

Name: _____ Awana Church Name: _____

Position: _____ Awana Church City: _____

**Calvary Baptist Church SPARKS-A-RAMA
OFFICIALS' EXAM
2026**

THIS IS NOT AN OPEN BOOK TEST!!!

TRUE/FALSE

- ___ 1. The only thing any official must concern himself with is the details of the rules.
- ___ 2. In the Sparky Beanbag – In and Out; the container can move outside the team's small triangle during play.
- ___ 3. In Duck, Duck, Goose dropping the stuffed animal is a disqualification.
- ___ 4. The decision of the Circle Director may not be appealed to the Meet Director.
- ___ 5. An official is a spiritual leader out on the game floor.
- ___ 6 It is good to avoid the coaches on your line if at all possible and not talk to them at all.
- ___ 7. It is a sign of incompetence of the rules on your part if you consult with your Circle Director.
- ___ 8. A secondary objective of being an official is to see that the overall running of the meet goes smoothly.
- ___ 9. All participants, including judges, must wear gym shoes while on the gym floor.
- ___ 10. Bean bags leaving the team zone in the Sparky Bowl disqualifies that team.
- ___ 11. A Line Judge's hand in the air means he is pausing the event or heat for a safety reason.
- ___ 12. While the rules are to be enforced, leniency is to be observed as long as it does not give a team an unfair advantage.
- ___ 13. In the Balloon Battle, balloons going under the rope do not count for units.
- ___ 14. Our emphasis should be upon winning and not on having fun.
- ___ 15. Judges should coach as well as judge.
- ___ 16. Judges should not let a game start if there is any safety issues noticed.
- ___ 17. A rerun called for interference will have all teams participate in the rerun.
- ___ 18. The Safari passing zone is between the two diagonals designated the team zone.
- ___ 19. In the Sparky Train, the first heat is 5 girls.
- ___ 20. In the Balloon Battle, spiking is allowed to earn a unit.
- ___ 21. In Duck, Duck, Goose the handoff is done by tossing the stuffed animal to the next player within the team zone.
- ___ 22. In the Sparky Beanbag In and Out, players are disqualified for stepping in the circle before being tagged or being handed the beanbag.

- ___ 23. In the Safari, the fourth player must flip the basket right side up and place the stuffed animals in it then go to touch their scoring pin.
- ___ 24. In the Safari, the strip of tape four feet to the right of each circle pin designates where the 2nd, 3rd, and 4th players must stand.
- ___ 25. In the Sparky Bowl, players are disqualified for knocking over their circle pin at any time.
- ___ 26. In the Sparky Bowl, the beanbag can be tossed over or under handed.
- ___ 27. In the Safari, the basket must sit flat on the floor upside down after the stuffed animals are placed in it.
- ___ 28. If the Sparky Train becomes “uncoupled” they are disqualified.
- ___ 29. In the Sparky Train, the last player runs into the center to touch their scoring pin.
- ___ 30. In the Balloon Pop, the 10th player, after breaking the balloon, must touch their scoring pin.
- ___ 31. In the Balloon Pop, all players must straddle their diagonal line.
- ___ 32. In the Sparky Train, if a team becomes “uncoupled”, the judge should stop it only at his diagonal until it becomes “recoupled”.
- ___ 33. In the Sparky Safari, a stuffed animal falling down must hit the floor before it is picked up.
- ___ 34. The tie breaker in the Sparks-A-Rama is one heat of the Balloon Pop.
- ___ 35. In the Sparky Beanbag In and Out, the beanbag can be partly outside the container after being placed in the container.
- ___ 36. In the Sparky Safari, the stuffed animals must be held in the hands only while running around the circle.
- ___ 37. In the Sparky Bowl, beanbags thrown before the time is up count if they knock the pin over.

SHORT ANSWERS

Disqualifications may be called by:

(38) The _____ or

(39) A _____ for:

(Give four of the six reasons for disqualifications listed in the rulebook – ***do not give specific game rules***)

40 - 43 _____

44. Define a False Start: _____

MATCHING

45 – 50. Arrange the 7 Sparks-A-Rama events below in the proper order by placing the letter of the event next to the proper event.

- | | |
|------------------------|--------------|
| A. Sparky Balloon Pop | Game 1. ____ |
| B. Balloon Battle | Game 2. ____ |
| C. Bean Bag In and Out | Game 3. ____ |
| D. Sparky Train | Game 4. ____ |
| E. Sparky Safari | Game 5. ____ |
| F. Sparky Bowl | Game 6. ____ |
| G. Duck Duck Goose | Game 7. ____ |

THIS TEST MUST BE RECEIVED BY THE Event Coordinator BEFORE 2-21-2026

MAIL THE COMPLETED FORM TO:

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