

**TRUTH & TRAINING
AWANA GAMES
JUDGES' TEST**

RETURN TEST TO:
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Due Date: March 11, 2024

Print Name: _____

Church: _____

Email Address (For me to send you your graded test in PDF): _____

If you do not have email or can't open PDF, please provide me with a self-addressed STAMPED envelope so I can return a marked-up test for you to review prior to the event.

True or False

_____ 1. Once the meet begins, team coaches are never allowed inside the Awana Games square unless requested by a Circle Director.

_____ 2. A team is disqualified on the first false start.

_____ 3. In all running events (3-Legged Race, Sprint Race, Sprint Relay, Marathon Race and Marathon Relay), knocking over a circle pin will result in the player/team being disqualified.

_____ 4. The "Passing Rule" states that slower runners in the relays and races must move to the right to allow the other team to pass if tagged, but the player may continue to run the race.

_____ 5. Failing to obey the Passing Rule (causing interference) will result in the player/team being disqualified.

_____ 6. There is no longer a "Tag Rule" in the Awana Games.

_____7. If a circle pin is knocked over, a player may cut inside the spot of where the circle pin should be without being disqualified in the running events.

_____8. Causing interference with another team is always a reason for disqualification.

_____9. Assuming the scoring pin is not missing, scoring pins must be knocked over with the player's hand.

_____10. If for some reason the scoring pin is not present when that colored team player comes into the middle, he or she should immediately run over to the Circle Director.

_____11. Unnecessary roughness or other poor conduct is always a basis for disqualification.

_____12. When the "Passing Rule" applies, the faster player may notify the slower player to move by touching him or her with his or her hand or the baton.

Chain of Command

13. List the chain of command from clubber to the Circle Director:

A. Clubber

B. _____

C. _

D. Circle Director

Event 1 – Bean Bag Relay

_____14. How many players per heat in heats one and two?

_____15. How many players per heat in heat three?

_____16. What gender is the leader in heat three?

17. According to the Disqualification Summary at the end of this event in the Rule Book, what are the ways a team can be disqualified in this event?

A. _____

B. _____

C. _____

D. _____

E. _____

F. _____

G. _____

H. _____

I. _____

J. _____

18. What equipment should the Line Judges make sure to put out and/or give out?

19. What should the Line Judge primarily watch in this event?

Events 2 & 8– Sprint Relay and Marathon Relay

_____20. What gender plays the Sprint Relay?

_____21. What gender plays the Marathon Relay?

_____22. How many laps does each player run in the Marathon Relay?

_____23. What happens if a player fails to run the correct number of laps in the Marathon Relay?

24. List 3 ways that a team can be disqualified related to the baton:

A. _____

B. _____

C. _____

25. What equipment should the Line Judges make sure to put out and/or give out?

26. What should the Line Judge primarily watch in this event?

Event 3 – Beanbag Bonanza

27. What is the number of players per heat in this event?

28. According to the Disqualification Summary at the end of this event in the Rule Book, what are the ways a team can be disqualified in this event?

A. _____

B. _____

C. _____

D. _____

E. _____

F. _____

G. _____

29. What equipment should the Line Judges make sure to put out and/or give out?

30. What should the Line Judge primarily watch in this event?

Event 4 – Three-Legged Race

_____ 31. How many laps is this event?

_____ 32. True or False. Falling results in disqualification.

33. The only way specific to this event (NOT: knocking over a pin, cutting inside a pin, etc.) that a team can be disqualified is:

34. What should the Line Judge primarily watch in this event?

Events 5 & 9 – Sprint Race and Marathon Race

_____35. How many laps is the Sprint Race?

_____36. How many laps is the Marathon Race?

37. What should the Line Judge primarily watch in this event?

Event 6 – Four-Way Tug

_____38. Which foot hash mark does the bean bag start on?

_____39. True or False. Clubbers are not permitted to wear gloves.

40. What should you do if when the signal is given to move the bean bag to the next hash mark and the bean bag is already closer to the center than the next hash mark because a clubber had dragged the bean bag but not picked it up?

41. What should you do if when the signal is given to move the bean bag to the next hash mark and the bean bag is already equal in distance to the next hash mark as it relates to the center but the bean bag is not on the next hash mark?

42. What happens if the clubber lets go of the rope before picking up the bean bag?

Event 7 – Knock it Down

43. What 2 rules common to other running events will result in disqualification if violated?

A. _____

B. _____

44. What should the Line Judge and Circle Director do if a player steps over the circle when throwing and successfully knocks over the center pin?

Event 10 – Balloon Relay

45. According to the Disqualification Summary at the end of this event in the Rule Book, what are the ways a team can be disqualified in this event?

A. _____

B. _____

C. _____

D. _____

E. _____

F. _____

G. _____