

**Joplin District Handbook**

**for Empower**

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# **Empower Leader Letter**

Youth Pastors, Leaders, and Volunteers:

Happy 2024! The time for Joplin District NYI EMPOWER is here! We are so excited about how God is going to move during this awesome time of seeing students showcase their talents! I just wanted to give you a quick update about EMPOWER 2024.

The Friday Night March 8th registration will be taking place from 6:30-7:30pm, and the kick-off service will go until around 8:30pm. Directly following that we will start the dodgeball tournaments in the gyms. Highschool will be in the main gym, and Middle School will be in the aux gym. (See tentative Schedule below) This should not last no later than 1 am. On Saturday, fine arts will be taking place in the band room and the auditorium of Fort Scott High School. Boy’s and girl’s sports competitions will take place inside the two gymnasiums, as well as the Fort Scott District Stadium right next to the highschool. The only sport that will take place outside of Fort Scott High School will be disc golf at Gunn park for those that register. Remember, students may register for ***ONE*** tournament event plus Dodgeball.

When your entire group is done with the events there will be a table in the cafeteria for you to receive information about Max @ MNU 2024 from either Fred Toomey or Amanda Pride before leaving the event.

It’s our goal to make this year’s EMPOWER an awesome event for our students and adult sponsors. To make it great, we need your help. If you can encourage your students to attend and pray for our Friday evening service, we would really appreciate it! If you are planning on attending, we need some additional volunteer help. With all the different sports and fine arts events going on, we need a small army to make everything go smoothly. If you (or some of your adult volunteers) would be willing to help with our events with reffing, judging fine arts, etc; please let us know!

**Registration is going to look different this year in an effort to streamline this process for my the event coordinators.** Participants will fill out individual registration forms and give them to their youth pastor/leader. Pastor/leaders of groups will be sent an excel sheet to fill out so we can put together brackets and fine arts performance times ahead of your group being here. Registration is due by March 3rd, but we also understand that things can change so we will be able to make minor changes to scheduling. Please bring your paper registrations and ***1 check made out to Joplin District NYI,*** to the event.

This year we will have a hospitality room for youth pastors/leaders, but we are also adding during Saturday some food trucks and a concessions stand during the day for your students to eat at, so that your youth group does not have to leave to grab food during the event.

For sleeping arrangements Friday evening, if you choose to not make hotel arrangements, we have lodging available. We will be sharing one location at Fort Scott church of the Nazarene. Please contact Nick Sprague for lodging.

Once again, thank you so much for your support of Joplin District NYI. I will attach a list of addresses/contact information for the locations listed above. We look forward to hosting you here in Fort Scott, KS! Feel free to contact me with any questions.

**Empower Director’s**

Fred Toomey – NYI President (417-234-2651) yptoomey1985@suddenlink.net

Nick Sprague – Empower Director (913-944-2169) nick@fsn.life

# **Important Locations**

**Fort Scott High School**

1005 S Main St. Fort Scott, KS 66701

**Gunn Park**

1010 Park Ave Fort Scott, KS 66701

**Sleeping Location**

Fort Scott Church of the Nazarene 1728 Horton Rd. Fort Scott, KS 66701

**Popular Eating Locations**

Common Ground Coffee Shop 12 E Wall St. Fort Scott, KS 66701

Hot Wok (Chinese Buffet) 1511 S National Ave. Fort Scott, KS 66701

Pizza Republic  
17 S Main St. Fort Scott, KS 66701

Dominos Pizza  
2 Jersey St. Fort Scott, KS 66701

Daylight Donuts  
1514 S National Ave. Fort Scott, KS 66701

**Hotels**

Sleep Inn & Suites  
302 E Wall St. Fort Scott, KS 66701

Travelodge by Wyndham 2505 US 69 Fort Scott, KS 66701

Fort Scott Inn  
101 State St. Fort Scott, KS 66701

Sleep Inn & Suites  
302 E Wall St. Fort Scott, KS 66701

# **Weekend Schedule**

*All sports brackets will be posted inside the commons area, instrumental & vocal music will be held in the band room and competition times will be posted beside the door. Preaching, Drama, Worship Band, and Dance will be held in the Auditorium and competition times will be posted beside the door. There will also be some board games, video games and activities for students to do inside the commons area when they are not participating in the event.*

***FRIDAY MARCH 10TH***

**6:30-7:30pm Check-in**

**7:30pm – 9:00pm Service @ Fort Scott High School Auditorium**

**9:15pm – 1am Dodgeball**

* Highschool – Main Gym
* Middle School – Aux Gym

***SATURDAY MARCH 11TH***

**7:30AM 5K run @ Fort Scott High School**

**8:00am Liberal Arts events begin**

* Instrumental & Vocal Music will be competing inside the Band Room
* Preaching, Drama, Worship Band, and Dance will be competing inside the auditorium
* Competition times will be posted beside the corresponding doors

**10:00am Sports events begin**

* Basketball will begin on Court 1 inside the main gym *(Will expand as more courts open up)*
* 3 point contest will begin on Court 2 inside the main gym *(Will expand as more courts open up)*
* Spikeball will take place on the side of the auxiliary gym
* Volleyball will start inside the auxiliary gym
* Flag Football will start on the north end of the football field
* Soccer will start on the south end of the football field
* Disc Golf will start in Gunn Park.

# **Conduct Guidelines**

**PERSONAL APPEARANCE**

The Joplin District of the church of the Nazarene affirms that the appearance of students has a positive correlation with the development of self-discipline. Christian simplicity, modesty, neatness, and cleanliness are emphasized in dress and overall appearance. No list of guidelines answers all questions, provides solutions for all situations, or satisfies all members of the community. For any dress policy to be effective, common sense and personal discretion from all members of the community are essential. Community dress and grooming should be consistent with, and contribute to, a vital Christian community witness. The following guidelines will be helpful:

* Clothing should be appropriate to the occasion and in good taste. Personal appearance should not disrupt the mood or atmosphere of the activity being attended. Shirts or tops must be always worn.
* The wearing of any item of clothing bearing emblems and verbal messages is permitted providing the message is compatible with the guidelines of the University and the Church of the Nazarene.

**BEHAVIORAL STANDARDS**

Alcohol: The University recognizes the danger to the safety of others, and one’s ethical responsibilities resulting from the use of or possession of alcoholic beverages and therefore insists that all members of the University community abstain from possessing or using them.

Drugs: MidAmerica Nazarene University forbids the use, possession, distribution of marijuana, narcotics, or other dangerous drugs. The medical use of drugs may be permitted when prescribed by a licensed practicing physician.

Language: Vulgar, foul, or profane language will not be tolerated on campus.

Tobacco: The University recognizes the danger to health in the use of tobacco products, and thus prohibits the use or possession of tobacco at any time and insists that all members of the University community abstain from the use or possession of any tobacco products.

Disruptive Behavior: Students who manifest disruptive or violent conduct which includes any type of threat to personal well-being will be subject to disciplinary action.

# ***Empower Events***

## **Team Sports Requirements**

|  |  |  |  |
| --- | --- | --- | --- |
| **Sport** | **Maximum Roster Players** | **Max Players on Field/Court** | **Minimum to Compete in a Game** |
| **Men’s Basketball** | 10 | 5 | 3 |
| **Women’s Basketball** | 6 | 3 | 2 |
| **Co-Ed Soccer** | 10 | 6 (5+Goalie) | 4 |
| **Co-Ed Flag Football** | 10 | 7 | 5 |
| **Co-Ed Volleyball** | 10 | 6 | 4 |
| **Co-Ed Dodgeball** | 10 | 8 (1 Girl on court) | 6 (1 Girl on court) |
| **Spikeball** | 2 | 2 | 2 |

## **Event: Men’s Basketball**

**RULES**

1. The men’s basketball tournament shall be conducted according to NFHS Rules (http://www.nfhs.org) (variations below).
2. Each game shall consist of two twelve-minute halves. **The game clock will not stop**. A four-minute overtime period will be used in case of a tie at the end of regulation. If an additional overtime period is needed, it will be three minutes. There will be a five-minute warm-up period, and a three-minute halftime.
3. NO Dunking will be allowed. One warning will be issued per game; thereafter a technical foul violation will be called on a team. A “Technical” foul on player – 1 shot + possession/5 – minute removal. A “Technical” foul on bench – 2 shots + possession. A second “Technical” foul – EJECTION.
4. Good sportsmanship is always to be displayed. Referees and officials are always to be respected. Coaches must remove a player momentarily from the game upon said player receiving a technical foul. Cursing, initiating a fight, or the receipt of two technical fouls by a player or coach will result in an automatic ejection from the game and removal from the gym area. The ejected player will also be ineligible to play in the next game. A second offense will result expulsion from the tournament. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing or harassing players/officials is not tolerated.
5. Coach is allowed off bench within bench area.
6. Regulation size Men’s HS ball, 30 cm, will be used.
7. The maximum number on any churches men’s basketball roster is 10 players.

**GUIDELINES OF THE COMPETITION**

1. The competition is structured in a double elimination tournament with one championship game. No schedule changes are allowed.
2. All games are to start as close to the scheduled time as possible. Should a game end later than scheduled, the five-minute warm-up period for the next team will begin immediately after the final buzzer. Competitors will have a five-minute grace period from the time the match or competition slot is scheduled to appear and compete. If a bracket is running late so that the match or competition slot is five or more minutes behind, there will be no additional grace period. Teams that arrive past the applicable grace period will forfeit the game. Any team arriving late will be denied warm-up time.

## **Event: Women’s Basketball**

**RULES**

1. The women’s basketball tournament shall be conducted according to HFHS Rules (http://www.nfhs.org) (variations below).
2. Each game shall consist of two twelve-minute halves. **The game clock will not stop**. A four-minute overtime period will be used in case of a tie at the end of regulation. If an additional overtime period is needed, it will be three minutes. There will be a five-minute warm-up period, and a three-minute halftime.
3. NO Dunking will be allowed. One warning will be issued per game; thereafter a technical foul violation will be called on a team. A “Technical” foul on player – 1 shot + possession/5 – minute removal. A “Technical” foul on bench – 2 shots + possession. A second “Technical” foul – EJECTION.
4. Good sportsmanship is to be always displayed. Referees and officials are to be always respected. Coaches must remove a player momentarily from the game upon said player receiving a technical foul. Cursing, initiating a fight, or the receipt of two technical fouls by a player or coach will result in an automatic ejection from the game and removal from the gym area. The ejected player will also be ineligible to play in the next game. A second offense will result in expulsion from the tournament. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing or harassing players/officials is not tolerated.
5. Coach is allowed off bench within bench area.
6. Regulation size HS Girls ball, 28.5 cm, will be used.
7. The maximum number on any district women’s basketball roster is 6 players.

GUIDELINES OF THE COMPETITION

1. The competition is structured in a double elimination tournament with one championship game. No schedule changes are allowed.
2. All games are to start as close to the scheduled time as possible. Should a game end later than scheduled, the five-minute warm-up period for the next team will begin immediately after the final buzzer. Competitors will have a five-minute grace period form the time the match or competition slot is scheduled to appear and compete. If a bracket is running late so that the match or competition slot is five or more minutes behind, there will be no additional grace period. Teams that arrive past the applicable grace period will forfeit the game. Any team arriving late will be denied warm-up time.

## **Event: Co-Ed Soccer**

**RULES**

1. The soccer competition will be conducted according to F.I.F.A. rules with exceptions to be listed below. (http://www.fifa.com/worldfootball/lawsofthegame)
2. Each game will consist of two fifteen-minute halves. The clock will run continuously unless stoppage is deemed necessary by the officials.
3. Each team will be made up of six players plus substitutes. This would commonly be five field players and one goalkeeper. Games will be played on shorter than regulation fields.
4. Christian conduct is always expected. Unsportsmanlike conduct will be cautioned with a yellow card. A second misconduct will receive a “red” card resulting in removal from the game leaving the team shorthanded the remainder of the game. The ejected player will also be ineligible to play in the next game. A “gross” misconduct may result in an immediate “red” card, bypassing the initial caution. These are common F.I.F.A. procedures. Harassment of the officials will not be tolerated and could ultimately result in the forfeiture of a match.
5. No slide tackling allowed.
6. Three goal per person/per game is allowed.
7. The maximum number allowed on the district soccer roster is 10 players.

GUIDELINES OF THE COMPETITION

1. The competition is structured in a double elimination tournament with one championship game. No schedule changes are allowed.
2. All games are to start as close to the scheduled time as possible. Competitors will have a five-minute grace period from the time the match or competition slot is scheduled to appear and compete. If a bracket is running late so that the match or competition slot is five or more minutes behind, there will be no additional grace period.

## **Event: Co-Ed Flag Football**

**RULES**

1. The Field
   1. Field Length – 40 yards long
   2. End Zone – 10 yards deep
   3. The field is marked at the 20 as well as the end zone.
2. Starting the game:
   1. One official will act as the timekeeper. All games will begin and end on this person’s instruction. He/She will also announce the time remaining at the 10, 5, and 2-minute marks.
   2. Teams consist of 5-10 players.
   3. There will be a coin toss to determine opening possession.
3. Moving the ball:
   1. Offensive Plays Must All Be Passes! (No Kicking/Punting).
   2. Possession always begins at the 40-yard line.
   3. Only one 1st down per series is possible, achieved when reaching the 20-yard line within 4 downs.
   4. No penalty will be assessed more than the 40 yd. line. On an unsuccessful or successful offensive play from the 40-yard line resulting in an offensive penalty: The ball will be returned to the 40 yard line and a loss of down will result (1st down will become 2nd down; 2nd down will become 3rd down; and 3rd down will result in the ball being turned over on downs).
   5. The first pass each down must be forward. A pass caught behind the line of scrimmage must be a forward pass.
   6. Once a forward pass has been thrown, a backward pass (lateral) is allowed.
   7. Should a swing pass not cross the LOS and a defensive player tags the ball carrier behind the 40- yard line, it is a safety.
4. Special Rules
   1. No blocking or holding.
   2. Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is not a fumble/dead ball. The 4.0 second count remains in effect on snaps.
   3. Two delay of game penalties in the same possession results in a turnover. A delay of game penalty on the extra point try results in a turnover.
   4. The QB is allowed 4.0 seconds to throw the ball. The Official timekeeper starts a stopwatch on the snap of the ball from center and stops the watch as soon as the QB releases the ball.
      1. If release is under 4.0 seconds, the play goes on.
      2. If the timekeeper sees that the clock has exceeded 4.0 seconds, he waits until the play is over (the play is not blown dead), then brings the ball back to the original line of scrimmage with the loss of down.
      3. The only infractions possible when a 4-second count is called are unsportsmanlike acts.
   5. Defensive Pass Interference will result in a 10-yard penalty.
   6. Responsibility to avoid contact is with the defense. There will be NO checking. Deliberate bumping or grabbing. These actions will result in a “tack on” penalty at the end of the play (5-yard penalty).
   7. Offensive pass interference results in a 10-yard penalty & loss of down.
   8. Offensive holding or blocking results in a 10-yard penalty & loss of down.
   9. Interceptions may be returned (“no blocking” rule applies). If an interception is returned beyond the 40-yard line (the offensive origination point) it is a touchdown and point after attempt should ensue. The teammates of the person who intercepted the ball may trail the runner to be in position to take a backwards pass. They may not block for or screen for the runner.
   10. Offensive teams must have 3 players on the line of scrimmage one of whom must snap the ball to the quarterback.
   11. The Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot in a timely fashion. Failure to do so can result in a delay of game penalty.
   12. The Defense may not cross the line of scrimmage (or rush the QB) until after the 1st pass is thrown each down.
   13. No taunting or “trash talking”. (5-yard penalty & expulsion if flagrant).
   14. The Referees decision is final on all plays, there will be no tolerance for arguing, and only a coach may ask for a rule clarification.
   15. Fighting: the player(s) involved will be ejected from the game and tournament. If a team fight occurs, the teams involved will be ejected from the tournament.
5. Scoring
   1. 6 points for TD
   2. 1 point for PAT from 3-yard line, 2-point PAT from 10-yard line.
   3. 2 points if a team intercepts & returns a PAT back across the 40.
   4. Official score is kept by field referee and game manager.
6. Tie Breaker
   1. After coin flip to determine first possession, teams will alternate 4 down series from the 20-yard line.
   2. A winner is determined when one team scores during its possession and the other does not.
   3. If a second overtime period is necessary, each team must then go for two points on the conversion attempts.
7. Time
   1. 15-minute halves (continuous clock for each half).
   2. In case of injury, the clock will stop at the discretion of the Referee, if that occurs the player must leave for at least one play.
   3. Teams get (1) 30-second time out per half.
   4. 5-minute half-time.
   5. Teams must be on site and ready to play when scheduled.

**GUIDELINES OF THE COMPETITION**

1. The competition is structured in a double elimination tournament with one championship game. No schedule changes are allowed.
2. There will always be 2 officials. The line judge will keep the line of scrimmage, the down, and the clock. The other official will keep score and set the rush marker.
3. Footballs will also be provided. This will be a standard NFL size ball.
4. Bad attitudes, cursing, or celebration will not be tolerated. 1st offense will result in a 15-yard penalty and a warning. 2nd offense will result in the player being suspended from the tournament. This applies to coaches as well.
5. All games are to start as close to the scheduled time as possible. Competitors will have a five-minute grace period from the time the match or competition slot is scheduled to appear and compete. If a bracket is running late so that the match or competition slot is five or more minutes behind, there will be no additional grace period.
6. Coaches Note: There are no water fountains or faucets near the football field. We suggest that each player bring a water bottle to keep hydrated during the game.

## **Event: Co-Ed Volleyball**

**RULES:**

1. Volleyball shall be conducted according to NFHS (variations below). Persons currently coaching volleyball at MNU cannot be used as district coaches. (http://www.nfhs.org)
2. The rally point scoring system will be used in every game (this is scoring where someone receives a point every time the ball hits the floor).
3. Each match will be best of three formats. First two games played to 25 (must win by 2). If a third game is necessary, the game will be played to 15 (must win by 2).
4. If a serve hits the net and goes over, the ball is live and in play. There is no side out or point awarded simply because the ball touched the net during the service, unless, of course, it does not clear the net.
5. Each team is allowed two time-outs per game. In the final match, two time-outs will be allowed per game. A five-minute warm-up period is allowed before the team’s first match of the day.
6. Good sportsmanship is always to be displayed. Referees and officials are always to be respected. A person may be ejected for un-sportsmanlike conduct if deemed appropriate by an official. The ejected player will also be ineligible to play in the next game. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing and harassing players/officials is not tolerated.
7. The maximum roster size for volleyball team is 10 players.

**GUIDELINES OF THE COMPETITION**

1. The competition is structured in a double elimination tournament with one championship game. No schedule changes are allowed.
2. All games are to start as close to the scheduled time as possible. Should a game end later than scheduled, the next game will begin immediately after the end of the late game. Competitors will have a five- minute grace period from the time the match or competition slot is scheduled to appear and compete. If a bracket is running late so that the match or competition slot is five or more minutes behind, there will be no additional grace period. Teams that arrive ten minutes past game time will forfeit the first two games and therefore the match. Any team arriving late will be denied warm-up time.

## **Event: Co-Ed Dodgeball**

**RULES**

1. Dodgeball is played according to the rules of the National Amateur Dodgeball Association. (www.dodgeballusa.com)
2. A player is eliminated when an opposing player is hit with a live ball below the shoulders or when an opposing player catches a live ball thrown at them the thrower is then eliminated. A live ball is one that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.).
3. All players must remain within the boundary lines. Players may only leave the boundaries through their end line only to retrieve stray balls. They must also only return through their end line.
4. Players cannot cross the center line. If they do, they are eliminated.
5. The game begins with 6 balls on the center line and all players lined up with one foot on their end line. Following a signal by the official, teams may approach the center line to retrieve the balls. This signal starts the contest. Once a ball is retrieved, it must be taken back behind the attack line before it can be legally thrown.
6. The first team to legally eliminate all opposing players is declared the winner.
7. If a player catches a live ball thrown at them, then an eliminated member from their team may rejoin the game.
8. Each team will be made up of 8 players on the court. A team can have a maximum of 10 players on their roster.
9. Good sportsmanship is to be always displayed. Referees and officials are to be always respected. A person may be ejected for un-sportsmanlike conduct if deemed appropriate by an official. The ejected player will also be ineligible to play in the next game. Sportsmanship is urged among spectators, booing and harassing players/officials is not tolerated.
10. The playing field shall be a rectangle at least 60 ft. long and at least 30 ft. wide, divided into 2 equal sections by a center line and attack lines 3 feet from and parallel to the centerline.

**GUIDELINES FOR THE COMPETITION**

1. The competition will be a double elimination bracket. No schedule changes are allowed.
2. All games are to start as close to the scheduled time as possible. Should a game end later than scheduled, the next game will begin immediately after the end of the late game. Teams that arrive ten minutes past game time will forfeit their first game. Teams that arrive twenty minutes past game time will forfeit both games and therefore the match. Any team arriving late will be denied warm-up time.
3. This is a tournament style event and does not count toward the maximum one tournament limitation district rule.

## **Event: Spikeball**

**RULES**

1. Must be six feet away when serving or receiving the serve.
2. Must pass the ball to your partner off the serve. \*If the other team forgets, may re-serve.
3. Maximum of three hits between two players. Three hits are not required. The same player cannot hit the ball in two consecutive hits.
4. The ball must bounce onto and then off the net. If it bounces more than one, misses the net or hits the rim, it is the other team’s point.
5. If the serving team scores, they switch positions and serve to the other person.
6. Game is to 21, must win by 2.

## **Event: Frisbee Disc Golf**

**RULES**

1. Throwing Order: For the first hole, the group decides who throws first. For the remaining holes, the person who received the lowest score on the previous hole throws first. After the tee off, the player who is furthest from the target throws first.
2. Tee Off: Tee throws must be released from within the designated area (-1 penalty).
3. Lie: The spot where the disc lands.
4. Fairway Throws: Must be made from on the lie. A run up and follow through is permitted.
5. Putt: Within 10 yards of the target, a player may not step past the lie when attempting a putt throw.
6. Hole Completion: A hole is completed when a disc is in the basket or supported by the chains.

## **Event: 5k**

**RULES**

1. Runners will be split between male and female.
2. Junior and Senior High events will start at the same time with winners being determined by the best time on the course.
3. A course walk through is provided forty-five minutes prior to the start of the race. Course marshals will be provided with split times available at strategic points on the course.

**GUIDELINES OF THE COMPETITION**

1. The 5K run is an open event, run in the style of high school cross country races.
2. Only entrants are allowed on the course during the race. No one is allowed to run in the race other than entrants along the route of the course.
3. This is a tournament style event and does not count toward the maximum one tournament limitation district rule.

## **Event: 3 pt. Shot**

**RULES**

1. 4 different categories of shooters. (Junior High Men, Junior High Women, Senior High Men, Senior High Women)
2. 2 rebounders (chosen by the shooter).
3. 3 balls will be used.

**GUIDELINES OF THE COMPETITION**

1. This is not a tournament style event and does not count toward the maximum one tournament limitation district rule.

## **Event: Vocal Solo, Vocal Ensemble (2 or more), Worship Band (2 or more)**

RULES

1. All entries must be of a religious, classical or patriotic nature and in harmony with the doctrine of the Church of the Nazarene.
2. Total memory recall is required for entrants. Points may be lost if score/lyric sheet is used.
3. Original compositions may be used.
4. No entrant may perform the same song in a following year.
5. Time limit on all entries, except Ensemble’s and Worship Bands, is 5 minutes. Ensembles are 8 minutes. Worship Bands will be 30 minutes including any set up, sound check and tear down. Entries over the allotted minutes may result in a deduction of points.
6. Worship band competition shall be a presentation of worship music with both live vocal and instrumental accompaniment. The entrant shall be judged on both musical quality and ability to lead in worship. Performance is not the primary objective. If live instrumental accompaniment is not used, please sign up under VOCAL ensemble.
7. Juniors and Seniors competing with vocal solo’s or ensembles will be singing for MNU faculty in their own category.

GUIDELINES OF THE COMPETITION

1. The house sound system is to be used by all entries.
2. Performance schedule changes are discouraged for ensembles and choirs and may be arranged only by directors with the Vocal Music Coordinator.
3. Entrants are encouraged to select music that reflects their vocal range and ability, and to consider classics and hymn arrangements.
4. Entries are judged according to poise/posture, appropriateness of selection, phrasing, dynamics, communication of message, intonation, tone quality, diction, precision, and blend (except solos). Please use discretion regarding appropriate dress and apparel for performance.
5. Ensembles may be composed of teens from different churches but must participate in the district MAX event. The development of local church groups, ensembles, and choirs in encouraged.
6. Should an entrant experience problem of a technical nature (sound system malfunction, CD skip, etc.), consideration may be given to allowing the entry to begin again.
7. Participants may be assisted by live, pre-recorded accompaniment or no accompaniment.

## **Event: Keyboard Solo, Instrumental Solo, Instrumental Ensemble**

**RULES**

1. All entries must be of a religious, classical or patriotic nature and in harmony with the doctrine of the Church of the Nazarene. Pieces used for district and state solos and ensembles are allowed.
2. Memorization of music is required for Keyboard Solo’s only. All other entry’s it is not required.
3. Copyright laws must be observed.
4. Pre-recorded or live accompaniment is allowed on all entries EXCEPT Keyboard Solo’s.
5. For Keyboard Solo original compositions may be used, however notated music must be provided for the judges. The use of score during competition may result in point deduction.
6. For Instrument Solo, if you have only one actual score, please provide the actual score to the judge and participant should use a copy of the score if needed. Original compositions may be used, however notated music must be provided for the judges.
7. One original copy of the printed music, with the measures numbered, of the arrangement being performed must be submitted to the judges prior to performing. All participants performing without judge’s music may result in deduction in points. It is not mandatory for entrants in percussion solo to provide sheet music.
8. No entrant may perform the same piece in a following year.
9. Time limit on each entry: 5 minutes. Entries over the 5 minutes may result in deduction of points.

**GUIDELINES OF THE COMPETITION**

1. Entrants are encouraged to select music that reflects adequate difficulty, and to give consideration to classics and hymn arrangements.
2. Entries are judged according to poise/posture, appropriateness of selection, interpretation and technique. Please use discretion regarding appropriate dress and apparel for performance. If you are coming from a sports competition appropriate dress and apparel will be considered.
3. Should an entry experience problem of a technical nature (sound system malfunction, tape cueing, etc.), consideration may be given to allowing the entry to begin again.
4. A keyboard and a 5-piece drum set (kick, snare, toms, high hat, ride, crash) will be provided if needed.

## **Event: Monologue, Sketch, Sign Language, Spoken Word**

**DEFINITIONS**

1. Sign Language shall be a presentation by one individual. The purpose is to translate a song or speech to the hearing impaired in a manner that is accurate to the message of the original song or speech. It is not choreography. Although beauty and flow may be a part of the presentation, it is not the primary purpose.
2. Spoken Word is a piece of creative writing that is best delivered through performance, so it can be a story, poetry, or some combination. The piece must be your own creative writing, or from other authors. You may use costumes, props, music, and visual aids to share your spoken word performance.
3. Monologue, Sketch competition shall be the presentation of an original or published religious skit, short drama, or excerpt from a play, which is based on the portrayal of one character. Staging, costumes, and props may be used. All lines are to be memorized. A copy of the script must be provided to the judges.

**RULES**

1. All entries must be of a religious, classical or patriotic nature and in harmony with the doctrine of the Church of the Nazarene. Entries that exceed time limits will be disqualified. Not following one of these themes may result in a deduction of points.
2. Copyright Laws must be observed.
3. Only one presentation is made in each event.
4. No entrant may perform the same presentation in a following year.

**GUIDELINES OF THE COMPETITION**

**Monologue, Sketch**

1. A five-minute time limit is observed for the setting of costumes, props, or furniture needed should be brought along, or arranged for, prior to the beginning of the competition by the entrants. Going past the time limit may result in a point deduction of the total score.
2. One copy of manuscript must be submitted to the judges prior to performing. All participants performing without judge’s manuscript may result in point deduction from the total score.
3. All participants must have script memorized.
4. Participant may use manuscript of original composition but must provide a typed copy to judges. The use of a manuscript during competition may result in point deduction.
5. Entries are judged on the basis of appearance, voice projection and articulation, characterization, movement, interpretation, creativity, audience contact, content and overall presentation.
6. Maximum time limit allowed on all entries is 6 minutes. Going past the time limit may result in a point deduction of the total score.

**Drama: Sign Language**

1. One individual may enter in each age category. It is not a group event. A hearing-impaired person may use a prompter.
2. There is a 5-minute time limit to the presentation.
3. Songs or speeches to be interpreted must be recorded and played.
4. A written translation of the song/speech shall be given to the judges.
5. Entrants will be judged on accuracy, execution, facial expression, eye contact, and overall presentation.
6. Either ASL (American Sign Language) or SEE (Signing Exact English) may be used.

**Drama: Spoken Word**

1. A five-minute time limit is observed for the setting of costumes, props. Any furniture needed should be brought along, or arranged for, prior to the beginning of the competition by the entrants. Going past the time limit may result in a point deduction of the total score.
2. One copy of manuscript must be submitted to the judges prior to performing. All participants performing without judge’s manuscript may result in point deduction from the total score.
3. All participants must have script memorized.
4. Participant may use manuscript of original composition but must provide a typed copy to judges. The use of a manuscript during competition may result in point deduction.
5. Entries are judged on the basis of appearance, voice projection and articulation, characterization, movement, interpretation, creativity, audience contact, content and overall presentation.
6. Maximum time limit allowed on all entries is 6 minutes. Going past the time limit may result in a point deduction of the total score.

## **Event: Dance**

**DEFINITION**

The presentation should tell a story and create a picture. Emphasis is on choreographed body movement.

**RULES**

1. All entries must be of a religious, classical or patriotic nature and in harmony with the doctrine of the Church of the Nazarene. Entries that vary from these themes may result in point deduction of total score.
2. Time limit on all entries is 5 minutes. Entries that exceed this time may result in point deduction of total score.
3. Clothing should allow for movement but be modest, tasteful, and appropriate for worship and the church setting (i.e., no exposed abdomen, girls should wear ballet tights or leggings underneath dresses). It should encourage people to focus on the message and not be a hindrance.
4. Entries are judged by appropriateness of selection and any message presented, clarity of presentation of selection, characterization if applicable, movement, interpretation, creativity, mode, gestures, emotions portrayed, transition of mood (if applicable), attitude of worship and overall presentation.
5. Copyright Laws must be observed.
6. Only one presentation is made in each event.
7. No entrant may perform the same presentation in a following year.

## **Event: Preaching**

**DEFINITION**

Preaching is the presentation of an original message from a Scripture passage of the entrant’s choice. The points of the sermon arise from and explain the meaning of the passage itself, then give contemporary application. The exposition is also to contain an introduction and conclusion. Outlines are to be original; sources used must be credited. Notes may be used.

**RULES**

1. All entries must be of a religious, classical or patriotic nature and in harmony with the doctrine of the Church of the Nazarene. Entries that exceed time limits will be disqualified. Not following one of these themes will result in a 5-point deduction of total score.
2. Copyright Laws must be observed.
3. Only one presentation is made in each event.
4. No entrant may perform the same presentation in a following year.

**GUIDELINES OF THE COMPETITION**

1. Presentations will be made to judges who are currently active in pastoral ministry or teaching ministry. Practical tips and encouragement are given.
2. Entries are judged based on organization, content, delivery, theological perspective, and appropriateness.
3. Maximum time limit allowed on all entries is 10 minutes.
4. Two copies of the sermon, outline, or manuscript must be submitted to the judges prior to the presentation.
5. All entrants will be recognized at the awards ceremony for their participation. There will be no awarding of place finishing. Evaluation forms will be filled out by the judges and presented to the entrants with comments, advice, and encouragement.

## **Event: General Art**

**General - Oil/Acrylic, Pencil, Pen/Ink, Watercolor, Chalk/Pastels**

**Creative Art - Jewelry, Sculpture, Ceramics, etc.**

**RULES**

1. Entries must be displayed on a mat, mount, or frame.
2. Each piece may only be entered one year.
3. Entries must be original and must not be a copying of another work.
4. Individuals may submit 1 project per category listed below.

**DEFINITIONS**

**Creative Art (jewelry, sculpture, ceramics, etc.)**

Entries must express the three dimensions of depth, width, and height. They may be constructed of a variety of materials which may include sculptures, models, plaster casts, pottery, statues, furniture, installation work, etc. Each entry must be mounted, matted, or displayed within a frame.

**Pencil**

Entries must be created with common instruments that include graphite pencils, wax color pencils, charcoals, or graphite. Each entry must be marked or displayed within a frame.

**Pen/Ink**

Entries must be created with common instruments that include pen & ink and/or inked brushes. Each entry must be matted or displayed within a frame.

**Chalk/Pastels**

Entries must be created with common instruments that include crayons, chalk, or pastels. Each entry must be matted or displayed within a frame.

**Oil/Acrylic**

Entries must be created with common mediums that include acrylics or oils. Each entry must be matted or displayed within a frame.

**Watercolor**

Entries must be created with the common medium of watercolor paints. Each entry must be matted or displayed within a frame.

**GUIDELINES OF THE COMPETITION**

1. Please fill out and place the required judging forms as stated during Orientation.
2. All art must be of original composition. Entries are judged according to selection, originality, presentation, craftsmanship, composition, design, interpretation, and style. Works must be in “good taste”.

## **Event: Creative Writing**

**RULES**

1. All entries must be original. Each piece may only be entered one year.
2. Entries may be on a religious or a secular topic, but all entries must be in harmony with the doctrines and lifestyle standards of the Church of the Nazarene.
3. Acceptable fonts are Times New Roman and Arial.
4. Entries are to be typewritten on 81⁄2 x 11-inch typing paper, double-spaced, 12-point font, pages numbered, and must be stapled in the top left-hand corner. The name, district, age level, and category are to be included at the top right-hand corner of the top page, followed by any title of the piece centered underneath. Please no binders, covers, envelopes, etc.
5. Each Fiction/Nonfiction piece is limited to 3,000 words.
6. Please check your writing for grammatical, spelling and punctual errors before submitting.
7. No piece can be submitted in both spoken word and creative writing categories.

**GUIDELINES OF THE COMPETITION**

1. Sources quoted must be properly cited. All pieces must be narrative in structure.
2. Initials of the author should be typed in the bottom corner of each page in case the text becomes separated.
3. One copy must be submitted to judges, and the entrant should keep an extra copy in possession in case of loss.
4. Judging sheets are to be filled out according to instructions given during Orientation and placed on top of entry.
5. Entries are judged based on organization, content, style, grammar, logical flow, creativity, and depth of thought.
6. Entries may be of any length, yet excessive or inadequate length without cause may bring a deduction of points.

## **Event: Photography**

**RULES AND GUIDELINES**

1. Only one entry per category per person.
2. Entries must be from one of the four categories.
3. Photograph must be approximately 8x10 inches in size.
4. Photograph must be mounted on 16x20 inch black matte board only.
5. Photograph can be glued on front of matte board OR mounted on a pre-cut, picture window matte board.
6. All entries must include photographer’s signature, the category in which the photo is being judged and photograph title clearly written on matte board (see below). NO other words or phrases are to be written or printed on photograph or matte board.
7. Entries are not to be submitted under glass, or in wood/metal frames.