



### Pathfinder Bible Experience

During play, it is the duty of the TEAM CAPTAIN to listen to the consultation of the team and then tell the TEAM SCRIBE what answer to write.

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.

### Team Scribe

During play, it is the duty of the TEAM SCRIBE to write the answer on the appropriate answer card. They are to await the final decision by the TEAM CAPTAIN before they start writing.

### Alternate

Each team is encouraged to have 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 game, per team.

### 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 PBE efforts of the club.

### Uniform requirements

All team members must be in full dress uniform as described by the latest version of the *NAD Pathfinder Staff Manual* in order to participate at any level event.

- 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 - 3:30 PM

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

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## Opening Exercises - 3:35 PM

- Prayer
- Pledge and Law • Pathfinder Song

## Instructions - 3:45 PM

- The QUIZ MASTER reviews the rules of play listed under Quiz Part 1.
  - Remind the audience and the teams that Christian decorum is expected of all present.
- Quiz Part 1 - 4:00 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. 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 10 seconds. During this time the team discusses and determines the answer. The TEAM CAPTAIN makes the final decision and tells the scribe what to write.
    - At 10 seconds the CLERK will call “Time” and the TEAM SCRIBE must write, without hesitation, the answer on the pre-numbered paper for that question.
    - Answers may be written before time is called.
    - After an appropriate pause of about 3 seconds for the TEAM SCRIBE to write the answer. The QUIZ MASTER will change the slide and read the answer twice. A longer pause would be made for multipart answers.
    - 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 teams complete score. If the team did not have an answer decided when “Time” was called, they do not receive points for their answer.
- 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 adjusts the score per the APPEAL PANEL instructions.

Regular play continues while appeals are being made.  
GRADERS may not refuse a challenge.  
The APPEAL PANEL may deny a team the right to appeal if the team

### ***Disqualification***

#### Individual Disqualification

A team member will be disqualified if they are not wearing the complete dress uniform or if they are not in grades 5-10.

Coaches are to see that each team member is in proper uniform.

#### Team Disqualification

Because the same questions are used in all areas, conferences, and unions, teams are prohibited from communicating with other teams in regards to any official question being used and any level of *The Pathfinder Bible Experience* 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.

Each team member must sign an *Integrity Pledge* at each level affirming amongst other things, that they have not had usage of official questions except during the event itself. The *Integrity Pledge* is available on line.

#### 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.

- At the end of the half the QUIZ MASTER announces intermission.
- The GRADER writes in the total score for the half on the Scorecard.  
Intermission - 4:50 PM
  - 10 minutes
    - During this time the GRADER double checks the running totals.
    - During intermission, a team may choose to replace one of their team members with their designated alternate.  
Quiz Part 2 - 5:00 PM
      - The second half of the questions are asked.
  - 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 and also total for both halves.
- The GRADER double checks the second half total, and the final total.
- The GRADER then takes the score card to the CLERK.
  - To lessen the competitive spirit, exact points are not given or stated publicly during the program. Only the place standings are announced.
- Each team receives a *Certificate of Participation and a Pathfinder Bible Experience Pin*.
- Closing Prayer - 6:00 PM

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%, as compared to the top score earned at that event, or below earns the team a third place standing.

### Quiz Master

The QUIZ MASTER acts as host and MC for the event, and reads the questions. They read each question twice.

### 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 PBE 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, and preferably not affiliated with any club.

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.

The GRADER keeps track of the team's answer score and cumulative score on the teams score sheet. See *Score sheet* in forms section of this manual.

At intermission and at the end of the round they will double check the running total for accuracy.

It is also the GRADERS 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 PBE COORDINATOR.

A second instance of coaching etc., during the same day of play will result the in the team being disqualified from that level and any future level that year.

### **Specific issues of grading**

Accurate spelling is not required, but the answer must be recognizable.

### **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*, *Nueva Reina Valera 2000*, *Version Louis Segond en Français* and the *SDA Bible Commentary* book introductions.

### **Courier**

In case of a challenge, a COURIER walks the contested answer sheet to the APPEAL PANEL JUDGES. The PBE COORDINATOR will provide a COURIER for every four teams or fraction thereof. COURIERS can be non-playing Pathfinders or Adventurers. 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.