
Master Guides Bible Achievement



All the information you need to prepare your Master Guides Bible Achievement team.

Texas Conference
Master Guides

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Introduction

The Bible profoundly impacts its readers, as it reveals God's character and his divine revelation to humanity. Each section of the Bible highlights God's holy, immutable, faithful, gracious, and loving nature.

The Master Guides Bible Achievement (MGBA) program was established to help Master Guides and young individuals meditate on and reflect upon the teachings of the Bible and their relevance to daily life. The program aims to enable Master Guides to apply biblical principles to their personal achievements in various aspects such as home, school, and church.

For millennia, the Bible has been read not only as a historical document and the Word of God but also for personal edification. It contains numerous examples of individuals confronting moral choices and life challenges that remain pertinent today. As Paul stated, "All Scripture is God-breathed and is useful for teaching, rebuking, correcting and training in righteousness, so that the man of God may be thoroughly equipped for every good work" (2 Timothy 3:16-17, NIV). The Bible's wisdom is not meant to be kept private but shared to aid others. Through studying the Bible, we gain centuries of wisdom, enabling us to support others effectively.

Studying the Bible encourages Master Guides to grow spiritually stronger and to engage in outreach by leading Bible study groups among peers within Master Guides, or in their workplaces and schools.

Purpose

The Master Guides Bible Achievement aims to promote and encourage Bible study and memorization, enhancing scripture understanding and fostering a stronger relationship with Christ.

Scripture

Master Guides may use the following Bible versions:

- English: New King James
- Spanish: Reina Valera 1995 (RVR1995)

Books

The North American Division Master Guides Bible Achievement team assigns a book, books, or sections of books of the Bible, totaling between 40 and 50 chapters per year. The Master Guides Bible Achievement may include the relevant introductory text from the SDA Bible Commentary for the scriptures covered.

Multiple Languages

Teams may answer a question in any language, but the entire answer must be in one language. Mixed-language answers will not be accepted. The language of the answer will determine the official Bible translation used for judging.

Questions

The questions for each level of The Master Guides Bible Achievement will be distributed by the Master Guides Bible Achievement Coordinator to the relevant individuals at each participating Conference and Union.

All questions are prepared by individuals appointed by the Master Guides Coordinator. These questions are developed from the New King James Version (NKJV) of the Bible in English, Reina-Valera 1995 (RVR1995) in Spanish, and the latest edition of the SDA Bible Commentary book introductions for the associated scriptural passages. Less than 5% of the questions will come from the commentary.

Questions are designed to stand alone and be answered individually, with most requiring single word or short phrase responses. The Master Guides Bible Achievement does not use multiple choice questions and there should be limited use of true and false questions. Questions should always include scriptural references.

The Master Guides Bible Achievement Coordinator oversees the translation of all questions into Spanish. All questions will align with the beliefs of the Seventh-day Adventist Church.

Question Value

- Each question has a point value.
- No half points for 1-point questions; partial points allowed for questions over 2 points.
- Mistaken questions will be nullified, and teams receive the point without an additional question.
- No multiple-choice questions.
- Quotes from the Bible and fill-in-the-blanks must be exact.
- Blank answers get zero points.

Question Distribution

Conferences will receive the questions in time for their area and Conference levels. Unions will receive the questions for their level. Each level will feature new, progressively harder questions.

Question Sharing

Upon request, the Bible Achievement Coordinator will provide the questions related to the event once the Bible Achievement event has concluded at all levels. The questions will be distributed without including the Master Guide branding.

Score

Each level has 100 questions. Correct answers earn points, with rankings based on a curve:

- Score 90% or above of the top score for 1st place.
- Score 80-89% of the top score for 2nd place.
- Score 79% or less of the top score for 3rd place.

Response Timing

Teams will have a set amount of time to answer each question, based on its point value. A “5 second” warning will be given before time is up. When time is called, the scribe must give their answer card to the Courier immediately. No extra time will be provided.

Discussion/Response times:

1 point = 25 secs

2 points = 30 secs

3 points = 35 secs

4 points = 40 secs

5+ points = 45 secs

Note: Add 5 seconds for longer answers. Response times will be in the PowerPoint file.

Requirements

Member Eligibility

Master Guides can join a team if they are inducted members of the club and registered with the Conference. Each must sign an online Integrity Pledge. Church board approval is required for participation in the Bible Achievement, along with inclusion of event dates on the local church calendar.

Teams must have a designated alternate prepared in case a member is unable to attend the event. The alternate must be registered with the conference under the club and team prior to the local event. They may substitute for a member during intermission, but this substitution is limited to once per event. To ensure the event's integrity, no additional members or alternates are permitted, and teams cannot share alternates.

Teams

Teams consist of four to six Master Guides plus an alternate from one club. Multiple teams are allowed if each team has at least four unique members. Small clubs may join with others within the Conference to form a team.

The Coach, along with club staff and interested Master Guides, will determine participating teams. If a team is eliminated, its members cannot join advancing teams. No changes to the team roster are allowed after the first level of testing, except in extreme cases approved by the Conference Bible Achievement Coordinator.

Teams should be complete, e.g., instead of three teams of four, form two teams of six.

Each team includes:

- Four to six enrolled, inducted Master Guides, with one as Team Leader.
- An alternate.
- A non-playing Coach.

Team Leader

The Team Leader listens to the team's consultation and decides the answer to be written. The Team Leader also decides if the team will challenge a question.

Coach

A club staff member or leader acts as the team's coach. Their role is to coordinate training and motivate the team. Additional people can assist with training, but there should be one official or chief coach per club responsible for coordinating the Bible Achievement efforts of the club.

Uniform Requirements

All team members must wear the full uniform as specified in the latest North American Division Master Guides Staff Manual. This includes a dress uniform shirt with insignia, dress uniform pants or skirt, authorized socks or stockings, authorized shoes, Master Guides belt, scarf, slide, and sash.

Preparation

Participation in the Master Guides Bible Achievement requires careful planning and should not be undertaken hastily. To fulfill the objectives of the event, it is essential for the Master Guide to demonstrate a genuine commitment to Bible study. This necessitates an early start and thorough preparation to ensure fairness.

Club staff are advised to incorporate the selected scripture as a thematic focus for meeting worships, outreach events, and other activities. This approach will reinforce the content and foster connections between non-participating Master Guides and those preparing for the Master Guides Bible Achievement.

Memorization

Read the text several times. Break it into smaller sections for easier memorization. Though it requires effort, memorization is an effective preparation method.

Practice

At the end of the year, have various individuals prepare practice questions on scripture sections and related book introductions from The SDA Bible Commentary. Seek help from your Pastor, teachers, Sabbath School leaders, elders, and members. Share practice questions with other clubs in your area or conference.

Questions should be standalone, include scriptural references, and require single-word or short phrase answers. Avoid multiple choice questions, and use true or false questions sparingly for Master Guides Bible Achievement.

Practice with other ministries

Since Master Guides use the same books as Pathfinders and Adventurers, they can actively help coach Pathfinders for the Bible Experience event. Practice against other clubs, form special teams with church members, or organize practice events with other Master Guide Clubs to share questions and encourage one another.

Meeting Frequency

Meet weekly for several hours to achieve the best results. Increase meetings closer to the event.

Program

Registration

In January, the club must register with the local conference, following their specific requirements. Access all necessary forms online at MasterGuides.org in the Bible Achievement section.

Levels

Play happens at four levels: area, conference, union, and division. The top team at each level moves up. A team can compete in up to four levels in different places.

Area Level

Conferences within the division utilize various terminologies and methods to divide their jurisdiction into smaller geographic regions. These subdivisions are referred to as regions, federations, or sections; however, the most commonly used term is "areas," which will be used henceforth.

Area-level events should ideally involve the participation of two or more teams. Each team registers with the conference, which then coordinates the organization of area-level events based on the number and location of registered teams.

The Conference or an appointed Coordinator is responsible for arranging a venue for each area-level event. It is recommended that the locations be rotated among the various churches represented by the participating teams within the area.

In instances where only one team participates from an area within a conference, it is advisable to combine multiple areas to ensure the presence of at least two teams in the event. In exceptional cases, it may be necessary to collaborate with teams from a different Conference or union to compete at this level.

Conference Level

First place teams from Area events can participate in the Conference level. A large facility must host these teams. They don't need to register but must confirm participation. If there's only one team in a conference, they should join a neighboring Conference to ensure at least two teams compete. In rare cases, teams may need to merge with those from a different union to compete.

Union Level

All first-place teams from the Conference event can join the union level event. A sufficiently large facility should host these teams. Each Conference must register their first-place teams with the Master Guides Bible Achievement Union Coordinator for proper arrangements.

If there's no union Youth Director, a Conference Director or Conference Bible Achievement Coordinator can manage the event. If only one team exists in an entire union, it should join a neighboring union's event to ensure at least two teams participate.

Division Level

Teams must place first at area, conference, and union levels to compete at the division level. Each union should register their first-place teams with the Master Guides Bible Achievement Division Coordinator for proper arrangements. An adequate facility will be selected to host the event.

Official Dates for Testing

(Suggested dates)

Area - The third Sabbath in March

Conference - The first Sabbath of April

Union - The third Sabbath in April

Division - The first Sabbath in May

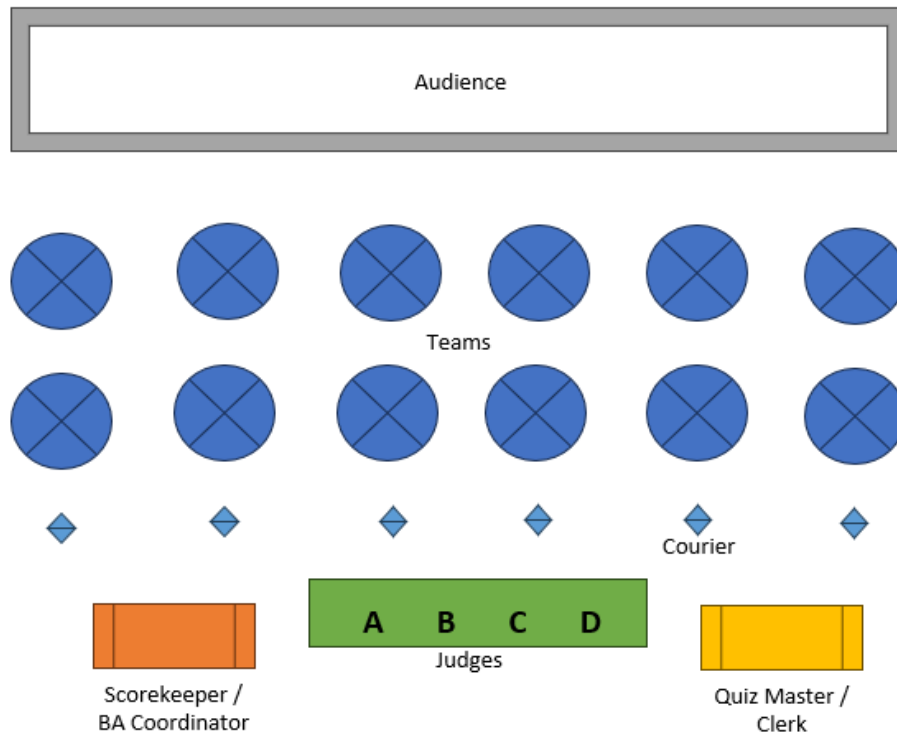
The local Area, Conference and Union may alter the date forward or backward a week according to their unique scheduling needs.

Equipment & Supplies Needed

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

- A laptop/computer with Microsoft PowerPoint
- A table for the laptop/computer
- A tablet or laptop for each Scorekeeper
- A large TV or a projector/Screen
- A stand for the TV or projector
- Cables to connect the computer to the projector.
- A PowerPoint presentation of the proper level questions and answers
- A podium and microphone.
- Table(s) and chairs for the Judges panel
- A table and chairs for the Clerk and Quiz Master.
- A stopwatch or other method of keeping accurate track of seconds of time for the Clerk.
- 100 answer sheets of pre-numbered paper or card stock per team
- Card stock for the challenge questions
- A basket for each judge (4)
- A pen or marker per team for writing answers

Room Setup



Disqualification Rules

Individual Disqualification

A team member will be disqualified if: They are not wearing the complete dress uniform, they are not qualified to be a team member, or they are found in possession of notes, a Bible, or any electronic device.

Team Disqualification

To maintain fairness, the same questions are used across all areas, conferences, and unions. Teams are strictly prohibited from communicating with other teams about any official questions used at any level of the Master Guides Bible Achievement program during that year.

If such communication occurs, the team will be disqualified from further participation and will forfeit all standings earned prior to the violation.

Each team member must sign an Integrity Pledge at every level, affirming that they have not accessed or used official questions outside of the event itself. The Integrity Pledge can be found online.

Point Disqualification & Team Expulsion

Any points earned during play will be revoked if a team member is coached, prompted, or influenced by an audience member through any means.

A second instance of such interference during the same day of play will result in the team's expulsion from the event. This will also make them ineligible to participate in any higher levels of the program that year. A second violation of this rule will lead to disqualification from the current level and any future levels for the remainder of the year.

Event

This section outlines the organizational needs and tasks of coordinators at all levels of the Master Guides Bible Achievement. Times listed are approximate.

Event Preparation - 1:00 pm

- Arrive at the site 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 restrooms are accessible.
- Set up the equipment.
- Set up the tables and chairs for the Quiz Master, Clerk and the four Judges.
- Set up seating for the participating teams. Six members plus a courier.
- Set up chairs near the teams for their Courier. One Courier for every four teams.

Staff Briefing - 2:00 pm

The event coordinator meets with the event staff to review the event, answer questions, and pray with them.

Teams Check-in - 2:15 pm

- As the teams check in, they are assigned a seating area (circle of chairs).
- Team members turn over all electronic devices, Bibles, and notes in their possession to club staff or attending parents.
- They are given their answer cards and their pen.
- They are introduced to the Courier.

Opening - 2:30 pm

- Posting the colors
- Pledge and Law
- Master Guides Song
- Prayer
- The Quiz Master welcomes the group and introduces the staff and the participating teams.
- The Quiz Master reviews the house rules, English reader instructions, Spanish reader instructions, challenges and disqualification.

Quiz Part One - 2:50 pm

- Half of the questions will be addressed during the first segment.
- The Reader(s) will present the initial 50 questions in English followed by Spanish, and after a break, the Reader(s) will present the subsequent 50 questions in Spanish followed by English.
- If a question carries multiple points, the Reader(s) will announce the point value before reading the question, such as, "For two points."
- Upon reading the question, the PowerPoint will display the allotted time for that question and a sound will indicate when the time has expired. During this period, the team will discuss, decide, and record the answer. The Team Leader will make the final decision and instruct the Scribe on what to write.
- The Scribe is required to record the answer on the designated answer card for that question. Answers may be written before the time expires.
- At the end of the allotted time, the clerk will instruct, "submit your answer," at which point the Scribe will raise the answer card and hand it to a Courier, who will deliver the answer card to the judging panel.
- Following the collection of the answer cards, after an appropriate pause of approximately 3-5 seconds, the Reader(s) will change the slide and read the answer, following the same sequence: the first 50 answers in English and Spanish before the break, and the last 50 answers in Spanish and English after the break.
- The judging panel will review the answers, determine the final point value, record the score on the answer card, and enter the points into Excel.
- Should the team believe a question and/or answer is erroneous, they may use up to three challenge cards to state their reasoning. The courier will then pass the challenge card to the judging panel. Regular play will continue while challenges are being reviewed.
- 10. At the conclusion of the first segment, the Quiz Master will announce an intermission.

Intermission - 3:35 pm

- 10 minutes - During intermission, a team may choose to replace one of their team members with their designated alternate.
- Challenges for questions 1-50 will be reviewed at this time and a decision made.

Quiz Part Two - 3:45 pm

- The second half of the questions are asked.
- Play proceeds in the same manner as outlined in Quiz Part 1.
- The Clerk will collect the answer cards for all the participating teams.
- Challenges for questions 51-100 will be reviewed at this time and a decision made.

Closing - 4:30 pm

- The collection of an offering is at the discretion of the Bible Achievement Coordinator. If one is collected, the funds should be used to defray the expenses of the program or to provide travel support to the teams moving on to the next level.
- Announcements can be presented.

Award presentation and closing prayer - 4:40 pm

- The Bible Achievement Coordinator or Quiz Master presents the awards. Every team gets one.
- Points are not disclosed publicly to reduce competition. Only standings are announced.
- Standings are called out by clubs in alphabetical order. Specific scores are never shared.
- Each team gets a participation certificate.
- Each participant receives a Bible Achievement pin with the year and level.

Personnel & Their Duties

Personnel are appointed by the Bible Achievement Coordinator or Area Coordinator for the level at which they will be working. For example, the Area Coordinator would appoint the Quiz Master, Reader, Clerk, Scorekeepers, Judges and Couriers for the Area level event.

Bible Achievement Coordinator

The Bible Achievement Coordinator is the individual responsible for overseeing the Master Guides Bible Achievement program at each level.

Responsibilities of the Bible Achievement Coordinator:

- Oversee the organization and execution of the event.
- Ensure necessary personnel are arranged in a timely manner.
- Secure an appropriate meeting venue.
- Prepare and organize materials for the event.
- For Conference and Union level coordinators, serve as the primary contact with the Division Bible Achievement Coordinator.

Note: Clubs operating without a Conference program should contact the Division Bible Achievement Coordinator directly for further guidance.

Quiz Master

The Quiz Master acts as host for the event and with the assistance of the Reader, reads the questions in English and Spanish. It is recommended that the Bible Achievement Coordinator not be the Quiz Master so that they may deal with issues that may arise during play. Suggestions are Youth Director, Conference Master Guides Director, a Pastor, an area Coordinator or even a local Master Guides Director.

Reader(s)

The Reader and Quiz Master will alternate reading questions in English and Spanish.

Clerk

The Clerk starts timing once the Quiz Master reads the question twice. They call "time" loudly at the end to ensure all teams hear. The Clerk collects answer cards from Scorekeepers and helps determine final standings. Appointed by the Bible Achievement Coordinator, Clerks should be unaffiliated adults.

Scribe

The scribe is whoever is writing the answer to the question. The pen/pencil and answer card may be passed to any person on the team to write the answer. It is not required that the scribe be only one designated person on the team.

Courier

The Bible Achievement Coordinator will provide a Courier for every 2-4 teams or fraction thereof. Couriers can be non-playing Adventurers, Pathfinders or TLTs. The Courier should be in class A uniform. The Courier's job is to walk the challenges and answers given by the team leader to the panel of judges.

Judges.

The primary responsibility is to evaluate the answers provided on the answer cards, assign points, and enter the scores into an electronic system, such as a Google Form or similar platform, which will automatically tally the results.

The Judges Panel should consist of individuals with strong biblical knowledge, a commitment to fairness, and a sense of justice. Ideal candidates include pastors, church elders, or Bible teachers. If the event is conducted in two languages, it is recommended to have bilingual judges or scorekeepers, or at least half of the judges fluent in each language.

The Judges Panel will meet one hour before the event to review the questions and ensure they are clear and unambiguous. If any changes are made to the question, the updated version must be reflected in the PowerPoint presentation used by the Quiz Master.

The Judges will be organized into five teams. A rotation system will be implemented where each pair of judges evaluates all answers for a specific question. For example: Judges Team 1 will evaluate all answers for Question 1, Judges Team 2 will evaluate all answers for Question 2, Judges Team 3 will evaluate all answers for Question 3, etc.

The rotation will continue with Judges Team 1 evaluating Question 6, Judges Team 2 evaluating Question 7, and so on.

Once the answers are graded, a Courier will deliver the scored answer cards to the Scorekeeper for recording.

Scorekeeper

We need two Scorekeepers to take the answer card from the judges, sort them by church and team and keep the team's answer cards.

Specific issues of grading

- Accurate spelling is not required, but the answer must be recognizable.
- All answers to questions must be given to the Courier on time before the answers are given by the Quiz Master to be counted.
- Direct quotes from the Bible and fill-in-the-blanks must be exact words in the exact order.
- All blank or late answers will receive a zero.
- 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.

Challenges

Only Master Guides participating in the event will have the authority to challenge a question. Master Guide teams can challenge up to 3 questions using the challenge cards. The process to challenge is to send the card to the judging panel to let them know of the challenges. The judges will determine if the question needs to be reviewed and the Judge panel will decide to grant or deny the point(s). If the challenge will affect the area, conference, or union event, it will be escalated to the Bible Achievement Coordinator for a resolution. The resolution may require granting the points for the question to all the teams.

Award Recognition

Pins

Each participant can purchase a Bible Achievement pin from the Conference and the year and level bars are available from AdventSource at www.adventsource.org or 402.486.8800.

Certificates

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

These certificates can be printed up before the event, except for their standing.

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