



TEAM MEMBERS

Teams are made up of 2-6 Adventurer participants with 1 alternate and 1 non-playing coach. Participants should be currently enrolled with the club. Each club may register multiple teams. The team is comprised of the following:

- Team Captain
- Scribe
- 2-4 members
- 1 alternate
- 1 non-playing coach

REGISTRATION LINKS:

ABE TEAM REGISTRATION: <https://forms.gle/1abLDMTu8uDpFDYX9> (to be filled out by Adventurer Club Directors)

INDIVIDUAL REGISTRATION (for all participants, parents, leaders, and coordinators to receive Zoom Link):

<https://zoom.us/meeting/register/tJEsc-Gtpz4oHNeYNb1zHkMIPpVOnbcCNORp>

The Adventurer Bible Experience (ABE) will be held virtually again, so each one's cooperation and support are being solicited to make it work for the benefit and enjoyment of our Adventurers.

Book to study is GENESIS with special focus on the following stories/passages:

- Creation – Genesis 1:1-31 & 2:1-25
- Beginning of Sin – Genesis 3:1-24 & 4:1-26
- The Flood – Genesis 6:1 – 9:19
- Beginning of Languages – Genesis 11:1-9
- Abram & God's Promise – Genesis 12:1-15:7
- Abram Tries to solve a problem – Genesis 16:1-16
- God's promise and new names for Abram and Sarai – Genesis 17:1-7 & 17:15-22
- Abraham Promised a Son again and what happened to Sodom – Genesis 18:1-19:3 & 19:12-29
- The Promised son is born – Genesis 21:1-34
- A Bride for Isaac – Genesis 24:1-67

Note: Little Lambs and Eager Beavers will only study Genesis chapters 1-6 specifically the passages on Creation, Beginning of Sin, and the Flood as shown above.

ATTIRE: All ABE participants should be in their complete type A uniform.

TECHNICAL REQUIREMENTS:

Laptop or Desktop Computer/ iPad or tablets

Stable internet connection

SCHEDULE:

Team Check in (for Little Lambs and Eager Beavers) - **1:45 PM**

Event Starts (for Little Lambs and Eager Beavers) - **2:00 PM**

Team Check in (for the main event) - **2:45 PM**

- Parents log in to Zoom using the link they received through email upon completing their online registration.

(Note: If you have more than 1 Adventurer child who will participate, see to it that they were registered individually or separately using a different parent or legal guardian's email address)

- Connections, breakrooms, and functionalities of the Zoom platform will be tested at this time
- Team members turn over all electronic devices, Bibles, and notes in their possession to attending parents
- Review of ABE rules and mechanics, including the grounds for disqualification and expulsion

Welcome - 3:00 PM

- In the main session room, the Conference Adventurer Director and Executive Coordinator will welcome all teams and introduce the staff and the participating teams.

Opening Exercises - 3:05 PM

- Pledge and Law
- Adventurer Song
- Prayer
- ABE participants will be sent to their breakout rooms to be supervised by an Adventurer Coordinator or Master Guide volunteer who will serve as both quizmaster and grader.
- Each team will have no more than 6 participants. The alternate can replace a team member at half-time.

Quiz Part 1 - 3:10 PM

- There will be a total of 70 questions. Half the questions (#1-35) will be asked during part 1.
- Basically the testing will be comprised of true or false, multiple-choice, matching-types of questions.
- ABE questions will be shared on the screen and to be read by the QUIZ MASTER twice. If the question is worth more than one point the QUIZ MASTER will announce the point value before reading the question.
- When the QUIZ MASTER has read the question twice, the team will be given 25 seconds to discuss and determine the correct answer.

- During this time the TEAM CAPTAIN makes the final decision and tells the Quizmaster the team's final answer.
- The Quizmaster, in turn (after asking "Is that your final answer?") will click on the screen the answer which the team has chosen through the team captain.
- Answers may be verbalized before time is called.
- Correct answers to each question and team's total score will not be revealed until the end of the testing.
- At the end of the half the QUIZ MASTER announces intermission/break.

Intermission/Break - 3:55 PM

- 10 minutes
- During this time the Adventurers can have washroom break and snacks
- During intermission, a team may choose to replace one of their team members with their designated alternate.

Quiz Part 2 - 4:00 PM

- The second half of the questions are asked.
- Testing proceeds in the same manner as outlined in Quiz Part 1.
- At the end of testing, the QUIZMASTER will submit the test
- Everyone will be called back to the main session room for the devotional

Devotional - 4:35 PM

- A 10-minute devotional message will be shared based on the section of scripture that is being covered.
- During this time the ABE committee will tally scores and finalize each team's placement.

Presentation of Awards - 4:45 PM

- The Conference Adventurer Director and Executive Coordinator will present the awards earned during the event. Every team member will receive a certificate, 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.

Standings

70 questions will be asked at each level of play. Points are awarded for correct answers. Rankings 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 80-89%, 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.

Closing Exercises - 4:58 PM

- Acknowledgment and announcements
- Closing Prayer and Dismissal