

# Master Guides Bible Achievement



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

Version 5.0

Texas Conference  
Master Guides

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## Introduction

The Bible profoundly shapes its readers by revealing God's character and His divine plan for humanity. Across every section—Law, History, Wisdom, Prophets, Gospels, and Epistles—Scripture consistently portrays God as holy, unchanging, faithful, gracious, and infinitely loving.

The Master Guides Bible Achievement (MGBA) program exists to encourage Master Guides and young people to immerse themselves in the teachings of Scripture, to reflect deeply on its truths, and to apply those truths meaningfully to everyday life. The program is designed to equip Master Guides to live out biblical principles in practical ways across the key areas of their lives: home, school, church, and community.

For thousands of years, the Bible has been cherished not only as a historical record and the inspired Word of God, but also as a living source of personal transformation and guidance. It is filled with timeless accounts of men and women facing moral dilemmas, trials, temptations, and decisions that mirror the challenges we encounter today. As the apostle Paul wrote:

“All Scripture is God-breathed and is useful for teaching, rebuking, correcting and training in righteousness, so that the servant of God may be thoroughly equipped for every good work.” (2 Timothy 3:16–17, NIV)

The wisdom found in Scripture is not intended to remain private. Through diligent study, we inherit centuries of divine insight that equips us to encourage, counsel, and support others effectively.

Participation in the MGBA strengthens Master Guides spiritually and inspires them to reach out beyond themselves—whether by leading Bible study groups among fellow Master Guides, sharing Scripture with friends at school or work, or guiding others in their local church and community. In this way, the program fulfills its purpose: to deepen personal faith while multiplying its impact through active outreach and service.

## Purpose

The Master Guides Bible Achievement exists to inspire Master Guides and young people to study Scripture deeply, reflect on its truths, and apply biblical principles in everyday life—at home, school, church, and community. Through structured Bible study, the program strengthens personal faith, builds Christlike character, and equips participants to share God's Word effectively—whether by leading peer Bible studies, encouraging others at work or school, or serving in their local church—ultimately fulfilling the call to be thoroughly equipped for every good work and to extend the impact of Scripture to those around them.

## Scripture Versions

Master Guides may use the following approved Bible translations:

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

## Assigned Scripture and Resources

The North American Division assigns specific Bible passages each year (approximately 40–50 chapters total). Questions may draw from relevant introductory material in the most recent edition of the \*Seventh-day Adventist Bible Commentary\* for those passages. No more than 5% of questions come from commentary content.

## Questions

Questions are created by a team appointed by the Master Guides Bible Achievement Coordinator or committee. They are based primarily on:

- NKJV (English)
- RVR1995 (Spanish)
- SDA Bible Commentary introductions for assigned passages

Participants may answer in any language, but each question's response must be entirely in one consistent language. Mixed-language answers are not accepted.

### Key characteristics:

- Questions are independent and answerable individually.
- Most require a single word or short phrase.
- No multiple-choice questions.
- True/false questions used only sparingly.
- Every question includes its scriptural reference(s).
- Questions align fully with Seventh-day Adventist fundamental beliefs.

## Question Value and Scoring

- Each question has a specific point value.
- 1-point questions: Full credit or zero (no partial credit).
- Questions worth >2 points: Partial credit may be awarded.
- Bible quotations and fill-in-the-blank answers must be exact (word-for-word, including spelling and punctuation per the approved translation).
- Blank or unanswered questions receive zero points.
- If a question is found mistaken or invalid, it is nullified, and all teams receive full points for it (no replacement question).

Each level consists of 100 questions. Final team rankings use a curved system based on the highest score at that level:

- 1st place: 90% or more of the top score
- 2nd place: 80–89% of the top score
- 3rd place: 79% or less of the top score

## Response Timing

Teams have a fixed time to discuss and answer each question, based on point value. A “5 seconds remaining” warning is given. When time expires, the scribe must immediately hand the answer card to the Courier. No extra time is allowed.

### Discussion and Response Times:

- 1 point: 25 seconds
- 2 points: 30 seconds
- 3 points: 35 seconds
- 4 points: 40 seconds
- 5+ points: 45 seconds

An additional 5 seconds may be added for questions requiring longer written answers. Exact times appear in the official PowerPoint presentation.

## Preparation Guidelines

Successful participation requires intentional planning, early commitment, and consistent Bible study. Integrate assigned passages into club worships, outreach, and events to reinforce learning and involve non-competing Master Guides.

## Memorization

Read passages repeatedly, break into smaller sections, and commit to memory. Discipline yields reliable mastery.

## Practice

Meet weekly for several hours; increase frequency/duration near the event. Create practice questions from assigned Scriptures and SDA Bible Commentary introductions. Involve pastors, teachers, Sabbath School leaders, elders, and members. Share with nearby clubs or across the Conference. Since Master Guides share Bible books with Pathfinders/Adventurers—serve as coaches or partners for Pathfinder Bible Experience. Form mixed teams, joint events, or exchange questions with other clubs/members.

## Question Sharing

After an event concludes at all levels, the coordinator will provide the questions upon written request (without logos, branding, or official formatting).

## Team Requirements and Eligibility

### Member Eligibility

Only inducted Master Guides registered with the Conference may participate. Each must sign the online Integrity Pledge. Participation requires local church board approval, with event dates on the church calendar.

### Teams

- 4–6 inducted Master Guides from the same club (one designated Team Leader)
- 1 designated alternate
- 1 non-playing Coach

Multiple teams per club are allowed if each has at least four unique members. Small clubs may combine with others in the Conference.

Team selection is by the Coach, club staff, and participants. Once eliminated, members cannot join advancing teams. No roster changes after first-level competition (except extreme cases with Coordinator approval).

Aim for fully staffed teams (e.g., two teams of 6 preferred over three of 4).

### Team Leader

Listens to discussion, makes final answer decision, and decides on challenges.

### Coach

Club staff member or leader who coordinates training, motivates the team, and oversees club Bible Achievement efforts. One official (chief) Coach per club; assistants may help.

### Uniform Requirements

All team members (including alternate when participating) must wear the complete Master Guide dress uniform per the current NAD Master Guides Staff Manual:

## Program Structure

### Registration

Clubs register with the local Conference in January (follow Conference requirements). Forms available at MasterGuides.org (Bible Achievement section).

Levels (Top team advances from each):

1. Area Level — Coordinated by Conference; ideally 2+ teams. Rotate venues among churches. Combine areas or collaborate if needed for minimum teams.
2. Conference Level — First-place Area teams; large facility. Confirm participation (no re-registration). Combine with neighboring Conference if only one team.
3. Union Level — First-place Conference teams; large facility. Conferences register teams with Union Coordinator. Combine with neighboring Union if needed.
4. Division Level — First-place Union teams; registered with Division Coordinator; adequate facility.

Suggested Dates (adjust  $\pm 1$  week as needed):

- Area: Third Sabbath in March
- Conference: First Sabbath in April
- Union: Third Sabbath in April
- Division: First Sabbath in May

## Disqualification Rules

### Individual Disqualification

Occurs for: incomplete uniform, unqualified membership, or possession of notes/Bible/electronic device.

### Team Disqualification

Prohibited: Communicating official questions with other teams during the year. Violation results in disqualification, forfeiture of standings. Each member signs Integrity Pledge at every level (online version available).

## Point Disqualification & Expulsion

Audience coaching/prompting revokes points. Second instance same day: team expulsion from event and higher levels that year.

## Personnel and Duties

Appointed by Bible Achievement Coordinator (or Area Coordinator) for the level.

- Bible Achievement Coordinator — Oversees organization, personnel, venue, materials, primary contact for higher levels.
- Quiz Master — Hosts; Answer questions; run the program. Preferably not the coordinator.
- Reader(s) — Alternate reading in English/Spanish.
- Clerk — Times (starts after question read twice); calls “time”; collects cards; helps finalize standings.
- Scribe — Any team member writing the answer (pass card/pen as needed).
- Courier — Delivers challenges/answers to judges (1 per 2–4 teams); Can be an Adventurer/Pathfinder/TLT in Class A uniform.
- Judges — Evaluate answers, assign points, enter scores (e.g., Online Form). Strong Bible knowledge; fair/impartial (pastors/elders/teachers ideal). Bilingual recommended for dual-language events. Meet 1 hour early to review questions. Organized in rotating pairs/teams.
- Scorekeeper — Receives scored cards from judges; sorts by church/team; tracks scores (one needed per every 2 teams).

## Grading Specifics

- Spelling: Accurate not required if recognizable.
- Quotes/fill-in-blanks: Exact wording/order.
- Late/blank answers: Zero.
- Judges uphold Quiz Master’s answer unless printed NKJV/RVR1995 shows otherwise.

## Challenges

Only participating Master Guides may challenge (up to 3 per team via challenge card). Judges review and decide; escalate to Coordinator if affects higher level (may award points to all teams).



## Event Schedule and Procedures

This section describes the key organizational responsibilities, timeline, and procedures for coordinators at all levels of the Master Guides Bible Achievement. All times are approximate and may be adjusted as needed.

**Event Preparation – 1:00 pm** Coordinators and support staff arrive early to complete setup before teams arrive.

Tasks include:

- Verify the venue is open, lights are on, temperature is comfortable, and restrooms are accessible and stocked.
- Set up and test all equipment (projector, PowerPoint presentation, sound system, timers, microphones, etc.).
- Arrange the head table with seating for:
  - Quiz Master
  - Clerk/Scorekeeper
  - Four Judges
- Arrange seating areas for participating teams (circle or cluster of chairs sufficient for up to six members + Courier space).
- Place additional chairs near each team for their assigned Courier (one Courier serves approximately every four teams).

**Staff Briefing – 2:00 pm** The Event Coordinator meets with all staff (Quiz Master, Readers, Judges, Clerk, Couriers, etc.) to review the event flow, answer questions, assign final roles, and open with prayer.

**Team Check-in – 2:15 pm**

- Teams are greeted and directed to their assigned seating area.
- All electronic devices, Bibles, notes, and reference materials are collected by club staff or attending parents and securely stored until the event ends.
- Each team receives their answer cards and a pen.
- Teams are introduced to their assigned Courier.

**Opening – 2:30 pm**

- Posting of the colors
- Recitation of the Pathfinder/Master Guide Pledge and Law
- Singing of the Master Guides Song
- Opening prayer
- The Quiz Master welcomes everyone, introduces the staff and participating teams, and reviews:
  - House rules
  - Instructions for English and Spanish Readers
  - Challenge procedure
  - Grounds for disqualification

### **Quiz Part One – 2:50 pm**

- The first 50 questions are presented.
- Readers read each question first in English, then in Spanish (or vice versa depending on the segment).
- For multi-point questions, the Reader announces the point value (e.g., “For two points…”).
- Upon reading, the PowerPoint displays the question, the allotted response time, and plays a sound when time expires.
- Teams discuss, decide on an answer (final decision by the Team Leader), and the Scribe writes it on the designated answer card. Answers may be written at any time before time expires.
- At time expiration, the Clerk calls “Submit your answer.” The Scribe raises the card; the Courier collects it and delivers it to the judging panel.
- After a brief pause (3–5 seconds), the Reader advances the slide and reads the official answer (following the same English/Spanish sequence).
- Judges review submitted answers, assign final point values, record scores on the cards, and input points into the scoring spreadsheet.
- Teams may submit up to three challenge cards per event if they believe a question or official answer is incorrect, providing written reasoning. Couriers deliver challenges to the judges; regular play continues during review.
- At the conclusion of the first 50 questions, the Quiz Master announces a short intermission.

### **Intermission – 3:35 pm**

- Duration: 10 minutes
- Teams may replace one member with their designated alternate (only one substitution per team per event).
- Judges review and decide on all challenges submitted for questions 1–50.

### **Quiz Part Two – 3:45 pm**

- Questions 51–100 are presented, following the exact same procedure as Part One.
- At the conclusion, the Clerk collects all remaining answer cards.
- Judges review and decide on challenges for questions 51–100.

### **Closing – 4:30 pm**

- An offering may be received at the discretion of the Bible Achievement Coordinator. If collected, funds are used to offset program expenses or to assist advancing teams with travel costs.
- Final announcements are made (results, thanks, next-level information, etc.).
- The event concludes with closing remarks and prayer (optional)

## **Award Presentation and Closing – 4:40 pm**

- The Bible Achievement Coordinator or Quiz Master conducts the awards ceremony.
- Every participating team receives recognition.
- To emphasize encouragement over competition, raw point totals are not announced publicly. Only final standings (1st, 2nd, 3rd place, etc.) are shared.
- Standings are announced by club name in alphabetical order. Specific scores are never disclosed.
- Each team receives a participation certificate.
- Every individual participant is awarded a Bible Achievement pin commemorating the year and level achieved.

The event concludes with a closing prayer (led by the Coordinator, Quiz Master, or a designated individual).

## **Awards and Recognition**

### **Pins**

Participants may purchase Bible Achievement pins from Conference; year/level bars from AdventSource ([www.adventsource.org](http://www.adventsource.org) or 402.486.8800).

### **Certificates**

Each participating team receives a certificate showing level and standing (1st/2nd/3rd). Pre-print except standing; attach foil seal at event conclusion to indicate final placement.

## Room Setup

### 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

