



101 ~~Dalmatians~~

THINGS

to do in a

BO PRACTICE



SB+
SENIOR BIBLE QUIZZING



CHAPTERS

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INTRODUCTION

If the heart of Bible quizzing is the home, the lungs are the local church, where weekly quiz practices add fresh air to a Bible quizzing coach's quest for God. Bible quizzing coaches have the noble responsibility of leading local practices in such a way that quizzers can grow spiritually and perform to the best of their ability at tournaments. This resource of the General Youth Division is meant to enable coaches to run effective quiz practices and raise a healthy generation of apostolic leaders. Enjoy!

Dr. Jay Lytle
Ohio SBQ Coordinator



CHAPTER 1

Motivating / Teambuilding

1. PRAY TOGETHER

Including prayer in each quiz practice will help develop your quizzers' relationship with God.

2. GOAL SETTING

Have each quizzer establish written goals for the season. Periodically review these goals together. With your quizzer's permission, you can even post them on the wall in your quizzing room.

3. STICKER BOARD

Keep track of each quizzer's memorization progress, in-practice accomplishments and more with a large poster grid and colorful stickers.

4. PICTURE COLLAGE

Have quizzers assemble a poster collage using pictures from current and/or past quizzing seasons. Display the poster in your practice room throughout the season.

5. GUEST SPEAKER

Bring in a special guest, such as your pastor or a ministry leader, to share a short motivational message with your quizzers.

6. VIDEO CHAT WITH DISTRICT COORDINATOR

Have your district coordinator share a short motivational message with your quizzers via video chat.

7. PROMOTIONAL VIDEO

Play one of the many promotional videos found at www.seniorbiblequizzing.com

8. FIELD TRIP

Travel to a fun destination. Spending time away from the buzzers will help unify your team and release some stress too.

9. JIGSAW DASH

Have your quizzers put together a 250 piece jigsaw puzzle within 15 minutes. While this does not have anything to do with Bible quizzing, it will build their teamwork, as the task will be nearly impossible individually.

10. TREASURE HUNT / QUEST

Design a treasure hunt / quest with clues that can only be earned by answering a quizzing question. Place adults throughout your church with the next clue in the puzzle. Once a quizzer answers the question at that station, they receive the next clue. Have a fun treasure at the end of the quest.

11. SCRIPTURE REENACTMENT

Allow your quizzers to select Bible costumes and act out a portion of their quiz material. Record the scene on video so they can watch themselves later.

12. MOVIE TIME

Break open the popcorn, kick back and enjoy an uplifting Christian film together.

13. SNACK TIME

Add some joy to a quiz practice by bringing snacks.

14. QUIZZING PARTY

Have a cook-out, donut party, pizza party, etc. Schedule a party in the middle of the year as a pick-me-up or at the end of the year as a grand finale.



CHAPTER 2

Searching the Scriptures

15. GROUP DISCUSSION

Sit together in a circle and discuss the meaning of a passage. Ask your quizzers how a particular passage applies to everyday life.

16. SCRIPTURE STUDY

Have quizzers read different English translations and commentaries, asking them to find a source that sheds light on their material in a new way. If you do not have these resources, consider borrowing them from a minister in your church or using online tools such as:

- www.blueletterbible.com
- www.biblegateway.com

17. DICTIONARY MOMENT

Take a few moments to clarify any words that are new or confusing to your quizzers. This is especially important for today's generation, which may never hear certain words from the King James Version of the Bible in casual conversation.

18. COACH DEVOTIONAL

Research a passage and share a devotional with your team.

19. QUIZZER DEVOTIONAL

Have a quizzier research a passage and share a devotional with his or her team.

20. MULTIPLE CHOICE TEST

Write a brief multiple choice test to assess a quizzier's comprehension.

Example: What did the high priest command the guards to do when they learned of Jesus' resurrection in Matthew 28?

- A. Go out in search of Jesus
- B. Say Jesus' disciples stole His body
- C. Put all the Christians to death
- D. Obey the law of Moses

21. SHORT ANSWER TEST

Write a brief short answer test to assess a quizzier's comprehension. Example:

- What is the purpose of baptism according to Acts 2:38?
- What was John the Baptist's calling according to John chapter 1?
- Name three forms of worship found in the Psalms.

22. ESSAY

Have quizzers write an essay on some topic pertaining to the material. Example:

- Write a character study on the Apostle Peter.
- Describe Solomon's perspective on wisdom throughout his life.
- Compare three parables of Jesus and describe how they apply today.
- Describe the early events that helped shape Paul's ministry.



CHAPTER 3

Quizzes

23. NORMAL QUIZ

The cornerstone of every practice is simulating a real, tournament-style quiz. During these quizzes, assess fouls, call timeouts and keep track of each quizzier's points. Allow quizzers to quiz out, error out and, yes, even foul out.

24. SCRIMMAGE ANOTHER CHURCH

Organize a scrimmage with a neighboring quiz ministry.

25. COMBINED JUNIOR AND SENIOR TEAMS

If your church has both a senior and junior quizzing ministry, allow your teams to combine and quiz over the junior material. Younger quizzers look up to their older counterparts. This can be a great way to motivate younger quizzers to remain in the ministry when they graduate into senior quizzing.

26. COACHES VS. QUIZZERS

Allow the quizzers to compete against you, their coach!

27. 10'S, 20'S OR 30'S REPETITION

Practice only reading questions of a single point value (10's, 20's or 30's) so quizzers can learn how each of these point values is patterned.

28. QUESTION TYPE REPETITION

Practice only reading questions of a single question type (direct, two part, cross-reference, quotation completion, etc) so quizzers can learn how each of these question types is patterned.

29. GUESS THE QUESTION TYPE

Read normal quiz questions, except leave out the question type at the beginning. The quizzers must buzz in and tell you what type of question was read. Example:

- Quizmaster: "Question number one is worth ten points, question, According to John 1:5, the light does WHAT and the darkness does WHAT".
- Quizzer: This was a two-part question

30. MONEY QUIZ

Empty your coin jar at home and award the quizzers a penny for each point they earn during a normal quiz.

31. MYSTERY CANDY QUESTIONS

Choose a secret "candy question" (i.e. question #8) before starting the quiz and announce the winner of the "candy question" at the end of the quiz.

32. CANDY QUIZZES

Select a small candy item, such as M&Ms or Skittles and assign a specific amount of candy to each question (i.e. one piece of candy for 10's, two pieces of candy for 20's, three pieces of candy for 30's).

For each question a quizzer answers correctly, they receive the designated amount of candy. Double the candy for correct interruptions!

33. BLINDFOLD QUIZ

Read a normal quiz while your quizzers wear blindfolds. This will enhance their listening skills and remove some distractions.

34. GENERAL BIBLE KNOWLEDGE QUIZ

Mix up your practice by having a fun quiz over common Bible knowledge. Example:

- “Name one son of Adam and Eve”
- “According to the book of Exodus, who led Israel out of what country?”
- “Locate the book of the Bible that first mentions Jesus”

35. SONG BOOK QUIZZES

Create a set of questions over familiar church songs. This will help new quizzers learn the format of a quiz, while having lots of fun. Example:

- “Quotation completion: Amazing grace how sweet the sound...”
- “Love...name a song that contains this word”

36. SCENARIO QUIZZES

Provide your quizzers with a particular in-game scenario, and then have them try to overcome the challenge. Keep track of the points and see if they conquer the challenge. You can split your quizzers into two teams and give each team a competing challenge. Example:

- The other team just answered all the 10 point questions and you are down by XX points going into the 20's.
- The other team is winning by 80 points and there are only three questions left. Your team needs all three questions to win.

37. QUESTION WRITING

Allow your quizzers to take home an example quiz and have them write their own questions using the same format. Use their questions in the next quiz practice.

38. QUIZMASTER-IN-TRAINING

Allow quizzers to be the quizmaster – always a fan favorite.

39. QUIZMASTER ECHO

Read a normal quiz. When a quizzer buzzes in, have them repeat the question word-for-word instead of answering it. This will help develop your team's listening skills.

40. SQUIRT GUN QUIZ

Read a normal quiz...outside...with a water gun in your hand. Each team also has a designated water gun. If a quizzer answers a question correctly, they are allowed to squirt the quizmaster with their water gun. If the quizzer answers a question incorrectly, the quizmaster is allowed to squirt the quizzer!

41. WATER BALLOON ROUND-UP

Read a normal quiz. Each correct response earns a quizzer one water balloon. At the end of the practice, all the quizzers go outside and have a water balloon fight with the water balloons they've earned.

42. SCOOTER QUIZ

Read a normal quiz...outside...with the quizzers lined up at the end of the parking lot, each on their own scooter. Each time a quizzer answers a 10 point question correctly, they are allowed to “scoot” one parking space forward. For each 20 pointer, they move two parking spaces. For each 30 pointer, they move three parking spaces. The quizzer who travels the farthest by the end of the quiz wins.

43. LAWN DARTS

This game requires a set of lawn darts and a ground target with three rings. You can also use bean bags and create a ground target with tape or rope, if needed.

Quizzers toss their dart/bean bag and must answer a 10, 20 or 30 point question, depending on where it lands. The outer ring is a 10 point question, the middle ring is a 20 point question and the bulls-eye is a 30 point question.

44. BIBLE QUIZZING BASEBALL

Read a normal quiz, but instead of awarding points for correct answers, advance the team on a baseball diamond. Draw a basic baseball diamond on a dry erase board or blackboard, then keep track of each team's progress and "runs scored" on the same board.

- If a team answers a ten point question correctly, they "hit" a single.
- If a team answers a twenty point question correctly, they "hit" a double.
- If a team answers a thirty point question correctly, they "hit" a triple.
- Each correct interruption earns an extra base on that "hit".

45. BIBLE QUIZZING FOOTBALL

Read a normal quiz, but instead of awarding points for correct answers, advance the team on a football field. Draw a basic football field on a dry erase board or blackboard, then keep track of each team's progress and "touchdowns scored" on the same board. A football field is 100 yards long from end zone to end zone, so draw dash marks every 10 yards along your field.

- If a team answers a ten point question correctly, they advance 10 yards.
- If a team answers a twenty point question correctly, they advance 20 yards.
- If a team answers a thirty point question correctly, they advance 30 yards.
- Each correct interruption earns an extra 10 yards on that play.



CHAPTER 4

Quoting drills

Please note: many ideas in this chapter can be converted into locating drills.

46. MEMORIZATION WORKSHOP

This workshop uses different learning techniques to help quizzers memorize their verses. Have quizzers travel between four different stations, learning one new verse at each station. Set an appropriate time limit, based on your quizzer's needs (i.e. 5 minutes per station).

- **Station 1:** "Repeat after me" quotations with an adult. Have an adult say the verse aloud, piece-by-piece. The quizzer repeats each piece several times, eventually form-

ing the entire verse through verbal repetition.

- **Station 2:** Singing quotations with a Bible quizzing music CD (see www.bqmaterials.com to purchase a music CD). If an official CD is unavailable, create a custom melody for each verse and teach it to your quizzers.
- **Station 3:** Writing or typing quotations with a pencil and paper or a computer. Have quizzers write or type a verse, piece-by-piece, from memory, until they can write or type the entire verse without assistance.
- **Station 4:** Solo quotations with flash cards or a Bible. Give quizzers a flash card or a Bible and have them learn a verse by quoting it to themselves aloud.

After each round of stations, have the quizzers quote the four new verses they've learned to you. Then, cycle them through the stations again, learning four new verses. After each cycle, review all the verses each quizzer has learned up to that point.

See www.seniorbiblequizzing.com/resources for more information about memorization techniques.

47. ONE-ON-ONE QUOTING

Allow each quizzer to quote privately to one adult at some point during the practice. You may also have quizzers quote to each other.

48. WORD-BY-WORD QUOTING

Pair quizzers together and have them quote verses in tandem, alternating one word at a time. This is a great way for quizzers to practice their quoting as well as their listening skills.

49. CIRCLE QUOTE

Have quizzers form a circle, with each person facing inward. Hand a ball to one of the quizzers and instruct them to quote the first verse in a set of material. As soon as the quizzer quotes his or her verse, he or she will pass the ball clockwise until the whole passage has been quoted, one verse at a time. Keep track of the team's time and encourage them to try quoting faster.

50. REFERENCE QUOTES

Announce a verse reference and have the quizzers buzz in and quote the verse.

51. COMMON VERSE NUMBER

Have quizzers quote all the verses in their material that are "verse 1" of a respective chapter, followed by all the verses that are "verse 2" of a respective chapter, and so on. You may also include an exercise for unique verse numbers (i.e. the chapter with the highest verse number, etc).

52. QUOTING RELAY

Set up two rows of chairs, with an adult in front of each row. When the relay begins, have the first quizzer in each row quote a specified verse to their respective adult. Then, have them run to the last chair in their row. Every quizzer moves up one chair and the quoting continues. Whichever team cycles through first wins.

53. BIBLE QUIZZING DODGEBALL

All rules are the same as normal dodgeball, except when a person is eliminated from the game, they must quote five verses to re-enter the game.

A team wins if the opposing team has no players on the court.

54. BASKETBALL CHALLENGE

Tape lines in front of a basketball hoop from three distances (near, middle and far) and allow quizzers to select if they want to quote a short, medium or long verse. You can also use a bucket or any other item that can catch a ball of a given size.

If the quizzer properly quotes...

- A long verse, he or she shoots from the near line.
- A medium length verse, he or she shoots from the middle line.
- A short verse, he or she shoots from the far line.

Each made basket is worth one point. The quizzer with the most points wins.

55. I SPY

This game works best while travelling, but can also be used in a quiz practice. Have the quizzers quote a verse that is somehow related to something they see.

The quote counts if they can justify how the verse is related to what they see. Example:

- Sign for US-11 - Quote John 1:1
- Tree - Quote a verse that mentions a tree
- Someone's hand - Quote a verse that mentions a hand



CHAPTER 5

Locating drills

Please note: many ideas in this chapter can be converted into quoting drills.

56. UNIQUE WORDS

Provide a quizzer with a unique (one-time) word from their material and have them locate the verse in which the word is found.

57. UNIQUE PHRASES

Provide a quizzer with a unique phrase from their material and have them locate the verse in which the phrase is found.

58. UNIQUE BEGINNINGS

Provide a quizzer with a unique verse beginning from their material and have them locate the verse which begins with the phrase.

59. UNIQUE ENDINGS

Provide a quizzer with a unique verse ending from their material and have them locate the verse which ends with the phrase.

60. GEOGRAPHIC LOCATIONS

Provide a quizzer with a geographic location from their material and have them locate the verse in which the geographic location is found.

61. BODY PARTS

Provide a quizzer with a body part from their material and have them locate the verse in which the body part is found.

62. PROPER NAMES

Provide a quizzer with a proper name from their material and have them locate the verse in which the name is found.

63. CHARTING DOCUMENT

Hand quizzers a document listing various charting topics (one- and two-time words, unique phrases, etc) and have them complete the document in practice or as homework.

64. CHARADES

Separate quizzers into groups and have one member of each group take turns silently acting out a verse while his or her teammates try to guess which verse he or she is acting. If his or her teammates cannot guess the verse in 30 seconds, the other team receives an opportunity to guess.

Each correct answer is worth one point. The team with the most points wins.

65. Pictionary

Same as charades above, except a quizzer silently draws pictures instead.

66. MATCHING GAME

Cut out 20 pieces of paper. Write a verse reference on one piece of paper and a unique word from that verse on another until you have 10 pairs of verses and unique words. Lay all 20 papers on the floor, face down and well mixed. Have quizzers take turns flipping over any two papers at a time. If they turn over a match, they keep the set. The most matches wins.

67. BINGO

Select unique words from a bowl. The unique words correspond to verse references on a quizzer's 5x5 bingo card. The first quizzer to connect five boxes either horizontally, vertically or diagonally wins. Blank bingo cards can be found on various websites, such as www.print-bingo.com.

68. SONGBIRDS

Have a quizzer stand in front of his or her teammates and sing-quote a verse with the melody from a familiar worship song. The first person to buzz in is allowed to guess which song was sung and the verse reference. Each correct response earns a point for the singer and a point for the quizzer who answered correctly.

69. STAIRCASE CHALLENGE

Have quizzers stand at the bottom of a staircase. One-by-one, ask each quizzer to identify a verse reference from their material (i.e. one-time word, geographical location, unique phrase, etc). For each verse reference they correctly identify, they are allowed to take one step up the staircase. For each incorrect response, they must take one step down. The first person to reach the top of the staircase wins.

70. PEW RACE CHALLENGE

Same as the staircase challenge, above, except moving from the back of the church to the front, along each pew.

71. POPSICLE STICK CHALLENGE

Collect Popsicle sticks and write a unique (one-time) word on each one. Separate your quizzers into two teams and divide all the Popsicle sticks into two piles. Start a timer and give the teams one minute to simultaneously locate as many Popsicle sticks as possible to an adult designated to that team. The team that completes the most Popsicle sticks wins.

72. UPCQUIZ.COM GAMES

Allow your quizzers to compete for the best score on one of the many games found at www.upcquiz.com.

73. JEOPARDY

Design a Jeopardy game on a large dry-erase board, blackboard, or on a computer slide presentation. Quizzers select a category from the jeopardy display board in front of them, as well as a point value from that category. Example categories:

- Unique words
- Quotation completions
- Cross-references
- Finish that interruption
- Name that place
- Who said it?

Each correct response earns the designated amount of points. Each incorrect response subtracts the designated amount of points. Have a challenging Final Jeopardy question at the end of the game, where quizzers can wager their points. The quizzer with the most points in the end wins.

If you are unfamiliar with the format of Jeopardy, many online resources provide detailed explanations.

CHAPTER 6

Interrupting / Buzzer speed drills

74. FORCED INTERRUPTION

Read a normal quiz, except make each question a forced interruption. Purposely stop reading each question before it is complete so your quizzers must interrupt. Encourage your quizzers to do their best completing and answering each question.

75. CHOOSE YOUR INTERRUPTION POINT

Hand each quizzer their own set of quiz questions and a pencil. Have the quizzers indicate with a slash mark where someone could reasonably interrupt the question. Then, have the quizzers trade papers and have them discuss if an even earlier interruption would have been possible and why.

76. INTERRUPTION GAME

Read individual quiz questions to the team as a whole. Quizzers must interrupt to receive any points. The quizzer with the most points in the end wins.

- If a quizzer interrupts, he or she receives ten points.
- If a quizzer interrupts and finishes the question correctly, he or she receives twenty points.
- If a quizzer interrupts, finishes and answers the question correctly, he or she receives thirty points.
- If no interruption is made, the whole group loses ten points.

77. TAG-TEAM INTERRUPTION QUIZ

Read a normal quiz and instruct your quizzers to interrupt each question.

Once a quizzer interrupts a question, identify him or her. The quizzer to the left of the one who interrupted the question must finish the question (complete the interruption). The next quizzer to the left then has to answer the question.

With this game, at least three teammates must work together to answer a question correctly. This game has a knack for making shy quizzers rather bold, because the person who interrupts the question is not the one who has to answer!

78. SHARE THE BUZZER

Have an extra coach take a quizzer's buzzer and purposely interrupt for that quizzer. The quizzer then has to finish and answer the question as if he or she was the one who buzzed.

79. SPEED GAME

To develop your quizzer's reaction time, ask them to buzz in immediately whenever they hear a key word. You can use numbers, colors, names, etc. The quizzer who buzzes in first wins.

Example: "Buzz in when I say the color red..."
"Blue. Purple. Yellow. Turquoise. Brown. RED (buzz)"

CHAPTER 7

Contesting

80. CONTESTING SCENARIOS

Review different contesting scenarios and have the quizzers act out what they would do in each situation. Also, review proper contesting procedures with your quizzers prior to this exercise (see the senior rule manual for details). Example:

- Only quizzer #2 contests – the captain must stand and talk with whoever contested and then the captain decides who talks with the coach.
- All 3 quizzers on a team contest – quizzer #3 must know to automatically sit down, then quizzer #2 talks with the captain and the captain decides who talks with the coach.

81. QUIZMASTER SABOTAGE

Review proper contesting procedures with your quizzers prior to this exercise (see the senior rule manual for details). Read a normal quiz and purposely make mistakes along the way. Inform your quizzers that they must stand and state, "contest", if they believe the quizmaster made a mistake.

Here are some reasons a contest may be warranted – pattern your sabotage accordingly.

- If a quizzer believes his or her team was correct when they were called incorrect.
- If a quizzer believes the other team was incorrect when they were called correct.
- If a quizzer believes the question was invalid (mis-labeled, misread) or confusing.

82. CATCH THAT WORD

The key to contesting an opposing quizzer's quotation is specifically pointing out what word he or she said incorrectly. Read a verse aloud, very quickly, and purposely say a word incorrectly as you read. Have your quizzers follow proper contesting procedure to tell you which errant word made the quotation incorrect.

CHAPTER 8

Rules Review

83. FOUL FIESTA

Ask your quizzers to show you all the ways someone could earn a foul during a quiz (see the senior rule manual for details). Example:

- Talking to teammates
- Placing only one hand on the table
- Not standing when contesting, etc.

84. DISTRACTION QUIZ

Every coach's favorite game! A distraction quiz is an extreme example of the distractions a quizzer might encounter at a tournament. If your quizzers can ignore the distractions (cell phones going off, babies crying, doors opening and closing) they will have an advantage at the tournament.

A distraction quiz is simply this...while reading a normal quiz to your team, have the other adults in the room purposely try to distract your quizzers. The quizzer's task is to stare intently at only the quizmaster, ignoring the distractions. If the quizzers respond to the adults or communicate with their teammates, they receive a foul, just like they would at a tournament.

This can be a lot of fun and the change in your quizzer's focus can be dramatic.

85. EXERCISE EXTRAVAGANZA

During the course of a normal quiz, if a quizzer does anything to earn a foul, then instead of losing five points, they must exercise as a team at the end of the practice (i.e. jumping jacks, push-ups, laps around the church, etc).

If you are feeling particularly "generous", you can also apply these penalties to incorrect answers.



CHAPTER 9

Fundraising

86. QUOTE-A-THON

Have your quizzers seek individuals who will sponsor them to quote a certain amount of verses within a given time limit (i.e. 50 cents per verse). The quizzers will then quote during an official ceremony to showcase their skills before their sponsors.

87. BAKE SALE

Gather together and bake items to sell at a church or community event.

88. VALENTINE'S DAY ROSE SALE

Coordinate with a flower company to buy roses in bulk (many flower fundraising companies can be found via the internet). Have your quizzers sell sets of a dozen roses and allow them to deliver the roses once they arrive.

89. RESTAURANT FUNDRAISING

Some restaurants will sponsor groups by giving them a portion of the proceeds they draw on a given day. Call restaurants in your area and coordinate members in your church to visit the restaurant on that day.

90. 5K WALK OR RUN

Collect sponsors for a quiz team 5K. Capture the event with photos or videos and show highlights to your church.

91. YARD SALE

Collect items from families in your church and sell them in a yard sale. Allow the quizzers to be involved in operating the yard sale.

92. HIRED HAND

Allow approved church members to take part in a Bible quizzing auction, purchasing the services of a quizzing team for a day.

93. BABYSITTING

Give the young parents in your church an evening of relaxation by hosting a "Babysit for Bible quizzing" fundraising event. For a donation, have the quizzers and coaches babysit children in your church. You can even have quizzers rotate shifts and alternate quizzing activities and babysitting responsibilities.

94. FLAMINGO SURPRISE

Plant a group of fake flamingos in the yard of a church member and leave a note offering to replant them in the yard of another “victim” for a donation to the quiz ministry. Allow church members to purchase flamingo insurance to avoid an encounter.

CHAPTER 10

Ministering

95. LETTERS TO A MISSIONARY

Write encouraging letters to a missionary family.

96. LETTERS TO A PRISONER

Write encouraging letters to someone who is in prison.

97. HOSPITAL VISIT

Allow your team to put their faith into action by praying for people in a local hospital.

98. NURSING HOME VISIT

Show your quizzers the meaning of service by brightening someone’s day at a local nursing home.

99. MEALS FOR THE HOMELESS

Have your team organize bagged lunches and deliver them to a local homeless shelter.

100. WORKDAY AT A WIDOW’S HOME

Take your quizzers to the home of a widow in your church and allow them to help with yard work, cleaning, etc.

101. CHURCH PROJECTS

Allow your team to give back to their church by doing various projects around the property.

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