

SPARKS-A-RAMA AND T&T AWANAGAMES OFFICIALS CERTIFICATION EXAM

General – 27 questions

1-12 True or false questions. Mark "T" in front of all true statements; "F" in front of all false statements.

- _____ 1. The only thing an official must concern himself with is the details of all the rules.
- _____ 2. An official is actually a spiritual leader on the game floor.
- _____ 3. It is preferable to avoid the coach on your line if at all possible and not to talk to him at all.
- _____ 4. It is a sign of incompetence and ignorance of the rules to consult with your Circle Director.
- _____ 5. A secondary objective of being an official is to see that the overall running of the Meet goes smoothly.
- _____ 6. Cleanup IS the job of an AWANAGAMES Official.
- _____ 7. All participants, except team coaches, must wear gym shoes while on the gym floor.
- _____ 8. Nothing is permitted on gym shoes, including anything from professional adherents to wet cloths.
- _____ 9. A team member must compete in a minimum of 2 events, but cannot possibly participate in more than 6 events.
- _____ 10. A line judge should coach the clubbers on his color line if they need help.
- _____ 11. A line judge is all of the following: JUDGE, SERVANT, WITNESS, LEADER.
- _____ 12. The primary purpose of the AWANAGAMES is inter-church competition and fellowship.

13-32 Short-answer questions

What circle pin is a judge responsible for in all running events? 13. _____

What does a judge do when the team on his color line is disqualified? 14. _____

Name three (3) things that a clubber cannot do to a circle pin: 15. _____

16. _____ 17. _____

Disqualifications may be called by the 18. _____ or 19. _____ for

20. _____, 21. _____, 22. _____, 23. _____

24. Explain the "false start" rule: _____

Name the three AWANAGAME events in which a tag rule is in effect: 25. _____

26. _____ 27. _____

The minimum number of players on a Division 2 team are: 28. _____ and the maximum number of players on a Division 2 team are: 29. _____. The minimum number of boys or girls on a Co-Ed team are: 30. _____ and the maximum number of boys or girls on a Co-Ed team are: 31. _____ and no more than: 32. _____ of the players can be fifth or sixth graders.

T&T AWANAGAMES – 37 questions

33-42 List the number of participants in each heat of each event:

| | Div. #2 | Div. #3 (Co-Ed) | | Div. #2 | Div. #3 (Co-Ed) |
|----------------------|---------|-----------------|------------------------|---------|-----------------|
| Bean Bag Relay | 33. | _____ | Sprint Relay | 34. | _____ |
| Balloon Volley..... | 35. | _____ | Three-legged Race..... | 36. | _____ |
| Sprint Race..... | 37. | _____ | Four-way Tug..... | 38. | _____ |
| Bean Bag Grab..... | 39. | _____ | Marathon Relay..... | 40. | _____ |
| Marathon Race | 41. | _____ | Balloon Relay..... | 42. | _____ |

43-67 – True or False questions. Mark a "T" in front of all true statements; "F" in front of all false statements.

- _____ 43. In a Co-Ed event, the Marathon Relay is a Girls event.
- _____ 44. In a Co-Ed event there are multiple heats of the Marathon Race.
- _____ 45. In the Sprint or Marathon relays, dropped batons may be picked up and play resumed unless the baton has gone outside the game square.
- _____ 46. A Co-Ed team may have (4) fifth or sixth grade boys on it.
- _____ 47. In Beanbag Relay, the player in the center of the circle must keep at least one foot inside his triangle box when he is tossing the bean bag, as well as keeping that foot on the floor at all times.
- _____ 48. In Beanbag Relay, the team is disqualified if a tossed beanbag lands on the team line or either diagonal line of a team's zone, and breaks that line.
- _____ 49. In Sprint Relay, the baton must be passed inside the participants own team zone.
- _____ 50. After passing the baton in the Sprint and/or Marathon Relay, a player moves to the left in order to avoid interfering with other players.

- _____ 51. A team is disqualified from the Three-legged Race if a participant falls down.
- _____ 52. The scoring pin must be knocked over before a team can be declared a winner in the Three-legged Race.
- _____ 53. Since a team must run three laps around the circle, the Three-legged Race is a unique event.
- _____ 54. In the Beanbag Grab players on the circle must be centered, one arms length, by grade and height.
- _____ 55. In Beanbag Grab players are disqualified for touching the floor with any part of their body except feet or hands
- _____ 56. In the Beanbag Grab, the bags must be tossed across the circle line.
- _____ 57. In running events it is the coach's responsibility, not the Line Judge's, to count the laps for the runners.
- _____ 58. In the Four-way Tug, the Line Judge should always place the beanbag on the next hash mark each time the signal sounds.
- _____ 59. In the Four-way Tug, both players must have possession of the rope when one of them picks up the beanbag.
- _____ 60. If a player knocks over a pin in the Marathon Relay, he should be removed from the game, if feasible.
- _____ 61. In the Balloon Volley, balloons that touch the floor are still in play.
- _____ 62. If a balloon is broken in the Balloon volley, the player who hit it last is disqualified.
- _____ 63. If a balloon is grabbed or kicked during the Balloon Volley, the Circle Director will restart the balloon at the center of the circle.
- _____ 64. In the Marathon, the boys run six laps, whereas the girls run only five.
- _____ 65. In Balloon Relay, the balloon must pass between the first four players' legs each time it is passed back.
- _____ 66. In Balloon Relay, the only players who can disqualify their team are the ones occupying zones one and three.
- _____ 67. In Club AWANAGAMES, the tiebreaker is three heats of Bean Bag Relay.

SPARKS-A-RAMA – 31 Questions

68-81 – List the maximum number of heats and participants by gender in the Sparks-A-Rama per event.

| | Number of Heats (maximum) | Number of Participants per heat (Girls) (Boys) (Total) |
|---------------------------|------------------------------|---|
| Sparky Crawl | 68. _____ | 69. _____ |
| Sparky Safari | 70. _____ | 71. _____ |
| Sparky Beanbag..... | 72. _____ | 73. _____ |
| Rabbit Hunt | 74. _____ | 75. _____ |
| Sparky Train..... | 76. _____ | 77. _____ |
| Sparky Balloon Battle.... | 78. _____ | 79. _____ |
| Sparky Balloon Pop | 80. _____ | 81. _____ |

82-100 – True or False questions. Mark "T" in front of all true statements; "F" in front of all false statements.

- _____ 82. In Sparky Crawl, players line up with their hands behind their color line.
- _____ 83. In Sparky Crawl, the Judge will signal the coach when it is okay to send his/her team's player in for the center pin.
- _____ 84. Sparky Crawl must be played a second time with the exact same players.
- _____ 85. There are three heats in Sparky Safari.
- _____ 86. In the Safari, all player's hands must be on hips while running.
- _____ 87. The Safari passing zone is the same as in T&T AWANAGAMES Relays.
- _____ 88. In the Safari the strip of tape four feet to the right of each circle pin designates where the second and third players must stand.
- _____ 89. In Sparky Beanbag, the beanbag begins with the beanbag in the container.
- _____ 90. In Sparky Beanbag, player #1 is behind the circle line, farthest from his/her starting diagonal.
- _____ 91. The last player in the Sparky Beanbag must run around their circle pin before going into the center of circle.
- _____ 92. In Rabbit Hunt, the rabbits can stand only in the center of the circle.
- _____ 93. If a player is hit above the waist in Rabbit Hunt, that player can remain in the circle.
- _____ 94. If the Sparky Train becomes "uncoupled" that team is disqualified.
- _____ 95. In Sparky Train, all five players run into the center for the pin.
- _____ 96. In the Sparky Balloon Battle, the balloon must be hit over the rope.
- _____ 97. In the Sparky Balloon Battle, the game is over for that heat if the balloon touches the floor.
- _____ 98. In Balloon Pop, all players must straddle their diagonal line.
- _____ 99. In Balloon Pop, if the balloon breaks, a judge will replace it with a new one.
- _____ 100. In Sparks-a-Rama the tiebreaker is one heat of Sparky Crawl.

Your must score 80% or above to wear the certification emblem. Return completed exam to:

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