



**A fun team Bible knowledge game
for Adventurers**

Adventurer Bible Game A fun team Bible knowledge game for Adventurers
Created by the North American Division Youth & Young Adult
Ministries Department.

Cover design by Claudia C. Pech Moguel
Layout by Claudia C. Pech Moguel
Adventurer Bible Game Logo designed by Zemleduch Creative Agency

Additional copies of this resource are available from:

AdventSource
5120 Prescott Avenue
Lincoln, Nebraska 68506

www.adventsource.org

402.486.8800

Copyright © 2021 by the North American Division Corporation
of Seventh-day Adventists.

All rights reserved. This book may be used and reproduced without permission from the publisher in local church printed matter. It may not, however, be used or reproduced in other books or publications without prior permission from the copyright holder. Reprinting the content as a whole for giveaway or resale is expressly prohibited.

Printed in the United States of America
ISBN# 978-1-62909-925-5

Table of Contents

Introduction	4
Translations.....	4
Scripture Coverage	4
Questions.....	4
Group Requirements.....	5
Preparation.....	6
Personnel & Their Duties.....	7
The Program.....	8
The Event.....	9
Disqualification.....	14
Grading.....	14
Forms of Recognition	14

Introduction

The Adventurer Bible Game is a group-based Bible challenge that tests the Adventurers' knowledge of sections of scripture. Each year a new block of scripture is assigned and excited Adventurers and their parents/caregivers commit themselves to study those passages of God's Word.

After months of study, the Adventurers and parents/caregivers gather with other groups in their area to test their knowledge against a set of 50 questions drawn from the scriptures they studied.

Each group tests against a standard, and all who perform to the designated percentage advance. Any and all groups can advance, based solely on their efforts. If they answer a high enough percentage of the questions correctly, they advance to the next level event which is held 4-5 weeks later.

Translations

- English: New King James Version (NKJV)
- Spanish: Reina Valera 1995 (RVR1995)
- French: Version Louis Segond en Français

NOTE: *These are the same versions used for the Pathfinder Bible Experience.*

Scripture Coverage

The Adventurer Bible Game will follow a rotation plan. First, the Bible selections will alternate between the Old and New Testaments. Second, they will focus on major Bible stories and memory verses in the section. Third, they will be in a 6-year rotation of content area.

Rotation Example:

- Year 1—Genesis 1-25
- Year 2—Matthew
- Year 3—Genesis 26-50 & Ruth
- Year 4—Luke
- Year 5—Exodus 1-20
- Year 6—Acts

Questions

The questions are written to stand alone, and they can be answered individually. All questions will have multiple choice or true/false answers. Questions will always include the scriptural reference. All questions will be developed from the New King James Version (NKJV), Reina Valera 1995 (RVR1995), and Version Louis Segond en Français.

The Adventurer Bible Game questions and answers will be translated into Spanish and French. All questions will be in harmony with the beliefs of the Seventh-day Adventist Church.

The question presentation for both levels of the Adventurer Bible Game will be distributed by the North American Division (NAD) Adventurer Bible Game Coordinator to the appropriate individuals at each participating conference. All questions are prepared by the Adventurer Bible Game Committee appointed by the NAD Youth Ministries Department. The appropriate person from each participating conference will distribute the questions to the appropriate event leader(s) in time for them to prepare for each level of play. The questions are not to be distributed to local club participants at any time. These questions MAY NOT be significantly edited by conference or local leaders because the difficulty level must remain consistent across the division.

Group Requirements

Groups can be up to six Adventurers from a single club and their parents/caregivers. Multiple teams from a club can participate, as long as each team has a balanced number of Adventurers along with their parents/caregivers.

All Club Game Participants

Groups 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.

Each group is composed of the following:

- Four to six currently enrolled Adventurers in a single club. This activity is recommended for Adventurers in grades 3 and 4 (Builders and Helping Hands). If Adventurers who are in grades 1 or 2 want to participate, this exception must be cleared by the conference leader BEFORE participation is allowed. One Adventurer will be selected by the team as Recorder.
- Four to six parents/caregivers of the participating Adventurers. There must be one parent/caregiver for each participating Adventurer. One parent/caregiver will be selected by the team as Recorder.
- Up to two alternate Adventurer team members and their parent/caregiver participants
- A non-playing Coach
- One Grader per team of participants (this may be the Coach if there is only one team)

For Larger Conferences

You may either host all of your clubs in a large facility on your conference level game day OR you may divide your areas into sub-areas of five to ten churches and host several smaller events instead. Those who qualify at these smaller events would then compete at a conference level game. The goal is to have two levels of play and to make the travel distance easy for clubs and families.

Parent/Caregiver Participants

A parent or significant adult in the life of each Adventurer on the team must participate. Their role is to study with the Adventurer in preparation for the area and conference events. During play, the parent/caregiver participants are seated in a neighboring circle. The team shares one Grader between the two circles. Parents/caregivers will be given every fifth question during play. These questions will be more difficult but will still be multiple choice or true/false.

“Help Me” Cards

At the beginning of play, each participating Adventurer will receive a “Help Me” card which may be handed to the parent/caregiver circle at any point during play. It is then the responsibility of the parent/caregiver to circle to answer the current question. Once used, the “Help Me” card will be handed to the Grader with the answer sheet for that question and may not be used again.

“Help Me” cards may only be initiated in the first 5 seconds of the 15 second discussion time for each question.

Group’s Recorder

During play, it is the duty of the group’s Recorder to write the answer on the appropriate answer card. This is a role for one Adventurer and one parent/caregiver per team. The Recorders are seated closest to the Grader.

Coach/Grader

A club staff member, pastor, or committed parent acts as the group’s Coach. Their role is to assist, coordinate, and motivate the group. The Coach should not take the place of parents/caregivers in the study of the Bible. Additional adults are welcome to assist with training, but there should be one official Coach per club in charge of coordinating the Adventurer Bible Game efforts. Coaches may also serve as Graders during events.

Uniform Requirements

Adventurers, Coaches, and other club members must be in full dress uniform in order to participate at any level event. Parent/caregiver team members and other participants who are not active members of a local Adventurer Club should wear business/church attire.

Board Approval

As with all Adventurer Club 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 the Adventurer Club year begins start encouraging participation and promoting the event. This is a great opportunity to get children and their families excited about the Bible.

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

Each group must register with the conference for the Adventurer Bible Game.

Practice Questions

During the fall of the year, involve families in sharing questions they practiced at home with each other. Questions must stand alone and be answered individually. The Adventurer Bible Game 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 with their families.

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

Provide several opportunities for the Adventurers to practice with groups made up of church members before the area level game.

Team Selection

At some point before the registration deadline, the Coach, in consultation with the club staff and interested Adventurers, will need to establish the specific team(s) that will participate. Team members may not change after competing in area level play.

Make It Fun

As you lead your Adventurers into the Adventurer Bible Game, 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.

Personnel & Their Duties

Adventurer Bible Game Coordinator

The person responsible for the Bible Adventure Game at each level is the Adventurer Bible Game Coordinator.

At the conference level, this would normally be the Conference Adventurer Bible Game Coordinator, Conference Adventurer Club Ministry Director, or their designee.

The Adventurer Bible Game Coordinator's responsibilities are:

- To oversee organization of at least one level of the program, from registration through completion.
- To arrange for the needed personnel in a timely manner
- To arrange for the meeting venue

Personnel are appointed by the Adventurer Bible Game Coordinator for the level at which they will be working. For example, the Conference Adventurer Bible Game Coordinator would appoint the Quiz Master, Translator, Clerk, and Graders for the conference level event.

Quiz Master/Translator

The Quiz Master reads the questions, alternating the order if multiple languages are used. They may also act as host and emcee for the event. Questions should be read twice if only one language is being used. If more than one language is used questions will be read once in each language.

The Translator's role is to read the questions in the secondary language(s). The Translator may be the same person as the Quiz Master if they are bilingual.

Conference Level Coordinators will oversee all area levels as well as the conference level.

The Quiz Master and/or Translator can be the Youth Director, Conference Adventurer Club Ministry Director, Area Coordinator, pastor, or even a local Adventurer Club Director.

Clerk

The Clerk, with the use of a stopwatch or other technology, regulates the 15 second discussion period while the team determines the answer that will be recorded. The time begins after the question is read in all languages by the Quiz Masters.

After the first 5 seconds, the Clerk sounds a bell or some other tone to remind the Adventurers that they need to have decided whether to use a “Help Me” card. The Clerk will also call the end of time, loud enough for all the participating groups to hear.

The Clerk receives the completed score cards from each Grader and, with the help of the Adventurer Bible Game team, tabulates final group standings.

The Clerk is the conference representative at each level. They should be an adult with no specific club affiliation.

Grader

Each team needs an adult Grader. The Grader is usually the Coach from another group. Once each answer is displayed, the Grader identifies whether the group has answered correctly. The Grader records that group’s answer score on the cumulative score sheet. The Grader also identifies the questions which have been answered through the use of the “Help Me” Cards.

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 Adventurer Club team members and their parent/caregiver or anyone in the audience.

Specific Issues of Grading

All Adventurer Bible Game questions will be multiple choice or true/false. The group must cross off any answer they do not want to be accepted.

The Program

Registration

Clubs should register with the local Conference Coordinator by the appointed deadline for planning purposes.

Additional Forms

Parents/caregivers will need to fill out an Adventurer Bible Game Statement of Integrity and Medical Consent Form at the area level challenge. All forms are available online at clubministries.org/adventurers.

NOTE: *The Statement of Integrity includes a pledge that nobody in attendance—either in the teams or in the audience—will record the questions during play. This includes both manual and digital methods of recording.*

Question Distribution

Clubs in participating areas will receive a copy of the questions in time for their area event. The NAD Adventurer Bible Game Committee will provide a new set of questions for each level.

Event Dates

Both area and conference event dates are set by conference leadership.

Levels

Play takes place at no more than two levels: area and conference.

After participation in the local area challenge, all groups holding a first-place finish advance to the conference level. These events are placed to limit the amount of travel for each participating group.

Area Level

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

The conference coordinates with the local Adventurer Bible Game Area Coordinator to run area level events based on the number and location of groups registered to participate.

The local Adventurer Bible Game Area Coordinator arranges the venue for area level event.

Single Group in an Area

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

Conference Level

All groups with first place scores (90%+) are eligible for participation in the conference level event.

First place groups from the area do not need to register for the conference level event but they do need to confirm that they will participate.

The Conference Adventurer Bible Game Coordinator arranges a venue for the conference level event. This could be a large church, church school, or academy that is centrally located.

The Event

This section outlines the organizational needs and tasks of coordinators at all levels of the Adventurer Bible Game.

Tips for Large Conferences
(including conferences with large territories OR with a large number of teams participating)

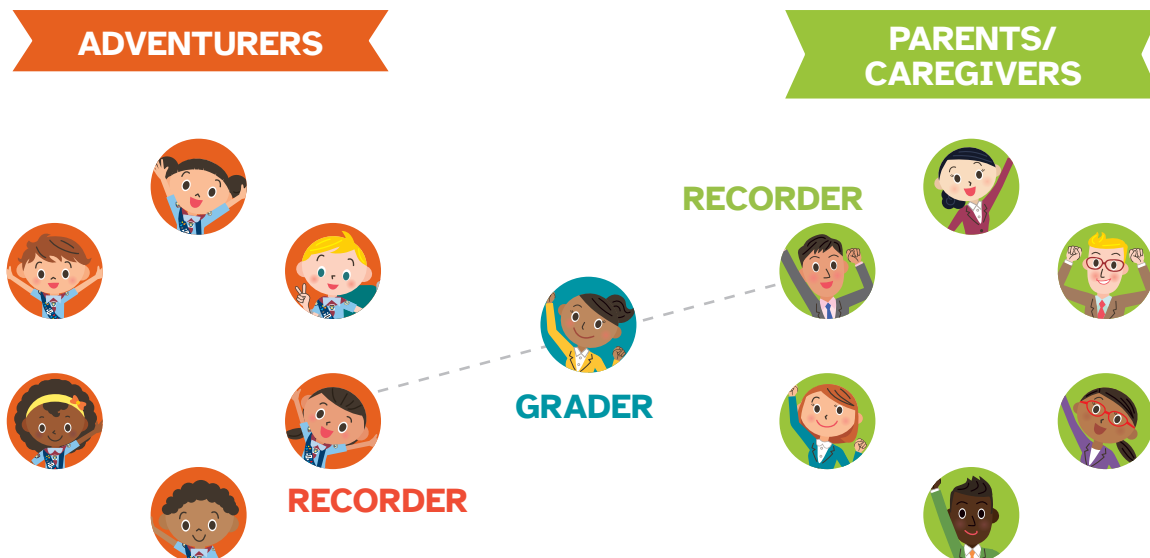
If you have trouble finding a facility large enough to host your conference level game day, you may want to consider further dividing your conference into sub-areas of five to ten churches for the area level game and then use your areas as the group for the conference level game. If you have difficulty because of the distances clubs in your territory must travel, you may want to consider subdividing your conference into smaller areas with at least two participating churches for each area level and larger areas with five to ten churches for conference level games. The goal is to have two levels of play and to keep the travel distances easy for clubs and families.

Equipment & Supplies Needed

Coordinators planning each event will need to equip their location with the following supplies:

- A large projection screen
- An LCD projector and a power cord
- 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 and sound system if needed
- A table and microphones for the Quiz Master, Translator(s), and Clerk
- Chairs for the Quiz Master, Clerk, each Translator
- A stopwatch or other method of keeping accurate time for the Clerk
- 2 sets of 50 sheets of pre-numbered paper or card stock per team (Recorders will circle their answers—you will need 1 for Adventurers and 1 for Parents/Caregivers)
- 2 markers and a small clipboard for each for each team's Recorders
- A scorecard, pen, and clipboard for each team's Grader
- Registration table with chairs
- Flags and banners
- Signs for each club to assign seating
- Assign Graders to groups ahead of time
- Separated space for observers (preferably a separate space with video and sound)
- Praise team (suggested)

Sample Layout for Each Team



Sample Schedule

Event Flow, Play & Details

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

Event Preparation by the Event Staff—1:00 PM

- Arrive at the site early enough to have set up complete before the groups arrive.
- Confirm that the building is open, lights are on, temperature is set, and restrooms are accessible.
- Set up the equipment.
- Set up the tables and chairs for the Quiz Master, Translator, and Clerk.
- Set up seating for the participating groups (up to 12 members plus a Grader).
- Set up video and sound for observers if their space is completely separate.

Meals

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

Event Preparation by the Group—Times Vary According to Distance

- Participating Adventurers and club staff should wear full dress uniform. Parents/caregivers and other participants may wear business/church attire.
- Teams and Graders arrive at the site on time.

Staff Briefing—2:00 PM

- The Adventurer Bible Game Coordinator meets with the event staff to review policies and answer questions, then has prayer with them.

Team Check-in—2:15 PM

- As the team checks in they are assigned a circle of chairs.
- They are introduced to the Grader.
- Answer cards, pens, and clipboards are given to the Graders.
- All team members and Graders turn over all electronic devices, Bibles, and notes in their possession to club staff or observing parents.

Welcome—2:30 PM

- The Adventurer Bible Game Coordinator welcomes the group and introduces the staff and participating groups.

Opening Exercises—2:35 PM

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

Instructions—2:45 PM

- The Adventurer Bible Game Coordinator/Quiz Masters reviews the rules of play listed under Quiz Part 1.
 - Rules of Play to be Reviewed:
 - **No recording of questions in any form (manual or digital) is allowed.** Anyone found recording will be asked to leave the game area.
 - **Review how the game is played** by explaining that each question will be read by the Quiz Master(s), then the team will have 5 seconds to decide whether to use a “Help Me” card and an additional 10 seconds to discuss their answer for the question. Include the fact that EVERY fifth question is for the parent/care-giver circle.
 - **Grounds for disqualification and expulsion** which include poor or distracting behavior choices by members of either circle or the appearance of any type of question recording.
- NOTE:** *Electronic devices of ALL types should be removed from the game area during play.*
- **This is a Christian event**, so we expect everyone, teams and audience alike, to maintain Christian decorum at all times.
- The rules should be projected on the screen while the Adventurer Bible Game Coordinator/Quiz Masters review them.

Quiz Part 1—2:50 PM

- Half of the questions will be asked during part 1.
- The first question is projected on the screen in all appropriate languages. The Quiz Master reads the question.
- When the Quiz Master finishes the question, the Clerk starts the stopwatch and runs it for 15 seconds. During this time the group discusses and determines the answer, and tells the Group Recorder what to circle.
- At 5 seconds a bell will ring to remind Adventurer circles that time is up to decide to use their “Help Me” card. At 15 seconds, the Clerk will call “Time,” and the Group’s Recorder must immediately turn in 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, the slide will change and the Quiz Master will read the answer in the same language order in which the question was read.
- At this time, the Graders will determine if the group correctly answered the question. They will add one for every correct answer or zero for every incorrect answer. They keep recording the scores until all the questions are finished.

- Every fifth question will be identified as a parent/caregiver question. These questions follow the same timing as listed above. The difference is that the parent/caregiver circle is answering.
- If the Adventurers are struggling with a question, they may use one of their “Help Me” cards. The Adventurer Recorder simply hands the card to the Recorder in the parent/caregiver circle which indicates that the parent/caregiver circle must answer the current question.

NOTES: *It will work best if the parent/caregiver circle actively answers each question so they are prepared with their answer card when the Adventurers request assistance by handing over a “Help Me” card.*

There is to be NO COMMUNICATION between the two circles of the team except for the passing of the “Help Me” cards from one Recorder to the other Recorder

Intermission—3:40 PM

- 10 minutes
- During this time the Grader double checks the running totals.

Quiz Part 2—3:45 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 scorecard and also the total for both halves.
- The Grader double checks the second half total and the final total.
- The Grader then takes the scorecard to the Clerk.

Devotional (Optional)—4:30 PM

- A designated speaker shares a 10-minute devotional based on the section of scripture that is being covered.
- This also gives the Adventurer Bible Game Coordinators time to finalize the awards.

Presentation of Awards—4:45 PM

- The Adventurer Bible Game Coordinator or the Adventurer Club Ministry Conference Director will present the awards or certificates earned during the challenge. Every team receives an award or certificate, as all are winners for studying God’s Word.
- To lessen the competitive spirit, exact points are not given privately to Coaches 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. Specific scores are never announced or released.

- Each group receives a certificate of participation.
- Each individual participant receives a pin.

Closing Prayer—5:00 PM

Disqualification

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 group being expelled from play and makes them ineligible to participate in any higher levels that year.

Participating parents/caregivers may not coach or comment to the Adventurers on their team during play. This will bring the above guidelines for point disqualification into effect as well.

Grading

Standings

Fifty questions will be asked at each level of play. Points are awarded for correct answers. Rankings are established by grading on the curve.

Rankings are as follows:

- The top score at the end of the game becomes 100% for that location.
- A score of 90% or above earns the team a first place standing.
- A score of 80-89% earns the team a second place standing.
- A score 79% or below earns the team a third place standing.

Forms of Recognition

Certificates

Each team participating receives a certificate indicating area or conference level and their standing (first, second, or third).

Each certificate is signed by the Adventurer Bible Game Coordinator for the level in which they are participating and the Conference Adventurer Club Ministry Director.

Certificates will be provided by the Conference Youth Ministry or Adventurer Club Ministry Department.

Participation Pins

Each Adventurer and parent/caregiver who participates will receive a pin in recognition of their participation.

