-17 | Jesus Blesses the Children |
| 10. Luke Chapter 19: 1-27 | Jesus and Zacchaeus, Parable of the Ten Pounds |
| 11. Luke Chapter 22: 7-26; | The Lord's Supper; Lesson on Greatness |
| 12. Luke Chapter 23: 32-56 | Death and Burial of Jesus |
| 13. Luke Chapter 24: 1-12 | The Resurrection of Jesus |

Typical Room Set Up



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Audience at least 15' away from the teams



Key

- Quiz Master ■
- Clerk □
- Appeal Panel Judge ■
- Graders □
- Team Members ■
- Couriers +
- Audience ■++