
The Event

This section outlines the organizational needs and tasks of coordinators at all levels of *The Pathfinder Bible Experience*.

Coordination

See *The Program; Levels*, on page 8 for details.

Question distribution

Participating conferences will receive a copy of the questions in time for their area and conference levels. Participating unions will receive a copy of the questions in time for their level. Each level will have a new set of questions that would increase in difficulty as the levels increase.

Event flow, play & details

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

Event preparation by the event staff - 1:00 PM

1. Arrive at the site far enough ahead of the starting time to have set up complete before the teams arrive.
2. Confirm that the building is open, lights are on, temperature is set, and rest rooms are accessible.
3. Set up the equipment.
4. Set up the tables and chairs for the QUIZ MASTER, CLERK and the three APPEAL JUDGES.
5. Set up seating for the participating teams. Six members plus a GRADER.
6. 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 - 2:00 PM

- The PBE COORDINATOR meets with the event staff to review policies and answer questions and has prayer with them.

Team Check in - 2:15 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 and 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.

Equipment & Supplies Needed

Each location hosting *The Pathfinder Bible Experience* event will need to have certain equipment and supplies on hand.

- A large projection screen
- An LCD projector
- 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
- A table for the APPEAL JUDGES
- Three chairs for the APPEAL JUDGES
- A podium and microphone for the QUIZ MASTER
- A table for the CLERK. (The QUIZ MASTER may also sit at the table rather than stand at a podium.)
- Two chairs, one for the CLERK and one for the QUIZ MASTER.
- A stop watch or other method of keeping accurate track of seconds of time for the CLERK
- 100 sheets of pre-numbered paper or card stock per team on which the team scribe will write their answers
- A marker per team for the scribe
- A score card and pen for each team GRADER

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.

Opening Exercises - 2:35 PM

- Prayer
- Pledge and Law
- Pathfinder Song

Song Service (Optional) - 2:40 PM

- Two or three songs

Instructions - 2:45 PM

- The QUIZ MASTER reviews the rules of play listed under Quiz Part 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.
- Remind the audience and the teams that Christian decorum is expected of all present.

Quiz Part 1 - 2:50 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 is

felt to be challenging every wrong answer they get. However the Appeal Panel should be very cautious in their decision to deny a team further appeals, just as the team should be reasonable in the frequency of their challenges.

- 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 - 3:35 PM

- 5 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 - 3:40 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.

Devotional (Optional) - 4:25 PM

- A 10 minute devotional based on the section of scripture that is being covered.
- This also gives the CLERK time to finalize the awards.

Offering (Optional) - 4:35 PM

- The collection of an offering is at the discretion of the PBE 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.

Presentation of Awards - 4:40 PM

- The PBE COORDINATOR or the QUIZ MASTER will present the awards earned during the event. Every team receives an award, as all are winners as the children of God.
- To lessen the competitive spirit, exact points are not given 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. It is PBE policy that specific scores are never announced or released.
- Each team receives a *Certificate of Participation*.
- Each individual participant receives an award. (Still under development)

Closing Prayer - 4:50 PM

Variations of NKJV

There are at least two different manuscripts for the *New King James Version of the Bible*. The variations are minor and infrequent, but they do exist. Teams are encourage to bring along the actual Bible with which they studied.

Pathfinders should be encouraged to use the latest edition of the *Pathfinder Bible*.

Forms

All forms are available on line at:

- pathfindersonline.org
- adventsource.com

Standings

90 Questions will be asked at each level of play. Points are awarded for correct answers. Ranking are established by "grading on the curve."

Ranking is as follows:

- A score of 90% or above, as compared to the top score earned at the event, earns the team a first place standing.
- A score of 80-90%, as compared to the top score earned at that event, earns the team a second place standing.
- A score of 79%, as compared to the top score earned at that event, or below earns the team a third place standing.

Optional ideas

- Arrange to have a photographer present to take historical and promotional pictures that can be used in the conference or union paper or web site. You may need to have everyone sign a photo release, though in most cases like this you are not required to as it is a public event and the photos will be used for editorial use rather than commercial use.
- Have canned or live music playing in the event area as the teams and audience arrive. Sometimes this contributes to ever increasing noise levels.
- Have programs printed that list the details of the event, the rules and the teams participating. You could also list the next level event, date, and location.
- Provide blank answer sheets to audience members so that they can test their own knowledge of the scriptures.