



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

Edited for use by Florida Conference

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

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

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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.

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 2022-2023**
- 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. All questions will be in harmony with the beliefs of the Seventh-day Adventist Church.

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)

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 Adventurer team will receive **four** “Help Me” cards 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

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

Practice Questions

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.

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 within YMMS by the appointed deadline (usually two weeks before event) for planning purposes. ***No participant substitution or team exceptions will be allowed after registration is closed.***

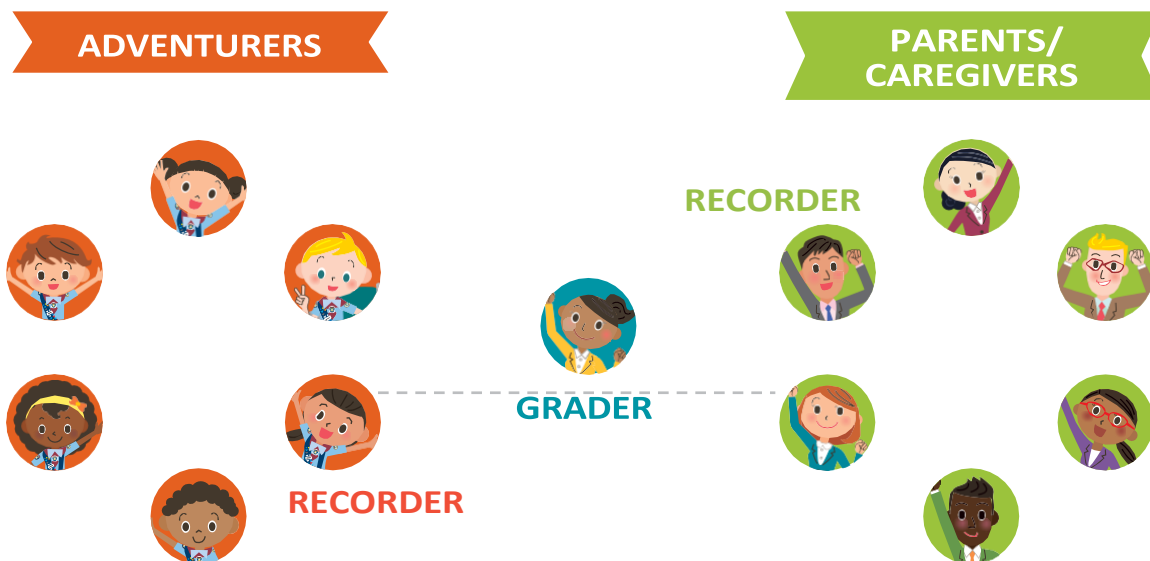
Additional Forms

Parents/caregivers will need to fill out an Adventurer Bible Game Statement of Integrity. Coach/Director will complete pin order request form.

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.*

The Event

Sample Layout for Each Team



Rules

- All team members and Graders turn over all electronic devices, Bibles, and notes in their possession to club staff or observing parents.
- **No recording of questions in any form (manual or digital) is allowed.** Anyone found recording will be asked to leave the game area.
- **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.
- **This is a Christian event**, so we expect everyone, teams, and audience alike, to always maintain Christian decorum.

NOTE: *Electronic devices of ALL types should be removed from the game area during play.*

Quiz Time

Half of the questions will be asked during part 1.

- When the Quiz Master finishes the question, the Timekeeper begins 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. Also, during this time a "Help Me Card" may be used.
- 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 (1) for every correct answer or zero (0) 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

Presentation of Certificates

The Adventurer Area Administrator and team will present certificates earned during the challenge. Every team receives a 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 will receive a pin which will be ordered by the club director.

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 additional 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. 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.