

Who can Play:

Girls and Boys who attend Awana, and have completed at least 10 sections this year. Min. team is 5 girls, 5 boys (max. 7 both) Max. of 6th graders is 4 girls and 4 boys.

What are AwanaGames™:

In AwanaGames™ clubbers compete with other Awana Churches in special games created by Awana on a specially designed circle. Good sportsmanship points are given, and judges are certified by Awana staff.

More than 600 AwanaGames™ competitions take place in the U.S. each year, with numerous others held worldwide. AwanaGames offers many benefits. Clubs develop a stronger identity and closer bonds amongst members. Kids are also motivated to attend club and complete handbook and manual sections to qualify for their team, learning God's Word in the process.

Area churches and leaders are also able to connect with each other in an atmosphere of fellowship. Leaders are also able to interact one on one with clubbers' parents. **Most importantly**, the Gospel is presented allowing unsaved family members, friends in attendance a chance to hear and respond to God's plan of salvation.

BeanBag Toss: Team Leader stands in center and passes beanbag to each player consecutively till the end of the line then runs around team pin into center touches center team color pin.

Sprint Relay: One player starts at team starting line runs 1 lap around circle to hash mark, and passes baton to 2nd player before crossing team starting line, 2nd player same, 3rd player runs 1 lap into center touches team color pin.

Knock it down relay: First player runs around circle once, hands beanbag to second, and so on .. till third player finishes lap, then throws beanbag at center pin. Time limit 90 seconds.

3 Legged Race: Both players start at team start line, run 2 laps around circle cross team starting line -a cloth band around ankles ties them together.

Sprint Race: Player at team starting line runs 3 laps around circle into center, touches color pin.

4-Way Tug: 2 players tug rope toward their color beanbag, one grabs bag with one hand holding rope, while other holds rope w/ 2 hands.

Bean Bag Bonanza: Players line up on team circle. Player #1 runs color beanbag into center triangle, exchanges to striped beanbag carries back to player 2, when player 5 gets bag they exchange bag and handoff to player #1 and this cycle repeats till player 5 touches center pin.

Marathon Relay: One player starts at team starting line runs 2laps around circle to hash mark, and passes baton to next player before crossing team starting line, 2nd player same as first, 3rd player runs 2 laps into center to touch team color pin.

Marathon Race: Player at team starting line runs 6 laps around circle crossing team starting line, runs into center to touch team color pin.





Balloon Relay: Players straddle diagonal team color line behind each other, 1st passes balloon under legs to 4th player under 2nd, and 3rd players legs, 4th player passes to 5th player who has to be behind circle. 5th player starts a new rotation as first player, repeats for all players until the very first starting player gets the balloon, and runs into center touches team color pin.

More info: <http://www.barnescomputer.net/Personal/awanagames.html> and www.summitevents.org



Awana Bible Quiz

The **Objectives** for Bible Quiz according to Awana in the Official Rules and Regulations are:

-  To promote and encourage our clubbers in Bible memorization and review their handbooks
-  To provide a competitive atmosphere so Awana clubbers can show their Bible knowledge.
-  To give clubbers a greater love for, and working knowledge of the Bible.
-  To proclaim God's grace and salvation to Parents, friends so they can accept Christ as savior.

Awana Handbook sections covered (*Bible verses, definitions, Questions, Answers, Search Sites, info*):

- T&T[®] **Red UA Book 1**: Start Zone[®], Discoveries 1-4 verses, and Silver 1-4.
- T&T[®] **Blue UA Book 2**: Discoveries 1-4 and Silver 1-4.
- T&T[®] **Green UC Book 1**: Challenges 1-4, and Silver 1,4.
- T&T[®] **Yellow UC Book 2**: Challenges 1-4, and Silver 1,4.

The Bible Quiz format consists of two main types of questions:

Multiple Choice Quiz - These 8 Questions are asked with 3 possible answers given, children pick answers, then put up the appropriate letter A, B, or C paddle to answer. Each answer worth 10 points.

Speed Quiz – 8 questions are asked of 1 team member per Handbook. When the question is asked the clubber may click on the buzzer to ring in before the Quiz Master finishes the question as long as the child finishes the intent of the question after answering. The clubber has 20 seconds to start their answer, and 40 seconds to complete it. Correct answers are worth 20 points each. And if the child answers 3 questions correct and answered all the Multiple Choice questions correctly they get an extra bonus 20 points called "Quizzing Out". However if the child answers 2 wrong then they are asked to sit out. The first person to click the hand switch is determined by an Electronic sensor.

Websites to learn more:

www.barnescomputer.net/Personal/awanabiblequiz.html and www.summitevents.org



Who can go:

Awana clubbers going into 6th grade - High School Seniors who finished this year's Awana book.

Where it is located: Ventura Co. area's week will be held in Calabasas, California.

Activities: Bible lessons, memorization, wall climbing, zip line, low ropes, swimming pool, archery, mountain biking, indoor gym, indoor and outdoor basketball, volleyball, horseshoes, table tennis, foosball, air hockey, board games, special patriotic U.S. flag ceremony morning and night showing proper folding of the flag, awesome worship music, great food, and much more.

When: August 7th @ 2 pm – August 12th @ 9 am.

Websites to learn more:

www.barnescomputer.net/Personal/awanaschcamp.html , www.ccencounter.org