**SEC ADVENTURER AND PATHFINDER BIBLE EXPERIENCE**

**AREA LEVEL GUIDELINES**

**Sabbath 14th JANUARY 2023**

For ABE and PBE area testing on **Sabbath 14th JANUARY 2023**, please follow these guidelines:

1. **Venue (Participants/Visitors/Spectators):**
* A local area venue will be chosen by the event organiser/Pathfinder Area Coordinators (PACs).
* Priority entry will be for participants, parents, coaches, judges, and graders. We discourage extra visitors. However, this is dependent on the size of local venue, government **COVID-19** guidelines at the time and the discretion of the event organiser/PACs.
* Please adhere and respect the local venue’s COVID-19 restrictions.
1. **Registration:**
* Registration and starting times will be determined at local areas, by the event organiser/PACs. However, ideally testing should run in the afternoon from approximately 14:00.
* At registration, only coaches should register their team(s).
* Visitors/parents are encouraged to practise patience during registration and whilst participants are seated (they may have to wait outside).
1. **Team Member Eligibility:**

ABE Age/Grade rule

* If a young person is an inducted member of the Adventurer Club from age 6 to 9/10 years old, are eligible to be a member of an ABE team.
* Staff members are not eligible to participate on a ABE team

PBE Eligibility

* Pathfinders are eligible to participate on a PBE Team as long as they are a duly inducted Pathfinder member for that club.
* This includes Junior, Teen and TLT Pathfinders.
* However, the Pathfinder is no longer eligible if they turn 19 on or after January 1 of the testing year

**Disqualification:**

 Individual Disqualification

* A team member will be disqualified if they are not wearing the complete dress uniform

OR

* If they are not qualified to be a team member.
* Coaches are to see that each team member is in proper uniform.

Team Disqualification

Because the same questions are used in all Areas and Conferences,

* Teams are prohibited from communicating with other teams in regards to any official question being used at any level of the PBE program that year.
* If this kind of contact takes place and is discovered the team would be disqualified from any further participation
* Team would forfeit all standings from prior participation that year.
* Each team member must sign an Integrity Pledge at each level affirming that they have not had usage of official questions except during the event itself.
1. **Team Composition**
* Teams should be as complete as possible.
* For example, a club would not be allowed to field three teams of four participants, but they could field two teams of six participants from that club

**Each team is comprised of the following:**

* Two to six currently enrolled, and inducted Pathfinders. May include TLT's.
	+ A Team Captain
	+ Up to five additional team members
* An alternate
* A non-playing Coach
1. **Changes to Team Composition**
* Each team will be made up of the same members who began the PBE testing at Area level for the duration of the different levels of testing.
* Members of a non-advancing team cannot be added to/replace any team member of an advancing team of the same club
* No team member from any source may be added to or replace anyone on the team after the Area level testing
* Except in rare circumstance at the discretion of Conference Pathfinder Director
1. **Each team should bring:**
* One grader
* One courier/runner (an additional member to the team)
* Pens
* Clip boards (if you would like to use them)
* Bottled water for team members
* Refreshments
1. **Uniform Requirements:**
* ABE team members **must** be in **FULL DRESS ADVENTURER UNIFORM** (i.e., a navy skirt/trousers, long white sleeve shirt and white socks). Please ensure that:
	+ Insignia is properly sewn on sleeves
	+ Black shoes are clean and polished
	+ Adventurer scarves and woggles are worn
	+ Navy Adventurer sashes are worn
	+ Children have clean fingernails
	+ Girls tie back their long hair (so it does not cover their Adventurer scarf logo)
* PBE team members must be in **FULL SEC DRESS UNIFORM**. If children do not have the uniform yet, black knee length skirts/trousers and white long sleeve shirts/blouses should be worn. Please ensure that:
	+ Insignia is properly sewn on sleeves
	+ Black shoes are clean and polished
	+ Girls wear plain black tights
	+ A-line knee length Pathfinder skirt
	+ The Pathfinder tie (tielets for girls), black belt, scarf, woggle, (black) sash and black beret (with pathfinder triangle sown on) is worn.
	+ Pathfinders have clean fingernails
	+ Girls tie back their long hair (so it does not cover their Pathfinder scarf logo)
1. **Rules of play (to be read out in full before testing):**
* Remember, it is the New King James Version (**NKJV**) of the Bible that is used for each level of testing.
* For PBE 2023, **Introduction-to-John-Andrews-Bible-Commentary** is used for each level of testing
* Any electronic devices or Bibles **must** be handed over to the coaches, during competition.
* Once testing begins no one is to leave the venue, until the intermission/comfort break.
* Club and team names **must** be written on answer sheets.
* Accurate spelling of answers is **no**t required, although they **must** be recognisable.
* The team **must** cross off any answers they do not wish to be included anymore in their response, or the first answer will be the accepted as the correct one.
* Direct quotes from the Bible and ‘fill-in-the blank’ questions **must** be exact i.e., exacts words **must** be used in the exact order.
* If you have a query, answers can be challenged at the judge’s table.
* Teams **must** give their answer sheets to the **GRADER,** before answers are revealed by the **QUIZ MASTER**.
* Teams are prohibited from communicating with other teams, or conferences, at any level of the ABE and PBE programme. Teams will be disqualified from further participation if this occurs.
* Spectators **must not** give any prompts and/or talk during testing. Teams will be disqualified if this happens twice. After the first time, points will be revoked.
* PACs will watch out for any inappropriate communication between team members and anyone in the audience.
* A switch of **RESERVE (ALTERNATE)** is only allowed once per team, per testing, and only during the midway intermission/comfort break.
* Photographs or recordings **must** **not** be taken, except by the official event photographer. In part, this is to ensure that recordings are not posted to social media where other areas and conferences could view the questions (the same questions are used across the country). However, this is also to adhere to **General Data Protection Regulation (GDPR) and Safeguarding guidelines**.
* Following this area level of testing, new team members **may not** be added or replaced on the team roster (except in rare circumstances). The Conference Pathfinder Director, Pastor Clifford Herman, **must** be consulted and will be the final arbiter in such situations.
1. **Testing Procedures**
* Club and team names **must** be written on answer sheets.
* Accurate spelling of answers is **no**t required, although they **must** be recognisable.
* The team **must** cross off any answers they do not wish to be included anymore in their response, or the first answer will be the accepted as the correct one.
* Direct quotes from the Bible and ‘fill-in-the blank’ questions **must** be exact i.e., exacts words **must** be used in the exact order.
* If you have a query, answers can be challenged at the judge’s table.
* Teams **must** give their answer sheets to the **GRADER,** before answers are revealed by the **QUIZ MASTER**.
* **GRADERS** **must** hold up the answer sheets when "**TIME**" is called by the **CLERK/TIMEKEEPER**.
* The **timekeeper** will remind everyone when there is 10 seconds left to answer a question.
* **GRADERS** **must** hand their score sheets to the PAC, who will input the scores into the master Excel sheet, at the halfway intermission/comfort break **and** at the end of play.
1. **Courier/Runner must:**
* Be in **FULL DRESS UNIFORM**
* Walk contested answer sheets to the appeals panel judge’s table
* Return contested answers sheets back to the team **GRADER** for updating
* It should be an Adventurer or Pathfinder (Preferably an Adventurer. **NOT an Adult**)
1. **Graders must:**
* Be in **FULL DRESS UNIFORM**
* Record answers on the score sheet
* Determine if the answers given are correct or incorrect
* **Show** points given for each question to team so they can challenge if they choose.
* Keep track of the team's score
* Keep a running total of the scores
* Hand their score sheets to the assigned PAC’s to input into the master Excel sheet at halfway intermission and at the end of play
1. **When an answer is sent to the Judges:**
	* GRADERS **must** **not** refuse a challenge. Everyone will be reminded of this periodically by the **quizmaster**.
* GRADERS **must** enter a **‘?’** in the **‘Actual Club Points’** for that question.
* When the answer sheet is returned, GRADERS **must** enter the points received in the **‘Judges Awarded Points’** line below the **‘?’** for that question.