North Central USA Field Handbook for MAX@MNU 2014
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MAX@MNU Philosophy

The subject for spiritual gifts is one that the apostle Paul considered important enough to address at length three times in the New Testament. His words are strong: the gifts are given by the Spirit based on God's grace, not our own worthiness, and are given for the good of the whole body of Christ; gifts are from the Spirit and should serve to unify, not divide, us; the use of gifts to help the user and the recipient grow to maturity and stability in the faith. Perhaps his strongest admonition is in Romans 12:6, where he says (paraphrase), "If you have a gift, USE IT with all the spiritual power you have!"

The principles used here can also apply to the use of one's talents. Our talent is a gift from God, and an indication of His grace, not our specialness. Our talents are to be used to help the church. Our goal is unity and maturity. God expects us to develop and use the talents we have to become the best we can be, with his power flowing through us as our spiritual resource.

MIDAMERICA EXTREME is a vehicle by which talent can be developed, channeled, and used for Jesus. Teens are in a tug-of-war; the world wants their talents, their very lives - and so does the Church! We must be diligent to provide the quality of opportunities for personal development that challenge youth to their fullest potential, realizing that when they do so IN CHRIST, the rewards and fulfillment have the eternal significance that the world cannot offer. There is no room in the Kingdom for half-heartedness in the cloak of false humility - we must urge our teens to reach for the stars, because they know the One who made them!

PERSONAL DEVELOPMENT is a necessary part of MAX, yet within the context of being all we can be in Christ, it is not for personal gain. COMPETITION is also a part of MAX, yet again within a Christian understanding. When I compete, I compete against what I know I can do. If I do my best, I am a winner. Competing with others helps me try harder. Runners will tell you that the better times are set when one is running against competition, rather than alone. My attitude toward my competitor must first reflect that we are there to help each other become better. If he receives the trophy, I am a part of his victory, because I helped him to run faster, sing better, jump higher. If I receive the award, I feel the same about him.

Awards provide a secondary motivation, realizing that such is necessary to this stage of adolescence, and helps the process. Yet of primary importance is that I know that I am better, and that everyone else is better, because I have participated. Since Jesus is the source of talent for all of us, I can rejoice in Him for the talent of all. I can rest assured that He will use me (and others) in the place where my talents can best function, and be happy for that, rather than becoming bitter because someone else has more talent in a certain area than I have.

It is extremely important that NYI leaders work with young people (and parents) in understanding the Christian view of competition. We cannot shield our youth from competition -- they are now, and will continue to be involved in competition in their lives in school, job, etc. What we must do is help them come and function effectively, and with a Christian perspective in the midst of it.

What are some of the implications? A Bible quiz director who emphasizes the importance of the scriptures and a love for the "neighbor" team on the 20th question when the score is tied...A teen who takes the time to compliment each person in his vocal competition event after they have performed, even though his own was clearly superior...A basketball coach who deals more with how his guys play together and handle themselves, than teaching intimidation or complaining about officiating...A tennis coach who cries with the person who lost the finals, yet also helps her hold her head up with confidence in her own God-given ability. A sponsor who, instead of challenging an obviously unfair decision, helps the teens under his supervision understand that, though life is not always fair, we can do all things through Christ. A District President who, after a lost volleyball match, witnesses to the girls about God's love and strength. I have seen all of these in MAX@MNU competitions, and know that those teens involved carried away perspectives about competition forever changed by their experience.
Thirdly, MidAmerica Extreme is LOCAL INVOLVEMENT. As is true with all NYI efforts, everything we do at all levels is geared to involve that local teen in an on-going, year long ministry. MAX is not just a time when each district heads up to Mid America for a single weekend of fun and competition. MAX is a process of involvement in talent development from the local church to the zone to the district to the region and back to the local church. At whatever level a teen operates and achieves, he is a winner.

The district qualifying coordinator and competition directors must do all they can to help local churches develop MAX participation in their church. It may begin as early as summer, then with the district convention, then the zone tour, with workshops, with festivals, with whatever means they may have to promote teens finding their talents and developing them for Jesus. The district qualifying event then becomes more than a "once-a-year, hang up a sign, and let's see who goes to Mid America" day; it becomes the culmination of what has been happening in local churches for months prior. MAX@MNU provides a final climax to a year's work, but also is a "launching pad" into MAX for the local church for the next year as teens return to their churches "fired up" and ready to do more.

This is why each level of MAX must be able to stand alone, have merit, and be valid in itself. Awards should be given at the local, zone, district and regional levels. If a teen does not "advance" to the next level of competition, whatever he achieved in the level he did is significant. More teens will be involved, and more talent will be developed.

Districts receive the eternal rewards for the number of teens who made an effort to participate and improve, no matter whether they ever win the MAX@MNU grand trophy.

Finally, MidAmerica Extreme is TRAINING FOR LEADERSHIP. This area is where we have won or lost the battle for the church twenty years before we realize we fought it. Some of us remember the "good 'ole days" of NYPS service. The programs weren't always that good, but what happened inside of us was. The NYPS hour was largely abandoned in our media-blitzed age. Yet MAX can fill the void in helping our teens become equipped for leadership, in public ministry, in discipline, and in working well with others. Whether it's singing, public speaking, creative writing, art, math/business, sermon (Bible exposition), or quizzing, a teen is developing his own leadership skills. Even individual and team sports provide an arena of leadership development that will "plug-in" to the church now and for years to come.

With all the modern conveniences of our day, teens can be bored easily. MAX can be an element of the total NYI program that can challenge them. Being a part of the MAX program at all levels can be exciting!

What does it take to make it happen? As in all other programs within the total ministry of Nazarene Youth International, good adult leadership is SO important. The good news is that teens are not the only ones who reap the benefits of being involved in MAX. As leaders, adults can grow from MAX. Let's make it happen!
To: Youth and Youth Leaders of the North Central Region

Subject: 2014 Competition Handbook Update

What a thrill it is to see talents and abilities developed and dedicated to our Lord Jesus Christ! That's what the MAX@MNU (MidAmerica Extreme @ MidAmerica Nazarene University) program is all about. Since the early 1980’s, hundreds of teens have used participation in MAX at local, district, or regional level as their tool in striving for excellence in Bible quizzing, sports, music, communication, and academic endeavors.

Not only does MAX at all levels encourage the development of talent, it also helps develop churchmanship and leadership, provides for new friends and fellowship, and often opens avenues for evangelism and discipleship among youth. As youth get involved in local, zone, or district competitions, an esprit de corps happens that ties them more closely to each other, to the church, and to the Lord. As youth attend MAX@MNU, they also have the opportunity to continue their commitment to excellence at Mid America Nazarene University after their high school graduation.

This competition handbook lays out the various categories, rules, and structures of the MAX@MNU competition. Most district and local competitions will be held along the same format; check with your district NYI president or MAX coordinator for any variations. This handbook is effective for the 2013-14 competition year. MAX@MNU will be April 24-26, 2014. For information on your district MAX events and procedures for registration for MAX@MNU, contact your district NYI leaders.

The MAX@MNU key verse is Proverbs 27:17: "As iron sharpens iron, so one man sharpens another." May it be so for Jesus' sake!

For further information, contact the 2013 Regional NYI Executive Council:

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1) Each entrant must be a member of a local NYI and in regular attendance at a Church of the Nazarene on the district that he or she represents. The district or local NYI council may establish specific guidelines for attendance.

2) Age guidelines are as follows:
   
i) Minimum age: Must be meet the guidelines of the local church ministry plan.
   
ii) Maximum age: Currently attending, and not graduated from, a high school prior to the beginning of the school year in which they compete. Participants must not have reached their 20th birthday by the date of the regional event. (Seniors who finish course work in mid-year remain eligible through the year.)

3) Age levels for talent:
   
   (1) Junior High------------------------ Grades 8 and below
   
   (2) Senior High ------------------------ Grades 9 and above

4) Age levels for individual sports:
   
   (1) Junior High------------------------ Grades 8 and below
   
   (2) Senior High ------------------------ Grades 9 and Above

5) Entrants can compete in no more than THREE categories, including a maximum of two tournament-style (bracketed) events (quizzing, basketball, soccer, softball, volleyball, flag football). Dodgeball will not be considered part of your two tournaments criteria this year.

6) Regular event scheduling takes precedence over exhibition event scheduling.

7) All entrants must be pre-registered by the district they represent in the event in which they are to compete.

8) Registrations must be received by April 1st, 2014.

9) Substitutions can only be made at the registration office prior to the opening activity of MAX@MNU by April 24th, 2014 [1:00 p.m. CST].

10) No entry or substitution can be made by a district in any event for which no one from that district was pre-registered.

11) No additions can be made to bracketed tournaments once the pre-registration deadline has passed.

12) Any absences in the bracket will act as a bye.
13) In bracketed events, 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.

14) All-Star Selection Process: All-tournament, MVP, selection process will be determined as follows: Ballots are to be given to the head coach. Ballots are distributed upon completion of that game. The coach is to select one of the top players from their team and two from their opposing team, based upon the athletes character, sportsmanship and skills. These ballots are to be collected by event director at the conclusion of that game. At the end of the tournament one MVP and the number of players that comprise a team for each of the sports will be selected for an all-tournament team. The MVP selection is not automatically picked from the first place team. One spot on the all-tournament team may be filled by the tournament directors if needed. All ties in the voting process will be broken by the tournament directors. Awards will be presented during the MAXed Out awards Ceremony.

15) Each Participant is allowed up to 3 Entries ONLY in the Liberal Art Talent portion of MAX. There can only be 1 Entry in a category/medium. For instance, a Participant may have 3 Entries in Art, but they must be Entries in different mediums such as 1 Entry in Watercolor, 1 Entry in Photography and 1 Entry in Drawing. Or a Participant may have 1 Entry in Vocal Solo, 1 Entry in Instrumental and 1 Entry in Art. If the Directors or Judges find that a Participant has more than 3 Entries total or more than 1 Entry in a particular category or medium, then the Director or Judge will ask the Participant which Entry he or she would like to be judged. If the Participant is unable to be reached, the Director or Judge will decide which Entry should be judged in order to bring Participants total Entries to only 3. Any questions, please contact DeAnne Arnold at info@heartfeltsongsmusic.com or 913-219-6558.

16) All Liberal Art Entries will be judged on site at Mid America Nazarene University. Sign-ups will be at the orientation meetings on Friday morning at 8:00am at the Bell Center. Check with your district coordinator. If you are unable to sign up before the deadline or you know you’ll have conflicts with sports or quizzing, you can contact DeAnne AFTER April 1st to try to set your time slot early. You can contact DeAnne at info@heartfeltsongsmusic.com or 913-219-6558.

17) Due to the complexity of scheduling and administrating the event, in conjunction with the time and financial planning prior to the event, we will not be able to refund any portion of the registration fees due to weather or forfeits. If there is a special circumstance or family emergency, please contact your District Coordinator and they are aware of the process for special circumstances.

18) Please treat all facilities and grounds of Mid America Nazarene University with respect. Please pick up your trash and please don't move any furniture, inside or outside of buildings.

19) ACT RESIDUAL TESTING AT MAX: High school seniors applying for enrollment at MNU may to take the ACT Residual test during MAX. There is a fee of $20 payable at the testing center. To register, please contact the Kresge Academic Support Center at 1-913-971-3387 or kresge@mnu.edu.

TESTING ELEGIBILITY: ACT Residual testing during MAX is restricted to high school seniors who have applied for enrollment at MNU. ACT will send reports for students testing residually on our campus to our campus ONLY. Results are only valid at MNU and cannot be transferred to any other institution or
agency. Reports are not generated for students or their high schools and students may not order additional score reports for any other college.

STUDENT IDENTIFICATION REQUIRED: A photo ID or letter of identification on school letterhead, signed by both the student and the student’s counselor or advisor, must be provided on testing day. No student is admitted for testing who does not meet this requirement.

RETEST RESTRICTIONS: A minimum of 60 days must elapse before another Residual test may be taken. Students who have taken or are planning to take the test at another institution must be mindful of this. If a student has taken the Residual test at another institution within 60 days of MAX he/she cannot retest during MAX. If a student takes the Residual test during MAX he/or she cannot take the ACT Residual at another institution until 60 days has elapsed. If the retest restrictions are violated, the retest scores will be cancelled automatically by ACT without refund.

20). MAX Reading and Writing Tests:

High school students who are attending MAX are eligible to complete a COMPASS Reading and Writing Compass test for competition as well as educational value. Students will register to take these tests on their MAX Registration Form.

Students in grades 9-12 are eligible to complete the Reading or the Writing test or both. These tests will be given at the Kresge Academic Support Center on Friday, April 25th from 9am – 3pm. Students who are interested in taking these tests as part of their MAX experience will need to register on the MAX Registration Form and turn the form into their District Coordinators to take these tests.

Scores will be computed electronically and shared with the MAX@MNU Coordinator once the testing period is completed. The top three composite scores on the Reading and Writing tests will be awarded at the Awards Ceremony on Saturday, April 26th.
PERSONAL APPEARANCE

The Mid America Nazarene University community 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. Certainly 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 worn at all times.
- Some examples of clothing that would be inappropriate for the campus are listed below:
  - Tight-fitting pants or shorts, bare midriff, or tank tops and other immodest tops are generally prohibited. Shorts and jerseys may be worn for physical education activities such as basketball as appropriate.
  - 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.
  - Shoes must be worn in all campus buildings.
  - All students must be in their hotel rooms by midnight every night during MAX.

BEHAVIORAL STANDARDS

MidAmerica Nazarene University is a direct subsidiary of the Church of the Nazarene, and as such, students, faculty, staff, and administration are expected to abide by the guidelines established by the Church.

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: Mid America 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.
EVENTS:
"A" LEAGUE QUIZZING
"B" LEAGUE QUIZZING

RULES
MNU Bible Quizzing shall be conducted according to the current Rules for NYI Bible Quizzing, produced by NYI Ministries. Any variation must be approved by the Regional NYI Council and prior to the beginning of the competition at MAX@MNU and be listed below.

GUIDELINES OF THE COMPETITION

1. The Regional NYI Quiz Director shall arrange for quizmasters, content judges, scorekeepers, and officials, in cooperation with the MAX Director.
2. A round robin format shall be used, with every team competing against every other team at least once. If fewer than 6 teams are registered for a division, an expanded schedule may be used as time allows. In a single round robin format, all teams will proceed to the playoffs. In the event of an expanded schedule, the play-off may only consist of a finals round between the top two teams.
3. Each district may register one team per division, with a maximum of six quizzers. Only five may compete in any one quiz.
4. Team awards will be given to the top 3 teams in the A division and the top team in the B division.
5. Individual awards will be given to the top 16 in the A division and the top 4 from the B division. This order is based on the round robin scores and the quiz-off will not affect it.
6. Individual quiz scholarships that are awarded will be based on the individual results from the Top 20 quiz-off, not the round robin.
7. Structure and schedule flow of the Bible Quiz Tournament are subject to the overall direction of the MAX event.
8. The playoffs will consist of round robins within pools made up of 3 or 4 teams.
9. The top 2 teams from the playoffs will meet in the finals. If one team enters undefeated from the playoffs, the other team must beat them twice to be the champions.
10. Preliminary round robin team tie-breakers are as follows:
   a. Head to head
   b. Total points
   c. Total team errors
11. Individual tie breakers for the round robin will be as follows:
   a. Total errors
   b. Five question quiz-off.
   c. If the tie affects who makes the top 20 quiz-off, we will automatically use the 5 question quiz-off.
12. Finals tournament team tie breakers are as follows:
   a. Head to head
   b. Team ranking going into the finals tournament (if more than 2 teams are tied and one team did not beat both the others involved in the tie.)
13. The regional team members will be selected using a Top 20 quizzer format. The top 16 quizzers from the A division and the top 4 quizzers from the B division will qualify to participate. If a quizzer from the A division chooses not to participate then a replacement quizzer will be chosen from the A division starting with the 17th place quizzer. If a quizzer from the B division chooses not to compete, then a replacement quizzer will be chosen from the B division starting with the 5th place quizzer.

14. The Top 20 quiz-off format is as follows. The quizzers will be assigned to one of 4 teams using a Z-pattern based on the order of their finish in the round robin. The B division quizzers will fill spots 17-20. The team designation is purely for scheduling purposes and all quizzers will quiz individually.

   a. Each quizzer will be primarily responsible for their challenges and appeals. Other quizzers are not prevented from appealing or challenging on behalf of another quizzer, but no communication can take place to encourage this and the affected quizzer always gets first shot.

   b. There is a 1 min time-out between questions 10 and 11 for coaches to confer with the quizzers.

   c. There will be an extended break between the 3rd and 4th rounds to allow scores to be tabulated and all the quizzers reseeded based on the current results. The reseeding will proceed just like the previous seeding using a Z-pattern and B division quizzers are not restricted to the last 4 spots. All ties at this point will be broken first by errors and then by their original placement entering the quiz-off.

   d. There will be an extended break between the 5th and 6th round to allow scores to be tabulated and then read to the quizzers so that they know their placement entering the final round.

   e. Deduction for errors will only occur on the 3rd error.

   f. Ties only need to be broken if the tie involves 5th place or 10th place. It is also recommend that there is no tie for the first alternate position. Ties will be broken using a 5 question quiz-off. Deduction of points will begin with the 2nd error.

15. During NYC years in which we have regional teams, the Regional director will limit participating to quizzers who are attending NYC to the degree that we have enough quizzers to make up two full teams.
North Central Region Quizzing Eligibility Policy

These requirements will affect only their participation at the regional MAX event and participation on the regional teams. All other eligibility for quizzing on the local and district level will be determined by a district’s local NYI council and the tournament director for any other competition they would choose to attend.

6th Graders

All 6th graders will be eligible to participate at the regional MAX event in quizzing provided they meet their local district’s requirements for participation. Any 6th grader that attends and competes will be eligible to qualify to represent the region on any of the teams that compete at any national competition.

All other:

Any student that has not started college in a post-high school setting and their regular graduating class has not graduated will be considered eligible for MAX as long as they meet their district’s requirements. A student’s eligibility based on this definition will last for a complete normal school year session regardless of a change in education status in the middle of the year. Once a student has completed their high school and started college, they have moved on to a new phase in their life and are not considered eligible any longer. Taking classes for college credit at the same time as they are completing their normal high school classes will not count against their eligibility.

Ex. 1 -- A student graduates at midterm of a school year. They would still be eligible for the complete year because they were eligible at the beginning of the school year even if they take some college classes.

Ex. 2 – A student graduates a year or more early from high school. As long as the student does not start taking college classes they would be eligible to quiz until their normal graduating class has completed their high school program.

Ex. 3 – A student graduates 1 year early and starts taking some college classes. This student would not be eligible because they have started taking college classes after completing their high school work.
# TEAM SPORTS
## PLAYER REQUIREMENTS

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<tr>
<th>SPORT</th>
<th>MAXIMUM ROSTER PLAYERS</th>
<th>MAX PLAYERS ON FIELD / COURT</th>
<th>MINIMUM TO COMPETE IN A GAME</th>
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<tr>
<td>Men's Basketball</td>
<td>20</td>
<td>5</td>
<td>3</td>
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<td>Co-Ed Soccer</td>
<td>20</td>
<td>7 (6 + Goalie)</td>
<td>4</td>
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<tr>
<td>Men's Beach Volleyball</td>
<td>10</td>
<td>4</td>
<td>2</td>
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<tr>
<td>Co-Ed Flag Football</td>
<td>20</td>
<td>7</td>
<td>5</td>
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<tr>
<td>Women's Basketball</td>
<td>20 SH 12 JH</td>
<td>5 SH 3 JH</td>
<td>3 SH 2 JH</td>
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<tr>
<td>Women's Volleyball</td>
<td>20</td>
<td>6</td>
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<tr>
<td>Co-Ed Dodgeball</td>
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EVENT:
JH MEN’S BASKETBALL
SH MEN’S BASKETBALL

RULES
1. The men’s basketball tournament shall be conducted according to NFHS Rules.
   (http://www.nfhs.org/content.aspx?id=3297) (variations below). State certified officials shall be used. Persons currently coaching basketball at Mid America Nazarene University cannot be used as district coaches.

2. Each game shall consist of two eighteen minute halves. The game clock will stop only on time-outs, until the final two minutes of second half, when all rules for stopping the clock will be observed. Each team will be allowed three time-outs per game. 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 five minute halftime.

3. NO Dunking other than during the game 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 displayed at all times. Referees and officials are to be respected at all times. 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 Men’s HS ball, 30cm, will be used.

7. The maximum number on any district men's basketball roster is 20 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. Basketball entries may be the team who won the district tournament, or may be a district all-star team. Districts are urged to conduct a tournament and/or selecting a team by try-outs. Reversible jerseys are recommended; numbers are required. Alternate jerseys will be available to teams without their own, or when contrasting colors with the opposing team are needed.
3. 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.

4. An honorary 5 member all-star team is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote. Honorary sportsmanship awards may also be given to a team and one individual.
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. State certified officials shall be used. (http://www.fifa.com/worldfootball/lawsofthegame.html)

2. Each game will consist of two twenty-minute halves. The clock will run continuously unless stoppage is deemed necessary by the officials.

3. Each team will be made up of seven players plus substitutes. This would commonly be six field players and one goal keeper. Games will be played on shorter than regulation fields.

4. Christian conduct is expected at all times. 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 20 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. A district team may consist of an "all-star" team from across the district, or the champion team from district competition. Team jerseys must be clearly, permanently numbered.

3. 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.

4. Coaches will receive a schedule of competition no later than at the coaches meeting. Additional copies will be available at the MAX@MNU information desk.

5. A 7 member honorary all-star team will be selected by vote of district coaches and officials. A Most Valuable Player will be chosen by vote. Honorary sportsmanship awards may also be given to a team and one individual.
EVENT:
MEN’S BEACH VOLLEYBALL (4 Man)

RULES
1. The men’s beach volleyball shall be conducted according to AVP (http://www.avp.com/About-Us/AVP-Rules-and-Format.aspx) (variations below). Persons currently coaching volleyball at Mid America Nazarene University cannot be used as district coaches.

2. A match shall consist of 3 games to fifteen points. The winning team must have at least a two-point advantage at the end of the game. The match is won by the first team to win two games.

3. Each team is allowed one time-out 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.

4. The ball may contact any part of the body or multiple parts of the body as long as it is simultaneous.

5. Good sportsmanship is to be displayed at all times. Referees and officials are to be respected at all times. A person may be ejected for unsportsmanlike 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.

6. The maximum roster size for any district men’s beach volleyball team is 10 players.

GUIDELINES OF THE COMPETITION
1. The competition is structured in a pool play tournament. If there is a tie between two teams with identical records, the tie breaker is the score of the game played between the two teams. (head-to-head result) If there are two teams, and no clear victor can be determined through head-to-head competition, then the total number of defensive points given up, the one team with the lowest "point differential" advances. No schedule changes are allowed.

2. Volleyball entries may be the team who won the district tournament, or may be a district all-star team. Districts are urged to conduct a tournament, rather than selecting teams by try-outs. Team jerseys are to be numbered.

3. 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.

4. An honorary 4 team all-star team is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote. Honorary sportsmanship awards may also be given to a team and one individual.
EVENT
CO-ED 7 ON 7 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, 10, & 3 yard lines as well as the end zone.

2. Starting the game:
   1. One official will act as the time keeper. 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. All players must wear a mouth piece!
   3. Teams consist of 7-20 players.
   4. There will be a coin toss to determine opening possession.
   5. All teams will have team shirts or jerseys with player's number on the back.

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 in excess of 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. Both offenses will move in the same direction.
   6. The first pass each down must be forward. A pass caught behind the line of scrimmage must be a forward pass.
   7. Once a forward pass has been thrown, a backward pass (lateral) is allowed.
   8. 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. Receiver/Ball carrier is legally down when touched with ONE or BOTH hands. If the ball carrier is a young lady, the touch must occur on the back or arm. Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 10 yards. Expulsion of a player(s) if ruled unsportsmanlike & flagrant.
3. 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 affect on snaps.
4. 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.
5. 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 loss of down.
   3. The only infractions possible when a 4 second count is called are unsportsmanlike acts.
6. Defensive Pass Interference will result in a 10 yard penalty.
7. Responsibility to avoid contact is with the defense. There will be NO chucking. Deliberate bumping or grabbing. These actions will result in a "tack on" penalty at the end of the play (5 yard penalty)
8. Offensive pass interference results in a 10 yard penalty & loss of down.
9. Offensive holding or blocking results in a 10 yard penalty & loss of down.
10. 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 so as to be in position to take a backwards pass. They may not block for or screen for the runner.
11. Offensive teams must have 3 players on the line of scrimmage one of whom must snap the ball to the quarterback.
12. 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.
13. The Defense may not cross the line of scrimmage (or rush the QB) until after the 1st pass is thrown each down.
14. No taunting or "trash talking". (5 yard penalty & expulsion if flagrant).
15. 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.
16. 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:
   A. 6 points for TD
   B. 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line.
   C. 2 points if a team intercepts & returns a PAT back across the 40.
   D. 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. 20 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 2 officials at all times. 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. 1\textsuperscript{st} offense will result in a 15 yard penalty and a warning. 2\textsuperscript{nd} offense will result in the player being suspended from the tournament. This applies to coaches as well.
5. Team jerseys must be clearly numbered.
6. 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.
7. 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.
8. Coaches will receive a schedule of competition from the booklet, brackets on the wall in cook center or by electronic means. Please see your District Coordinator if any questions. Additional paper copies will be available at the MAX@MNU information center.
9. An honorary 7 member all-star team will be selected by vote of district coaches and officials. A Most Valuable Player will be chosen by vote. Honorary sportsmanship awards may also be given to a team and one individual.
**CATEGORY**

*TEAM SPORTS*

**EVENT:**

JH WOMEN’S BASKETBALL (3 on 3)  
SH WOMEN’S BASKETBALL (5 on 5)

**RULES**

1. The women’s basketball tournament shall be conducted according to NFHS Rules.
   (http://www.nfhs.org/content.aspx?id=3297) (variations below). State certified officials shall be used. Persons currently coaching basketball at Mid America Nazarene University cannot be used as district coaches.

2. Each game shall consist of two eighteen minute halves. The game clock will stop only on time-outs, until the final two minutes of second half, when all rules for stopping the clock will be observed. Each team will be allowed three time-outs per game. 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 five minute halftime.

3. NO Dunking other than during the game 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 displayed at all times. Referees and officials are to be respected at all times. 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, 28.5cm, will be used.

7. The maximum number on any district women's basketball roster is 12 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. Basketball entries may be the team who won the district tournament, or may be a district all-star team. Districts are urged to conduct a tournament and/or selecting a team by try-outs. Reversible jerseys are recommended; numbers are required. Alternate jerseys will be available to teams without their own, or when contrasting colors with the opposing team are needed.

3. 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.

4. An honorary 5 member all-star team is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote. Honorary sportsmanship awards may also be given to a team and one individual.
EVENT:
WOMEN'S VOLLEYBALL

RULES
1. The women's 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/content.aspx?id=3297)

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 format. 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-out’s 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 to be displayed at all times. Referees and official are to be respected at all times. 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 any district women's volleyball team is 20 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. Volleyball entries may be the team who won the district tournament, or may be a district all-star team. Districts are urged to conduct a tournament and/or selecting teams by try-outs. Team jerseys are to be numbered.

3. 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.

4. An honorary 6 member all-star team is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote. Honorary sportsmanship awards may also be given to a team and one individual.
EVENT:
CO-ED DODGEBALL

RULES
1. Dogeball is played according to the rules of the National Amateur Dodgeball Association. (http://www.dodgeballusa.com/rules.html)

2. Each match will be a best of 3 format.

3. 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)

4. 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.

5. Players can’t cross the center line. If they do they are eliminated.

6. 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 and 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.

7. The first team to legally eliminate all opposing players is declared the winner.

8. If a player catches a live ball thrown at them, then an eliminated member from their team may rejoin the game.

9. Each team will be made up of 6 players on the court. A team can have a maximum of 20 players on their roster.

10. Good sportsmanship is to be displayed at all times. Referees and official are to be respected at all times. 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.

11. The playing field shall be a rectangle at least 60ft long and at least 30ft wide, divided into 2 equal sections by a center-line and attack lines 3 yards from and parallel to the centerline.

12. The official ball used in tournament play shall be a 8” rubber coated ball or whatever is available.
GUIDELINES OF THE COMPETITION

1. The competition will be divided into two pools of play tournament with one championship game between the winners of each pool. No schedule changes are allowed.

2. Dodgeball entries may be the team who won the district tournament, or may be a district all-star team. Districts are urged to conduct a tournament and/or selecting teams by try-outs. Team jerseys are to be numbered.

3. 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.
EVENTS:
Junior High Men's 5K
Junior High Ladies' 5K
Senior High Men's 5K
Senior High Ladies' 5K

RULES
1. Junior and Senior High events will start at the same time with winners being determined by the best time on the course.

2. 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 two tournament limitation regional rule.
EVENT:
Junior High Table Tennis
Senior High Table Tennis

RULES
1. The table tennis tournament will be conducted according to standard table tennis rules. These rules will be reviewed at the coaches’ meeting prior to the beginning of the competition.

2. The competition is structured in a double elimination tournament with one championship game. No schedule changes are allowed.

3. Players call their own lines and faults.

4. Matches consist of the best two of three games to twenty-one. Winners must win by two points

GUIDELINES OF THE COMPETITION
1. Brackets are set up in advance and cannot be changed. Should a player not arrive within ten minutes of the announced start time, he or she will forfeit the match.

2. The common table tennis rules of etiquette should be followed, with cheering only between points, but not during play.

3. This is a tournament style event and does not count toward the maximum two tournament limitation regional rule.
EVENT:
Junior High Men's 3 pt Shot
Junior High Ladies' 3 pt Shot
Senior High Men's 3 pt Shot
Senior High Ladies' 3pt Shot

RULES
1. 2 rebounders (chosen by the shooters).
2. 3 balls will be used.
3. 4 baskets to be used at the same time (1 basket for each category).
4. Top 4 will be in the finals. Finals will be held at the end of the preliminaries.

GUIDELINES OF THE COMPETITION
1. This is not a tournament style event and does not count toward the maximum two tournament limitation regional rule.
2. No alternative time will be permitted. If you can’t be there during this time due to district travel requirements please contact your district MAX director and they will be able to work out an alternative time slot with the tournament directors.
3. The top 3 from each district in each of the categories (junior high men, junior high women, senior high men, senior high women) will be eligible to participate.
EVENT:
Junior High Bowling  Senior High Bowling

RULES

1. The bowling competition shall be conducted according to regulation high school bowling rules.

2. Bowler will bowl three games.

3. An average of the three games will be determined.

GUIDELINES OF THE COMPETITION

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

2. No alternative time will be permitted. If you can’t be there during this time due to district travel requirements please contact your district MAX director and they will be able to work out an alternative time slot with the tournament directors.

3. All bowling participants from your district qualification will be eligible to participate.

4. Top three averages of the JH and SH will receive awards.
**CATEGORY**

*INDIVIDUAL SPORTS*

**EVENTS:**
- Junior High Men's Tennis
- Junior High Ladies' Tennis
- Senior High Men's Tennis
- Senior High Ladies' Tennis

**RULES**
1. The tennis competition shall be conducted according to regulation high school tennis rules.
2. The competition is structured in double-elimination tournament brackets for each event.
3. Players call their own lines and faults.
4. Tennis matches consist of one pro set (first one to eight games, win by two) unless a tie of 10 is achieved then a 12 point tiebreaker will be played.

**GUIDELINES OF THE COMPETITION**
1. Brackets are set up in advance and cannot be changed. Competitors will have a ten minute grace period from the time the match or competition slot is scheduled to appear and compete.
2. Should a player not arrive within the applicable grace period after the announced start time, he or she will forfeit the match.
3. In case of rain delaying a tournament beyond possibility of completion in the prescribed times, that category will revert to a single-elimination bracket, subject to the approval of the Tennis Director and the MAX@MNU Director.
4. This is a tournament style event and counts toward the maximum two bracketed tournament limitation regional rule.
EVENTS:

Junior High Female Vocal Solo  
Senior High Female Vocal Solo
Junior High Male Vocal Solo  
Senior High Male Vocal Solo
Vocal Small Ensemble (2-4 members)  
Vocal Large Ensemble (5-up members)

Singer / Songwriter  
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. Male and Female Vocal Solo’s will compete in separate categories.

3. Total memory recall is required for entrants. The use of score/words will result in a 5 point deduction.

4. Original compositions may be used, however notated music must be provided for the judges. Original composition for singer / song writer must be in at least a chord chart with words.

5. One copy of music must be provided for the judge(s) at the time of competition. All participants performing without judge’s music shall be docked 5 points from total score.

6. No entrant may perform the same song in a following year.

7. 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 shall result in a 5-point deduction of points.

8. District IMPACT teams are not eligible.

9. 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.

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 give consideration to classics and hymn arrangements.
Due to the limited number of available auditoriums, room for all spectators at every event is not guaranteed.

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.

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 is encouraged.

Should an entrant experience problems of a technical nature (sound system malfunction, CD skip, etc.), consideration may be given to allowing the entry to begin again.

Participants may be assisted by live, pre-recorded accompaniment or no accompaniment. If participants use pre-recorded accompaniment, it must include printed music and words for the judges.

**EVENT:**
Singer / Songwriter

**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.
3. One original copy and two photocopies of an applicable chord chart and lyric sheet.
4. No entry may perform the same song in multiple years.
5. Time limit on all entries is 5 minutes. Entries over 5 minutes will be deducted 5 points from the total score.
6. All participants must provide their own instrumentation other than what is noted below. Only one instrument is allowed per entry.

**GUIDELINES OF THE COMPETITION**
1. The house sound system is to be used by all entries.
2. Entries are judged according to stage presence, communication, delivery, lyrical phrasing, dynamics, connectivity, creativity, intonation, tone quality, and diction. Judging will be equal between performance and song quality.
3. Should a participant experience any problem technical in nature (such as sound system malfunction), consideration may be given to allow the participant to restart their performance.
4. A keyboard and a 5-piece drum set (kick, snare, toms, high hat, ride, crash) will be provided if needed.
EVENT:
Worship Bands (2 or more)

RULES

1. Maximum time limit allowed on all entries is 8 minutes (Points will be deducted if the time is exceeded) and not to exceed 30 minutes including set up and tear down time. Going past the time limit shall result in a 5 point deduction of the total score.

2. One copy of music/chord chart must be provided for the judge(s) at the time of competition. All participants performing without judge’s music shall be docked 5 points from total score.

3. Original composition may be used, however notated music/chord chart/lyrics must be provided for the judges.

4. Participants are not required to memorize music but must have live accompaniment. Taped accompaniment is not allowed.

5. The presentation itself should have no breaks (i.e., if more than one song is used they should flow together).

6. Entries are judged on the basis of musical quality, ability to lead a group in worship and communication.

7. A visual display of words (PowerPoint, MediaShout, Easy Worship, Pro Presenter, etc.) is not allowed.

GUIDELINES OF THE COMPETITION

1. The house sound system is to be used by all entries.

2. Entries are judged according to stage presence, communication, delivery, lyrical phrasing, dynamics, connectivity, creativity, intonation, tone quality, and diction. Judging will be equal between performance and song quality.

3. Should a participant experience any problem technical in nature (such as sound system malfunction), consideration may be given to allow the participant to restart their performance.

4. A keyboard and a 5-piece drum set (kick, snare, toms, high hat, ride, crash) will be provided if needed.
**EVENTS:**

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<td>Senior High Woodwind Solo</td>
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<td>Junior High Strings Solo</td>
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<tr>
<td>Junior High Percussion Solo</td>
<td>Senior High Percussion Solo</td>
</tr>
</tbody>
</table>

**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. 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 not allowed on Keyboard Solo’s. It is allowed only on all other entries.

5. For keyboard Solo original compositions may be used, however notated music must be provided for the judges. The use of score during competition will result in a 5 point deduction.

6. For Instrument Solo and Instrumental Ensemble, 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 measurers numbered, of the arrangement being performed must be submitted to the judges prior to performing. All participants performing without judge’s music shall be docked 5 points from total score. It is not mandatory for entrants in percussion solo to provide sheet music.

8. No entry may perform the same piece in a following year.

9. Time limit on each entry: 5 minutes. Entries over the 5 minutes shall result in a 5-point 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. Due to the limited number of available auditoriums, room for all spectators at every event is not guaranteed.

3. Groups [2 or more] may be composed of teens from different churches, as long as they earn the right to compete in competition among other entries at a district qualifying event. The development of local church groups is encouraged.
4. 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 taken into account.

5. Should an entry experience problems of a technical nature (sound system malfunction, tape cueing, etc.), consideration may be given to allowing the entry to begin again.

6. A keyboard and a 5-piece drum set (kick, snare, toms, high hat, ride, crash) will be provided if needed.
EVENTS:

Drama: General
Monologue
Sketch

Drama: Mime/Human Video
Mime/Human Video Solo
Mime/Human Video Group (2 or more)

Drama: Creative Arts
Sticks
Color Guard
Dance

DEFINITIONS

1. Human Video is a commercial or original presentation by one (or more) entrant(s) with no vocal lines by any participant. The presentation should tell a story and create a picture. Emphasis on choreographed body movement (dancing) is not an appropriate form of mime/human video. Sign Language is not a form of mime/human video.

2. 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 to 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 entry 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 shall result in a 5 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 shall be docked 5 points from 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 will result in a 5 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 shall result in a 5 point deduction of the total score.

Drama: Mime/Human Video (The Acting Out of Songs)

1. Entries will be judged by appearance, characterization, movement, interpretation, creativity, clarity of presentation, message of mime, and overall presentation.

2. Limited space is available at venue. Large props need to be communicated to the Fine Arts Director prior to Competition.

3. Maximum time limit allowed on all entries is 6 minutes. Going past the time limit shall result in a 5 point deduction of the total score.

4. One copy of words with synopsis of actions discussed must be provided for the judge(s) at the time of competition. All participants performing without a synopsis shall be docked 5 points from total score.

Drama: Stick, Color Guard, Dance

1. Maximum time limit allowed on all entries is 6 minutes. Going past the time limit shall result in a 5 point deduction of the total score.

2. One copy of words with synopsis of actions discussed must be provided for the judge(s) at the time of competition. All participants performing without a synopsis shall be docked 5 points from total score.
EVENTS:

Junior High Speech: Persuasive
Senior High Speech: Persuasive

DEFINITIONS

Speech Competition is to demonstrate the principles of persuasion by delivering a completed speech to an audience.

GOAL: To gain acceptance of your position through sound reasoning, appropriate persuasive appeals, and credibility.

RULES

1. An appropriate topic for which there are clearly two sides.
2. Time limit of 5-6 minutes. (Less or more will result in point deduction of .5 for each 15 sec)
3. A minimum of four research/support sources correctly cited in your speech.
4. Obvious introduction, body, and conclusion.
5. A visual that relates to the topic.
6. Participant must provide all visuals needed for speech.
7. The speech venue will provide a projector and DVD player.
8. Participant will have 3-5 minutes to prepare visuals.

GUIDELINES OF THE COMPETITION: The following areas will be evaluated.

1. Topic is challenging enough to justify concern/action.
2. Main points justify why the audience should support your position.
3. Main points are strongly supported with solid evidence.
4. Opposing arguments are acknowledged and refuted when appropriate.
5. Appropriate emotional appeals are used.
6. Clearly follows an organizational pattern.
7. Appropriate visual aid (object, video clip, ppt, etc.) incorporated effectively into the speech – but is not the basis for the speech (no long power point presentations).
EVENTS:

Junior High Preaching

Senior High Preaching

DEFINITIONS

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 to 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 entry 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 on the basis of 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.
EVENTS:

Art: General
Junior High Oil/Acrylic, Pencil, Pen/Ink, Watercolor, Chalk/Pastels
Senior High Oil/Acrylic, Pencil, Pen/Ink, Watercolor, Chalk/Pastels

Junior High Photography Still                  Senior High Photography Still

Junior High Creative Art (Jewelry, sculpture, ceramics, etc.)
Senior High 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.

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.

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.


**Photography**
Entries must be an 8” X 10” photograph on a 16” X 20” black matte board. Entries will be judged on presentation and display; photographic elements (composition, etc.); applied computer techniques; and printing of photograph.

**GUIDELINES OF THE COMPETITION**

1. A card with the name of the artist, church, district, age, grade and medium used on a 3 x 5 card at time of entry.
2. Please fill out and place required judging forms as stated during Orientation.
3. 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”.
4. Any art work submitted which does not fit into a MAX@MNU event may be judged and displayed, but cannot receive an award.
5. Each Art entry is equivalent to one (1) MAX@MNU Event.
**EVENTS:**

Junior High Poetry  
Junior High Fiction  

Senior High Poetry  
Senior High Fiction  

**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 8 1/2 x 11 inch typing paper, double-spaced, 12 point font, pages numbered, and must be contained in a cover. The name, district, age level, and category of the entrant is to be included at the top right hand corner of the first page, followed by any title of the piece centered underneath.

5. Please check your writing for grammatical, spelling and punctual errors before submitting.

6. No piece can be submitted in both speech 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. Only one copy must be submitted to judges, and the entrant should keep an extra copy in possession in case of loss.

4. Two judging sheets are to be filled out by each entrant and placed inside the entry cover.

5. Entries are judged on the basis of 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.
EVENTS:
Junior High Quiz Bowl  Senior High Quiz Bowl

DEFINITIONS:
The Science Quiz Bowl will be an opportunity for students to demonstrate their understanding of science.

RULES AND GUIDELINES OF THE COMPETITION
1. The session will consist of several rounds with topics from both life and physical science. Each round will consist a scientific demonstration followed by a series of related questions.

2. All competitors will answer the questions simultaneously with other competitors.

3. All questions will be multiple choice questions with only one correct answer.

4. Each competitor will be given blank paper to use during the competition to write notes or perform calculations.

5. Calculators, computers, nor phones may be used.

6. Rankings will be determined according to the highest number of correct answers.

7. Any ties will stand.

8. Awards will be given to the top competitors.
EVENTS:
Junior High Science Presentation Contest  Senior High Science Presentation Contest

DEFINITIONS:

MNU Science Presentation Contests are opportunities for individuals or small groups of students to develop and perform entertaining and educational science presentations in the manner and tradition of Mr. Wizard or your favorite TV scientists. It is an opportunity to combine the wonders of science with the fun of showmanship. The presentations should teach the audience about one or more scientific principles or concepts, provoke and challenge the audience to good scientific thinking, engage the audience with interesting visuals and narrative and entertain the audience with good fun and perhaps some humor. All entries must be approved by MNU science faculty for safety procedures and content. Below are the guidelines for creating and submitting your science presentation. Individuals or groups desiring to enter this contest must submit their entry forms to MidAmerica Nazarene University via email or US Mail by April 1. The contact, email address and mailing address for submitting entries are found at the end of this description.

RULES AND GUIDELINES OF THE COMPETITION

1. The presentation consists of
   a. A hands-on science presentation performed in front of an audience;
   b. a written description of the presentation that includes a synopsis or script; and
   c. visual aids used to support the presentation.
2. Junior level entries are from students in grades 6-8 and senior level entries are from students in grades 9-12.
3. The presentation/performance must be between 5 and 10 minutes long.
4. The presentation will be held outdoors (weather permitting) in a covered tent.
5. Participants will need to bring ALL materials, supplies and equipment needed for their own presentation. The MNU science department will provide a presentation tent, one electrical outlet, a 2-foot x 6-foot portable table, access to containers of water, protective eye wear for up to 25 audience members, and a trash receptacle.
6. Participants will be given up to 3 minutes to set up the materials and equipment prior to their presentation.
7. The presentation/performance must teach the audience about a valid and important scientific principle, concept or idea from Biology, Chemistry, Physics, Earth Science, Space Science, or Environmental Science.
8. Entering participants may be individuals or small teams of 5 or fewer students.
9. All appropriate safety precautions specific to the presentation must be taken in order to assure the safety of those demonstrating and the audience. (See attached list of safety guidelines)
10. Students must develop and practice the presentation under the supervision and guidance of adult mentors and qualified science educators (school science teachers).
11. Students should have practiced and successfully performed the presentation a minimum of 2-3 times prior to coming to the MNU MAX event.
12. Presentations involving any live animals must meet standards for humane treatment of animals including but not limited to the following:
   - Students using vertebrate animals must follow applicable regulations.
   - Animal housing must be comfortable, clean, and free of hazards.
   - Animals must have free access to clean water and a food supply.
   - Animals must be supervised and cared for at all times.
   - Provisions must be made to ensure that a safe temperature and humidity level are maintained in the animals’ environment.
   - Veterinary care must be readily available.

13. Applications for participating in this event must be submitted to the MNU contact below before April 1.

Send Applications (form below) by email attachment in MS Word, PDF or RTF file format to Dr. Gary Andersen  ggandersen@mnu.edu
or by US Mail to:
Dr. Gary Andersen
Associate Professor of Science Education
MidAmerica Nazarene University
2030 E College Way
Olathe, KS 66061

Deadline: All applications MUST be received by midnight April 1.
Name(s) of All Student Presenters __________________________________________
________________________________________________________________________
________________________________________________________________________
________________________________________________________________________
Contact Information:
Name: ____________________________________________________________________________________________________________
Address: ________________________________________________________________________________________________________
City ______________________________________________________________ State ________ Zip _________
Email: __________________________________________________________________________________________________________
District ___________________________ Home Church ____________________________
Grade Level ___________ Junior High _____ Senior High _____
Title of Science Presentation:

Description of the science concepts behind the presentation being taught:

Materials / Equipment you are bringing to use during the presentation (please list them):

Description of any safety issues and how you plan to insure audience and participant safety:

Estimated Time of the Science Presentation in Minutes (5-10):

Description of the Presentation (Synopsis or Script) (Use additional pages as needed):
SAFETY GUIDELINES FOR SCIENCE PRESENTATIONS

Guidelines for Preparing Your Presentation:
1. Practice all presentations or workshop procedures PRIOR to presenting them to an audience or having participants try them. If participants take part in experiments or presentations, be sure to require appropriate personal protective equipment.
2. Research and understand the properties, chemical reactions, and dangers involved in all presentations. Access and review the Safety Data Sheets (SDS) Materials Safety Data Sheets (MSDS) for ALL chemicals prior to using them. Plan to use correct handling and disposal procedures for all chemicals and biohazards used. Arrange to have a fire extinguisher available whenever the slightest possibility of fire exists.
3. Prepare a handout for each presentation and workshop that gives participants detailed instructions about the procedures, safety precautions, hazards, and disposal methods. SDSs for chemicals and biohazards shall be made available upon request at all times.
4. In planning presentations and/or workshops, LIMIT quantities of materials TO THE QUANTITY REQUIRED FOR THE PRESENTATION. Use only those quantities that can be adequately handled by the available ventilation system. Do not carry out presentations that will result in the release of harmful quantities of noxious gases into the local air supply in the presentation or other rooms. The following gases shall not be produced without using a fume hood: nitrogen dioxide, sulfur dioxide, and hydrogen sulfide. Volatile toxic substances such as benzene, carbon tetrachloride, and formaldehyde shall not be used. These substances are banned by most chemical lists.
5. Make sure your glassware and equipment are not broken or damaged. The use of chipped or cracked glassware is prohibited. If glassware is to be heated, PyrexTM or its equivalent shall be used. Properly dispose of broken glassware to prevent exposure to sharps.

The Following May Not be Part of Any Presentation or Workshop at MNU MAX Events Under Any Circumstances:
1. Parts of the body are not to be placed in danger, such as placing dry ice in the mouth or dipping hands or fingers into liquid nitrogen or molten lead, or exposing the hands and face to microorganisms. Presentations such as the following shall not be conducted: walking on broken glass or hot coals of fire with bare feet, passing an electric current through the body, and lying on a bed of nails and having a concrete block broken over the chest.
2. Live vertebrate animals may not be used in presentations or for experimental purposes. Such animals may be used only for observational purposes provided the animals have been lawfully acquired, are housed in proper containers, and are handled in a humane way.
3. Animals are to be used for educational purposes and not for the exploitation of the animal for advertisement, commercial purposes, or sensationalism. Animals must be cared for at all times and not subjected to discomfort or pain.
4. Live ammunition, firearms, or acutely dangerous explosives, such as benzoyl peroxide, diethyl ether, per chloric acid, picric acid, and sodium azide, may not be used. Commercially available fireworks and blasting caps shall never be employed.
5. Plants with poisonous oils (e.g., poison ivy), saps (e.g., oleander) or other plants known to be generally toxic to humans are not to be used. (Resource: Human Poisoning from Native and Cultivated Plants, by James W. Hardin and Jay M. Arena. The publisher is Duke University Press, Durham, NC 27708.)
6. Experiments or presentations with human blood/body fluids may not be conducted.
7. Radioactive powders, liquids, or solutions are not to be used.
Guidelines for Preparing Your Presentation:

1. Practice all presentations or workshop procedures BEFORE presenting them to an audience or having participants try them.
2. Research and understand the properties, chemical reactions, and dangers involved in all presentations. Plan to use correct handling and disposal procedures for all chemicals and biohazards used. Arrange to have a fire extinguisher available whenever the slightest possibility of fire exists. Be aware of emergency and fire escape routes for your site.
3. Prepare a handout that gives participants detailed instructions about the procedures, safety precautions, hazards, and disposal methods for each presentation and workshop. Material Safety Data Sheets (MSDS) for chemicals and biohazards shall be made available upon request.
4. Prepare photographs, slides, videotapes, and so on that show safe science practices. When preparing these materials, safety goggles and equipment shall not be removed for aesthetic considerations.
5. In planning presentations and/or workshops, keep quantities of hazardous materials to a minimum. Use only those quantities that can be adequately handled by the available ventilation system. Do not carry out presentations that will result in the release of harmful quantities of noxious gases into the local air supply in the presentation or other rooms. The following gases shall not be produced without using a fume hood: nitrogen dioxide, sulfur dioxide, and hydrogen sulfide. Volatile, toxic substances such as benzene, carbon tetrachloride, and formaldehyde shall not be used unless a fume hood is available.
6. Make sure your glassware and equipment are not broken or damaged. The use of chipped or cracked glassware shall be avoided. If glassware is to be heated, PyrexTM or its equivalent shall be used.
7. Thoroughly check motor-driven discs that will be revolved at moderate or high speeds. Make sure the disc is sturdy, that it contains no parts that may come free, and that the safety nut is securely fastened.
8. Arrange to use a safety shield and/or eye protection for audience members and interpreters for any presentation(s) in which projectiles are launched or when there is the slightest possibility of an unsafe explosion. Do not allow direct viewing of the sun, infrared, or ultraviolet sources.
9. Make sure any lasers to be used in presentations are helium-neon lasers with a maximum output power rating not exceeding 1.0 milliwatt. At all times, avoid direct propagation of the laser beam from the laser into the eye of an observer or from a reflected surface into the eye.
10. Secure pressurized gas cylinders by strapping or chaining them in place or by using proper supports, i.e., lecture bottles.
11. Obtain, in advance, the necessary state and/or local permits needed, for the firing of model rockets. Activities involving the firing of rockets must be well planned and follow Federal Aviation Agency (FAA) regulations, state and local rules and regulations, and the National Association of Rocketry’s (NAR) Solid Propellant Model Rocketry Safety Code.
12. Arrange for appropriate waste containers and for the disposal of materials hazardous to the environment.
13. Plan to dress safely for your presentation or workshop.
**During the Presentation:**

1. Comply with all local fire and safety rules and regulations.
2. Wear appropriate protective gear for all chemical presentations or when appropriate for other presentations. Provide eye protection, aprons, and safety equipment for participants who will be handling chemicals, hazardous substances, or working with flames. If flame or flammable materials are used, fire suppression equipment must be available (fire extinguisher). Appropriate personal protective equipment must also be provided for audience members who are considered in the danger zone.
3. Do not select “volunteers” from the audience. Assistants used in presentations shall be recruited and given the proper instructions beforehand.
4. Warn participants or audience to cover their ears whenever a loud explosion is anticipated.
5. Use a safety shield for all presentations that involve the launching of projectiles, or whenever there is the slightest possibility that a container, its fragments, or its contents could be propelled with sufficient force to cause injury. Shield moving belts attached to motors. Use caution when motor-driven discs are revolved at moderate or high speeds. Shield or move participants to a safe distance from the plane of the rotating disc.
6. Follow proper procedures for working with pressurized gases and when heating all forms of matter.
7. Use appropriate gloves and shields when working with hazardous chemicals and biohazards, cryogenic materials, hot materials, radioactive substances, vacuums, electromagnetic radiation, and when presenting animals for observation.
8. Do not taste or encourage participants to taste any non-food substance. A food substance subjected to possible contamination or unsafe conditions shall never be tasted.
9. Alert the audience clearly at the beginning of the program of the presence or production of allergenic materials such as strobe lights, microwaves, “theater” smoke, lycopodium powder, or live animals.
10. Maintain clear egress during the presentation or workshop.
11. Emphasize and demonstrate appropriate safety precautions throughout the presentation or workshop.
**EVENTS:**
Junior High Math Test  
Senior High Math Test

**RULES:**
1. Entrants are not allowed to leave the room or talk to others during the math competition.
2. Tests are not returned to individuals.
3. Calculators can be used during the test. You may use any four-function, scientific, or graphing calculator, unless it has a built in computer algebra system (such as the TI-89 and TI-92). Calculators build into cell phones are also not allowed.

**GUIDELINES OF THE COMPETITION:**
1. The math competition has two separate tests, an early youth test and a senior youth test. Each test is a multiple choice exam covering a variety of mathematic topics. Sixty minutes will be given to complete each test. Awards are given according to test scores, computed using correct answers only. Wrong answers do not count against the score.

2. Accuracy is the primary concern, not speed. Only in the case of a tie is the time of completion used; the first turned in is determined the winner.

3. Awards will be presented for individual achievement. In addition, for each district the best five scores will be combined to produce a district score; the district with the best composite score will be recognized.
EVENTS:
Junior High/SH Bioethics Essay

RULES:
1. All entries must be original. Each piece may only be entered one year.
2. Entries must be chosen from the topics provided. 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 8 1/2 x 11 inch typing paper, double-spaced, 12 point font, pages numbered, and must be contained in a cover. The name, district, age level, and category of the entrant is to be included at the top right hand corner of the first page, followed by any title of the piece centered underneath.
5. Please check your writing for grammatical, spelling and punctual errors before submitting.
6. No piece may be submitted in both creative writing and bioethics essay 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. Only one copy must be submitted to judges, and the entrant should keep an extra copy in possession in case of loss.
4. Two judging sheets are to be filled out by each entrant and placed inside the entry cover.
5. Entries are judged on the basis of 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.
7. Entries must be submitted by the due date and time.

TOPIC CHOICES:
1. Should Christians approve of stem cell therapy to heal spinal cord injuries?
2. What is in-vitro fertilization, and should Christians participate in this procedure?
3. What role did German healthcare providers play in the Holocaust?
4. How should a Christian female student respond if she is required to receive the human papilloma virus immunization in order to participate on the swim team?
5. How should Christian students respond when abortion is presented in school as a viable contraceptive method?
6. What is the difference between the Scriptural definition of when life begins and the scientific definition of when life begins? Why does it matter?
7. What is bioethics, and why should Christian teenagers care?
8. Is it wrong for student athletes to use medical enhancements to improve their performance?
9. Should students have their genetic code sequenced and recorded before the age of 18? Why, or why not?
10. If you could genetically alter something about yourself, what would it be, and why?
11. Choose a popular teen movie with bioethical themes. Compare and contrast the movie themes with a Christian world view. Examples include: Superman, My Sister's Keeper, X-Men, etc.
12. Choose a popular teen novel with bioethical themes. Compare and contrast the themes of the novel with a Christian world view. Examples include: Hunger Games, Maximum Ride, Frankenstein, etc.
## SPORTS ROSTER

**Sport Name: ____________**

### Team Name:

<table>
<thead>
<tr>
<th>Players Name</th>
<th>Jersey #</th>
<th>District</th>
<th>Church</th>
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</tbody>
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**MAX Grand Trophy Point System**

Points for determining the MAX grand trophy are awarded as follows:

<table>
<thead>
<tr>
<th>Category</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>Entry</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quizzing - A League</td>
<td>1000</td>
<td>750</td>
<td>500</td>
<td>200</td>
</tr>
<tr>
<td>Quizzing - B League</td>
<td>700</td>
<td>500</td>
<td>350</td>
<td>150</td>
</tr>
<tr>
<td>Quizzing - A League Individual</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>4th - 10th 200, 11th-16th 100</td>
</tr>
<tr>
<td>Quizzing - B League Individual</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>4th – 50, 5th – 50</td>
</tr>
<tr>
<td>Team Sports</td>
<td>700</td>
<td>500</td>
<td>350</td>
<td>75 (per team entrant)</td>
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<tr>
<td>Individual Sports</td>
<td>400</td>
<td>250</td>
<td>150</td>
<td>75</td>
</tr>
<tr>
<td>Vocal Music / Singer Songwriter</td>
<td>500</td>
<td>300</td>
<td>200</td>
<td>100</td>
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<tr>
<td>Worship Band</td>
<td>400</td>
<td>250</td>
<td>150</td>
<td>75</td>
</tr>
<tr>
<td>Instrumental Music</td>
<td>400</td>
<td>250</td>
<td>150</td>
<td>75</td>
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<tr>
<td>Persuasive Speech</td>
<td>400</td>
<td>250</td>
<td>150</td>
<td>75</td>
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<tr>
<td>Creative Writing</td>
<td>400</td>
<td>250</td>
<td>150</td>
<td>75</td>
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<td>Drama</td>
<td>400</td>
<td>250</td>
<td>150</td>
<td>75</td>
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<tr>
<td>Science Quiz Bowl/Presentation Contest</td>
<td>400</td>
<td>250</td>
<td>150</td>
<td>75</td>
</tr>
<tr>
<td>Education, Math, Nursing</td>
<td>400</td>
<td>250</td>
<td>150</td>
<td>75</td>
</tr>
</tbody>
</table>

- If a district completes registration by the early registration deadline, an extra 1000 points are awarded.
- Each participant selected to a MAX@MNU all-star team earns an additional 100 points for his or her district.
- Each participant selected as an MVP at MAX@MNU earns an additional 200 points for his or her district.

A MAX Grand Trophy is awarded to the district with the most total points.

<table>
<thead>
<tr>
<th>NC Regional Districts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iowa</td>
</tr>
<tr>
<td>Joplin</td>
</tr>
<tr>
<td>Kansas</td>
</tr>
<tr>
<td>Kansas City</td>
</tr>
<tr>
<td>Missouri</td>
</tr>
<tr>
<td>Nebraska</td>
</tr>
<tr>
<td>Prairie Lakes</td>
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</table>
### Previous MAX Grand Trophy Winners

<table>
<thead>
<tr>
<th>YEAR</th>
<th>DISTRICT</th>
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<tbody>
<tr>
<td></td>
<td>BLUE DIVISION</td>
</tr>
<tr>
<td>2000</td>
<td>IOWA</td>
</tr>
<tr>
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</tr>
<tr>
<td>2005</td>
<td>IOWA</td>
</tr>
<tr>
<td>2006</td>
<td>MISSOURI</td>
</tr>
<tr>
<td>2007</td>
<td>MISSOURI</td>
</tr>
<tr>
<td>2008</td>
<td>MISSOURI</td>
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<tr>
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<td>MISSOURI</td>
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<tr>
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<td>MISSOURI</td>
</tr>
<tr>
<td>2011</td>
<td>MISSOURI</td>
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<tr>
<td>2012</td>
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<tr>
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<td>MISSOURI</td>
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<tr>
<td>2018</td>
<td>MISSOURI</td>
</tr>
<tr>
<td>2019</td>
<td>MISSOURI</td>
</tr>
<tr>
<td>2020</td>
<td>MISSOURI</td>
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<td>MISSOURI</td>
</tr>
<tr>
<td></td>
<td>RED DIVISION</td>
</tr>
<tr>
<td>2000</td>
<td>JOPLIN</td>
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<tr>
<td>2001</td>
<td>JOPLIN</td>
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<tr>
<td>2002</td>
<td>KANSAS</td>
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<tr>
<td>2025</td>
<td>KANSAS</td>
</tr>
<tr>
<td>2026</td>
<td>KANSAS</td>
</tr>
</tbody>
</table>
MidAmerica Xtreme - Evaluation Form

Art: General
(Watercolor, Drawing, Oil, Acrylic)

Name___________________ Junior High _______ Senior High_______
District _____________________________ Home Church______________________________
Name of Piece:_________________________________________________________________

Scoring: 6 -10 (10 being the highest)

Visual Intrigue __________
10 – Piece was captivating and communicated well
9 – Piece had great depth and visual interest
8 – Piece was somewhat captivating
7 – Piece struggled to capture eye of beholder
6 – Did not communicate and captivate

Originality and Creativity __________
10 – Piece was very original
9 – Piece was well thought out
8 – Piece seemed to lack in originality
7 – Seemed to resemble other works
6 – Resembled other works greatly

Composition __________
(The art of composing or organizing the visual elements of art/ interrelationship of all visual elements including balance and understanding of color and light.)
10 – Mature, advanced knowledge and use
9 – Very good knowledge and use
8 – Grade level knowledge and use
7 – Modest knowledge and use
6 – Minimal knowledge and use

Medium __________
(The mode of expression by the artist: painting, drawing, etc.)
10 – Has outstanding knowledge of the use of the medium
9 – Has excellent use of the medium
8 – Grade level use of the medium
7 – Modest use of the medium
6 – Seem unsure in use of medium

Content __________
(Refers to subject matter and underlying meaning)
10 – Has outstanding knowledge and use of content
9 – Has excellent use and knowledge of content
8 – Grade level knowledge and use of content
7 – Modest knowledge and use of content
6 – Seems unsure in portraying content.

Detail and Craftsmanship __________
10 – Paid very close attention to detail
9 – Paid close attention to detail
8 – Paid some attention to detail
7 – Paid little attention to detail
6 – Lacks detail

Difficulty of Execution __________
10 – Piece was very challenging per grade level
9 – Piece was challenging per grade level
8 – Piece was somewhat challenging per grade level
7 – Piece was lacking challenge per grade level
6 – Piece was not challenging per grade level

Quality __________
(Refers to quality of line, surface, form, texture)
10 – Mature, advanced knowledge and use
9 – Very good knowledge and use
8 – Grade level knowledge and use
7 – Modest knowledge and use
6 – Minimal knowledge and use

Presentation __________
(Displayed in a manner that respects and adds to the work of art and does not distract from the original work, (i.e. Frame, matte, stand etc…)
10 – Presentation is excellent and greatly adds to the art
9 – Presentation is good and adds to the work of art
8 – Presentation is good but distracts from the work of art
7 – Presentation is poor and distracts from the work of art
6 – No Presentation

Description Card __________
(filled out as required = 10 points)
Includes: Name, Church, District, Age, Grade, Medium

TOTAL: __________

Advice/Comments:
MidAmerica Xtreme - Evaluation Form

Art: Creative Arts
(Jewelry, Sculpture, Ceramics, etc.)

Name______________________________________ Junior High _______ Senior High_______
District _____________________________ Home Church__________________________________

Name of Piece:_________________________________________________________________

Scoring: 6-10 (10 being the highest)

Visual Intrigue __________
10 – Piece was captivating and communicated well
9 – Piece had great depth and visual interest
8 – Piece was somewhat captivating
7 – Piece struggled to capture eye of beholder
6 – Did not communicate and captivate

Detail and Craftsmanship __________
10 – Paid very close attention to detail
9 - Paid close attention to detail
8 – Paid some attention to detail
7 – Paid little attention to detail
6 – Lacks detail

Originality and Creativity __________
10 – Piece was very original
9 – Piece was well thought out
8 – Piece seemed to lack in originality
7 – Seemed to resemble other works
6 – Resembled other works greatly

Difficulty of Execution __________
10 – Piece was very challenging per grade level
9 – Piece was challenging per grade level
8 – Piece was somewhat challenging per grade level
7 – Piece was lacking challenge per grade level
6 – Piece was not challenging per grade level

Composition __________
(The art of composing or organizing the visual elements of art/ interrelationship of all visual elements including balance and understanding of color and light.)
10 – Mature, advanced knowledge and use
9 – Very good knowledge and use
8 – Grade level knowledge and use
7 – Modest knowledge and use
6 – Minimal knowledge and use

Quality __________
(Refers to quality of line, surface, form, texture)
10 – Mature, advanced knowledge and use
9 – Very good knowledge and use
8 – Grade level knowledge and use
7 – Modest knowledge and use
6 – Minimal knowledge and use

Medium __________
(The mode of expression by the artist: sculpture, jewelry, etc.)
10 – Has outstanding knowledge of the use of the medium
9 – Has excellent use of the medium
8 – Grade level use of the medium
7 – Modest use of the medium
6 – Seems unsure in use of medium

Presentation __________
(Displayed in a manner that respects and adds to the work of art and does not distract from the original work, (i.e. matte, stand etc…)
10 – Presentation is excellent and greatly adds to the art
9 – Presentation is good and adds to the work of art
8 – Presentation is good but distracts from the work of art
7 – Presentation is poor and distracts from the work of art
6– No Presentation

Content __________
(Refers to subject matter and underlying meaning)
10 – Has outstanding knowledge and use of content
9 – Has excellent use and knowledge of content
8 – Grade level knowledge and use of content
7 – Modest knowledge and use of content
6 – Seems unsure in portraying content.

Description Card __________
(filled out as required = 10 points)
Includes: Name, Church, District, Age, Grade, Medium

TOTAL: __________

Advice/Comments:
MIDAMERICA XTREME- Evaluation Form

ART: Photography

Name ___________________________ _____ Jr High _____ Sr High
District ____________________________ Home Church __________________
Title of Photograph: ________________________________________________

* * * **

**Required Size: (6 pts.)**
8” X 10” Photograph _____ YES _____ NO
16” X 20” Black Matte Board _____ YES _____ NO

**PRESENTATION & DISPLAY: (18 pts.)**
Good (3) Fair (2) Poor (1) None (0)
Photo Description Sheet: _____
Matte Cutting:
Straight Edges ______
Clean Corners ______
Picture Titled, Signed, & Dated: ______
Mounting:
Appropriate for Vertical Subject(s) ______ OR
Appropriate for Horizontal Subject(s) ______
Picture/Title Connection: ______

**PHOTOGRAPH (40 pts.):**
Strong (5) Good (4) Fair (3) Weak (2) Attempted (1)
Composition: (Balanced/Unbalanced) ______
Center(s) of Interest: (Single/Multiple/Confusing) ______
Subject(s): (Appealing/Adequate/Mundane/Inappropriate/Distracting) ______
Exposure: (Correct/Over Exposed/Under Exposed) ______
Resolution/Pixilation: (Clear-300 dpi/Some/Excessive) ______
Focus: (Clear/Fuzzy) ______
Depth of Field: (Visible/Vague/Missing) ______
Color: (Striking/No Impact/Distracting) ______
Bright Muted Muddy

**APPLIED COMPUTER TECHNIQUES (30 pts.):**
Good (3) Fair (2) Poor (1) None (0)
Cropping: ________ N/A (Feathering / Vignettes smooth edges)
Levels: ________ N/A (White Balanced/Tinted)
Stamping: ________ N/A (Edges are smooth, Stamping is seamless, Picture realistic, Even Color /Blending)
Healing brush: ________ N/A (Smooth, seamless, realistic)
Selecting accuracy: ________ N/A (Smooth edges, realistic, blends well)
Insertion accuracy: ________ N/A (Layered properly, levels consistent and realistic)
Duplication: ________ N/A
Resizing: ________ N/A (Proportional / Purposeful)
Effects: ________ N/A (B&W, Duotone, Balanced, Filters purposeful)
Spot Coloring: ________ N/A

**PHOTO PRINTING (6 pts.):**
Good (3) Fair (2) Weak (1)
Quality: (Highest/Normal/Draft) ______
Paper: (Photo/Regular) ______

COMMENTS: TOTAL PTS. = _____/100
MidAmerica Xtreme - Evaluation Form

Creative Writing: Fiction

Name_______________________________________ Junior High_______ Senior High_______

District _____________________________ Home Church____________________________________

Name of Piece:________________________________________________________________

Scoring:  6-10 (10 being the highest)

<table>
<thead>
<tr>
<th>Plot Development</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Very appropriate and effective sequencing of scenes</td>
<td></td>
</tr>
<tr>
<td>9 – Appropriate and effective sequencing of scenes</td>
<td></td>
</tr>
<tr>
<td>8 – Somewhat appropriate and effective sequencing of scenes</td>
<td></td>
</tr>
<tr>
<td>7 – Somewhat lacks appropriate and effective sequencing of scenes</td>
<td></td>
</tr>
<tr>
<td>6 – Lacks appropriate and effective sequencing of scenes</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Characterization</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Very appropriate development of characters</td>
<td></td>
</tr>
<tr>
<td>9 – Appropriate development of characters</td>
<td></td>
</tr>
<tr>
<td>8 – Somewhat appropriate development of characters</td>
<td></td>
</tr>
<tr>
<td>7 – Somewhat lacking appropriate development of characters</td>
<td></td>
</tr>
<tr>
<td>6 – Lacks appropriate development of characters</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Point of View</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Very good use of the most effective narrative perspective</td>
<td></td>
</tr>
<tr>
<td>9 – Good use of the most effective narrative perspective</td>
<td></td>
</tr>
<tr>
<td>8 – Somewhat good use of the most effective narrative perspective</td>
<td></td>
</tr>
<tr>
<td>7 – Fair use of the most effective narrative perspective</td>
<td></td>
</tr>
<tr>
<td>6 – Poor use of the most effective narrative perspective</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tone</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Very relevant mood and pace of the story</td>
<td></td>
</tr>
<tr>
<td>9 – Relevant mood and pace of the story</td>
<td></td>
</tr>
<tr>
<td>8 – Somewhat relevant mood and pace of the story</td>
<td></td>
</tr>
<tr>
<td>7 – Somewhat lacking relevant mood and pace of the story</td>
<td></td>
</tr>
<tr>
<td>6 – Lacking relevant mood and pace of the story</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Setting</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Very good use of place as an expressive part of the fiction</td>
<td></td>
</tr>
<tr>
<td>9 - Good use of place as an expressive part of the fiction</td>
<td></td>
</tr>
<tr>
<td>8 - Somewhat good use of place as an expressive part of the fiction</td>
<td></td>
</tr>
<tr>
<td>7 - Fair use of place as an expressive part of the fiction</td>
<td></td>
</tr>
<tr>
<td>6 - Poor use of place as an expressive part of the fiction</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Presentation</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Correct usage of all grammar, punctuation and spelling</td>
<td></td>
</tr>
<tr>
<td>9 - Only had one or two issues with grammar, punctuation or spelling</td>
<td></td>
</tr>
<tr>
<td>8 - There were a few issues with grammar, punctuation or spelling</td>
<td></td>
</tr>
<tr>
<td>7 - There were several issues with grammar, punctuation or spelling</td>
<td></td>
</tr>
<tr>
<td>6 - Many issues with grammar, punctuation or spelling</td>
<td></td>
</tr>
</tbody>
</table>

\[
\text{SUB-TOTAL} \times 1.665 = \text{FINAL SCORE}
\]

Advice/Comments:
MidAmerica Xtreme - Evaluation Form

**Creative Writing: Poetry**

<table>
<thead>
<tr>
<th>Name</th>
<th>Junior High</th>
<th>Senior High</th>
</tr>
</thead>
<tbody>
<tr>
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<table>
<thead>
<tr>
<th>District</th>
<th>Home Church</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
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</tbody>
</table>

Name of Piece: ____________________________________________

Scoring: 6-10 (10 being the highest)

**Imagery**

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Imagery is very expressive and shapes the poem</td>
</tr>
<tr>
<td>9</td>
<td>Imagery is expressive and shapes the poem</td>
</tr>
<tr>
<td>8</td>
<td>Imagery is somewhat expressive and shapes the poem</td>
</tr>
<tr>
<td>7</td>
<td>Imagery is lacking expressiveness in several areas</td>
</tr>
<tr>
<td>6</td>
<td>Imagery is lacking expressiveness</td>
</tr>
</tbody>
</table>

**Rhythm (meter and free verse)**

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Rhythm very effectively uses line lengths and beat</td>
</tr>
<tr>
<td>9</td>
<td>Rhythm effectively uses line lengths and beat</td>
</tr>
<tr>
<td>8</td>
<td>Rhythm somewhat effectively uses line lengths and beat</td>
</tr>
<tr>
<td>7</td>
<td>Rhythm lacks effective use of line lengths and beat</td>
</tr>
<tr>
<td>6</td>
<td>Rhythm needs improvement using line lengths and beat</td>
</tr>
</tbody>
</table>

**Dicton**

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Word-choice, figures of speech, appropriate syntactical patterns are very good</td>
</tr>
<tr>
<td>9</td>
<td>Word-choice, figures of speech, appropriate syntactical patterns are good</td>
</tr>
<tr>
<td>8</td>
<td>Word-choice, figures of speech, appropriate syntactical patterns are fair</td>
</tr>
<tr>
<td>7</td>
<td>Word-choice, figures of speech, appropriate syntactical patterns are somewhat lacking</td>
</tr>
<tr>
<td>6</td>
<td>Word-choice, figures of speech, appropriate syntactical patterns are poor</td>
</tr>
</tbody>
</table>

**Sound Values**

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Very good use of alliteration and rhyme</td>
</tr>
<tr>
<td>9</td>
<td>Good use of alliteration and rhyme</td>
</tr>
<tr>
<td>8</td>
<td>Fair use of alliteration and rhyme</td>
</tr>
<tr>
<td>7</td>
<td>Somewhat lacking good use of alliteration and rhyme</td>
</tr>
<tr>
<td>6</td>
<td>Lacking good use of alliteration and rhyme</td>
</tr>
</tbody>
</table>

**Line Groupings**

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Very good use of stanzas in traditional form or verse paragraphs (for free verse)</td>
</tr>
<tr>
<td>9</td>
<td>Good use of stanzas in traditional form or verse paragraphs (for free verse)</td>
</tr>
<tr>
<td>8</td>
<td>Somewhat good use of stanzas in traditional form or verse paragraphs (for free verse)</td>
</tr>
<tr>
<td>7</td>
<td>Somewhat lacking good use of stanzas in traditional form or verse paragraphs (for free verse)</td>
</tr>
<tr>
<td>6</td>
<td>Lacking good use of stanzas in traditional form or verse paragraphs (for free verse)</td>
</tr>
</tbody>
</table>

**Presentation**

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
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<td>9</td>
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<td>7</td>
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</tr>
<tr>
<td>6</td>
<td>Many issues with grammar, punctuation or spelling</td>
</tr>
</tbody>
</table>

\[ \text{SUB-TOTAL} \times 1.665 = \text{FINAL SCORE} \]

Advice/Comments:

---

60
**MidAmerica Xtreme - Evaluation Form**

**Drama: General**  
**(Sketch, Monologue)**

Name______________________________________  Junior High _____ Senior High_______  
District _____________________________ Home Church______________________________  

Type: Sketch / Monologue  

Scoring: 6-10 (10 being the highest)

<table>
<thead>
<tr>
<th>Memory</th>
<th>10 - Completely memorized</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Stumbled once or twice</td>
</tr>
<tr>
<td>8</td>
<td>Struggled but kept going</td>
</tr>
<tr>
<td>7</td>
<td>Struggled and had to stop</td>
</tr>
<tr>
<td>6</td>
<td>Used script</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Blocking</th>
<th>10 – Effectively used and blocked stage movements</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Stage movements were planned and thought out</td>
</tr>
<tr>
<td>8</td>
<td>Struggled in some areas with movement</td>
</tr>
<tr>
<td>7</td>
<td>Was unsure of where and how to move</td>
</tr>
<tr>
<td>6</td>
<td>Did not effectively use stage movements</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Overall Stage Presence</th>
<th>10 - Posture showed confidence</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Seemed fairly confident</td>
</tr>
<tr>
<td>8</td>
<td>Looked a little nervous</td>
</tr>
<tr>
<td>7</td>
<td>Was fidgety and scared</td>
</tr>
<tr>
<td>6</td>
<td>Not comfortable on platform</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Technical Elements</th>
<th>10 – Used props, make-up, and costumes effectively</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Was very creative with technical elements</td>
</tr>
<tr>
<td>8</td>
<td>Technical elements were somewhat out of place</td>
</tr>
<tr>
<td>7</td>
<td>Did not communicate with technical elements</td>
</tr>
<tr>
<td>6</td>
<td>Did not effectively use technical elements</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Communicative Effectiveness</th>
<th>10 – Understood message and “sold” it</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Felt the message in heart and voice</td>
</tr>
<tr>
<td>8</td>
<td>Had a hard time “selling” the message</td>
</tr>
<tr>
<td>7</td>
<td>Struggled in places with communication</td>
</tr>
<tr>
<td>6</td>
<td>Did not communicate message</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Projection</th>
<th>10 – Every phrase and word was heard well</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Most phrases and words were heard</td>
</tr>
<tr>
<td>8</td>
<td>Struggled to hear some lines and phrases</td>
</tr>
<tr>
<td>7</td>
<td>Many lines and words were hard to hear</td>
</tr>
<tr>
<td>6</td>
<td>Did not project effectively</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Characterization</th>
<th>10 – Became the character and communicated well</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Character was believable in most places</td>
</tr>
<tr>
<td>8</td>
<td>Struggled in some places to stay in character</td>
</tr>
<tr>
<td>7</td>
<td>Did not have a good understanding of character</td>
</tr>
<tr>
<td>6</td>
<td>Did not become the character</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Diction</th>
<th>10 – Every consonant and vowel heard clearly</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Most words were clearly heard</td>
</tr>
<tr>
<td>8</td>
<td>Some words were mispronounced</td>
</tr>
<tr>
<td>7</td>
<td>Struggled with some words and projection</td>
</tr>
<tr>
<td>6</td>
<td>Words were “muddy” and unclear</td>
</tr>
</tbody>
</table>

Advice/Comments:

---

No Script provided  
(score 5 or 0) NO EXCEPTIONS  

Does not exceed 6 minutes  
(score 5 or 0)

Appropriate theme used  
(Religious, classical or patriotic)  
(score 5 or 0) NO EXCEPTIONS

FINAL SCORE _____________________
MidAmerica Xtreme - Evaluation Form

Drama: Creative Arts
(Sticks, Dance, Color Guard)

Name__________________________  Junior High ______  Senior High______

District _____________________________ Home Church______________________________

Scoring:  6-10 (10 being the highest)

Memory
10 - Completely memorized
9 - Stumbled once or twice
8 - Struggled but kept going
7 - Struggled and had to stop
6 - Used synopsis

Dynamics
10 – Made the script come alive
9 – Most areas were alive and exciting
8 – Some areas were “dead” and unexciting
7 – Dynamics were uneventful
6 – Dynamics were unchanged throughout script

Overall Stage Presence
10 - Posture showed confidence
9 – Seemed fairly confident
8 – Looked a little nervous
7 – Was fidgety and scared
6 – Not comfortable on platform

Synopsis provided
(5 or 0) NO EXCEPTIONS

Communicative Effectiveness
10 – Understood message and “sold” it
9 – Felt the message in heart and voice
8 – Had a hard time “selling” the message
7 – Struggled in places with communication
6 – Did not communicate message

Does not exceed 6 minutes
(score 5 or 0)

Blocking
10 – Effectively used and blocked stage movements
9 – Stage movements were planned and thought out
8 – Struggled in some areas with movement
7 – Was unsure of where and how to move
6 – Did not effectively use stage movements

Appropriate theme used
(Religious, classical or patriotic)
(score 5 or 0) NO EXCEPTIONS

Technical Elements
10 – Used props, make-up, and costumes effectively
9 – Was very creative with technical elements
8 – Technical elements were somewhat out of place
7 – Did not communicate with technical elements
6 – Did not effectively use technical elements

Advice/Comments:

Synopsis provided
(5 or 0) NO EXCEPTIONS

Total ____________ X 1.333

FINAL SCORE __________________________
MidAmerica Xtreme - Evaluation Form

Drama: Human Video

Name______________________________________  Junior High _____  Senior High_______
District _____________________________  Home Church________________________________
Song ________________________________

Scoring: 6-10 (10 being the highest)

Memory         _________
10 - Completely memorized
9 - Stumbled once or twice
8 - Struggled but kept going
7 - Struggled and had to stop
6 - Used script

Overall Stage Presence _________
10 - Posture showed confidence
9 – Seemed fairly confident
8 – Looked a little nervous
7 – Was fidgety and scared
6 – Not comfortable on platform

Communicative Effectiveness _________
10 – Understood message and “sold” it
9 – Felt the message in heart and voice
8 – Had a hard time “selling” the message
7 – Struggled in places with communication
6 – Did not communicate message

Characterization _________
10 – Became the character and communicated well
9 – Character was believable in most places
8 – Struggled in some places to stay in character
7 – Did not have a good understanding of character
6 – Did not become the character

Blocking _________
10 – Effectively used and blocked stage movements
9– Stage movements were planned and thought out
8 – Struggled in some areas with movement
7 – Was unsure of where and how to move
6 – Did not effectively use stage movements

Dynamics _________
10 – Made the script come alive
9 – Most areas were alive and exciting
8 – Some areas were “dead” and unexciting
7 – Dynamics were uneventful
6 – Dynamics were unchanged throughout script

No Script provided _________
(score 5 or 0) NO EXCEPTIONS

Does not exceed 6 minutes _________
(score 5 or 0)

Appropriate theme used _________
(Religious, classical or patriotic)
(score 5 or 0) NO EXCEPTIONS

Total ___________   X 1.333

FINAL SCORE _____________________

Advice/Comments:

MidAmerica Xtreme - Evaluation Form
## Instrumental Ensemble

Name______________________________________  Junior High _____ Senior High_____
District _____________________________ Home Church______________________________
Name of Piece:_________________________________________________________________
Length of Study:_____________________________  Private Lessons: ___Yes ___No

### Scoring: 6-10 (10 being the highest)

<table>
<thead>
<tr>
<th>Difficulty of Selection</th>
<th>Rhythms</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Above average level of repertoire</td>
<td>10 – Rhythms were played with accuracy</td>
</tr>
<tr>
<td>9 – Appropriate level for length of study</td>
<td>9 – Most notes were played with rhythmic accuracy</td>
</tr>
<tr>
<td>8 – Approaching appropriate level</td>
<td>8 – Struggled with some rhythms</td>
</tr>
<tr>
<td>7 – Below average level</td>
<td>7 – Many areas were not played correctly</td>
</tr>
<tr>
<td>6 – Needs work</td>
<td>6 – Did not play rhythms as written</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Overall Stage Presence</th>
<th>Breath Control/Phrasing</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 - Posture showed confidence</td>
<td>10 – Was in total control of breath</td>
</tr>
<tr>
<td>9 – Seemed fairly confident</td>
<td>9 – Most areas were well supported</td>
</tr>
<tr>
<td>8 – Looked a little nervous</td>
<td>8 – Struggled in some areas to support the phrase</td>
</tr>
<tr>
<td>7 – Was fidgety and scared</td>
<td>7 – Many areas were unsupported</td>
</tr>
<tr>
<td>6 – Not comfortable on platform</td>
<td>6 – Was not able to support the phrases with breath</td>
</tr>
</tbody>
</table>

### Intonation

<table>
<thead>
<tr>
<th>Intonation</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Most notes were in tune</td>
</tr>
<tr>
<td>9 – Many notes were in tune</td>
</tr>
<tr>
<td>8 – Struggled in areas with intonation</td>
</tr>
<tr>
<td>7 – Many notes were out of tune</td>
</tr>
<tr>
<td>6 – Was not able to play in tune</td>
</tr>
</tbody>
</table>

### Articulation Quality

<table>
<thead>
<tr>
<th>Articulation Quality</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Played each note with precision</td>
</tr>
<tr>
<td>9 – Most notes were very articulate</td>
</tr>
<tr>
<td>8 – Some areas were muddy</td>
</tr>
<tr>
<td>7 – Struggled with many areas with precision</td>
</tr>
<tr>
<td>6 – Did not play with clarity</td>
</tr>
</tbody>
</table>

### Blend and Balance of Instruments

<table>
<thead>
<tr>
<th>Blend and Balance of Instruments</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Excellent blend and balance of parts</td>
</tr>
<tr>
<td>9 – Good blend between instruments and parts</td>
</tr>
<tr>
<td>8 – One instrument or part was dominant</td>
</tr>
<tr>
<td>7 – Blend and balance were not controlled</td>
</tr>
<tr>
<td>6 – Did not blend and balance instrumental parts</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tempo</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Played the tempo as marked and in control</td>
</tr>
<tr>
<td>9 – Most of the song kept good tempo</td>
</tr>
<tr>
<td>8 – Rushed or dragged some areas</td>
</tr>
<tr>
<td>7 – Song was too fast or too slow</td>
</tr>
<tr>
<td>6 – Was not in control of tempo</td>
</tr>
</tbody>
</table>

### Dynamics

<table>
<thead>
<tr>
<th>Dynamics</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Made the song come alive</td>
</tr>
<tr>
<td>9 – Most areas were alive and exciting</td>
</tr>
<tr>
<td>8 – Some areas were “dead” and unexciting</td>
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<tr>
<td>7 – Dynamics were uneventful</td>
</tr>
<tr>
<td>6 – Dynamics were unchanged throughout song</td>
</tr>
</tbody>
</table>

### Level of Preparedness

(score 0-5)

<table>
<thead>
<tr>
<th>No Score Provided to Judge</th>
</tr>
</thead>
<tbody>
<tr>
<td>(score 5 or 0) NO EXCEPTIONS</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FINAL SCORE</th>
</tr>
</thead>
</table>

Advice/Comments:
MidAmerica Xtreme - Evaluation Form

Instrumental Solo

Name______________________________________ Junior High _______ Senior High_______  
District _____________________________ Home Church_______________  

Name of Piece:_________________________________________________________________  
Length of Study:__________________________________ Private Lessons ___Yes ___No 

Scoring: 6-10 (10 being the highest)

<table>
<thead>
<tr>
<th>Difficulty of Selection</th>
<th>Rhythms</th>
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<tbody>
<tr>
<td>10 – Above average level of repertoire</td>
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<table>
<thead>
<tr>
<th>Overall Stage Presence</th>
<th>Breath Control/Phrasing</th>
</tr>
</thead>
<tbody>
<tr>
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<td>9 – Most areas were well supported</td>
</tr>
<tr>
<td>8 – Looked a little nervous</td>
<td>8 – Struggled in some areas to support the phrase</td>
</tr>
<tr>
<td>7 – Was fidgety and scared</td>
<td>7 – Many areas were unsupported</td>
</tr>
<tr>
<td>6 – Not comfortable on platform</td>
<td>6 – Was not able to support the phrases with breath</td>
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<table>
<thead>
<tr>
<th>Intonation</th>
<th>Tempo</th>
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<tbody>
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<tr>
<td>9 – Many notes were in tune</td>
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</tr>
<tr>
<td>8 – Struggled in areas with intonation</td>
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<tr>
<td>7 – Many notes were out of tune</td>
<td>7 – Song was too fast or too slow</td>
</tr>
<tr>
<td>6 – Was not able to play in tune</td>
<td>6 – Was not in control of tempo</td>
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<table>
<thead>
<tr>
<th>Articulation Quality</th>
<th>Dynamics</th>
</tr>
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<tbody>
<tr>
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<td>9 – Most areas were alive and exciting</td>
</tr>
<tr>
<td>8 – Some areas were muddy</td>
<td>8 – Some areas were “dead” and unexciting</td>
</tr>
<tr>
<td>7 – Struggled with many areas with precision</td>
<td>7 – Dynamics were uneventful</td>
</tr>
<tr>
<td>6 – Did not play with clarity</td>
<td>6 – Dynamics were unchanged throughout song</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Note Accuracy</th>
<th>Level of Preparedness</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Most notes were correct</td>
<td>(score 0-5)</td>
</tr>
<tr>
<td>9 – Many notes were correct</td>
<td>No Score Provided to Judge (score 5 or 0) NO EXCEPTIONS</td>
</tr>
<tr>
<td>8 – Struggled in some areas with accuracy</td>
<td></td>
</tr>
<tr>
<td>7 – Many areas were note correct and/or inaccurate</td>
<td></td>
</tr>
<tr>
<td>6 – Did not play with accuracy</td>
<td></td>
</tr>
</tbody>
</table>

Advice/Comments:

FINAL SCORE
MidAmerica Xtreme - Evaluation Form

Keyboard Solo

Name_______________________ Junior High __ Senior High__ Grade___
District/State_________________________ Home Church______________________________
Email ________________________________________________________________________
Name of Piece:______________________________________________________________

Scoring: 6-10 (10 being the highest)

<table>
<thead>
<tr>
<th>Category</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Memory</td>
<td>10 - Completely memorized</td>
</tr>
<tr>
<td>Effective Communication</td>
<td>10 – Played with great feeling</td>
</tr>
<tr>
<td>Phrasing</td>
<td>10 – Music was phrased and shaped well</td>
</tr>
<tr>
<td>Dynamics</td>
<td>10- Made the song come alive</td>
</tr>
<tr>
<td>Balance/Voicing</td>
<td>5 – Melody always heard above accompaniment</td>
</tr>
<tr>
<td>Articulation Quality</td>
<td>5 – Most of notes were well articulated</td>
</tr>
<tr>
<td>Tempos</td>
<td>10 – Played the tempo as marked and in control</td>
</tr>
<tr>
<td>Rhythmic Accuracy</td>
<td>10 – Consistently correct rhythms</td>
</tr>
<tr>
<td>Note Accuracy</td>
<td>10 – Consistent correct notes</td>
</tr>
<tr>
<td>Pedal Usage</td>
<td>5 – Pedal used appropriately</td>
</tr>
<tr>
<td>Overall Stage Presence</td>
<td>10 – Communicated confidence</td>
</tr>
<tr>
<td>No score provided</td>
<td>(score 5 or 0) NO EXCEPTIONS</td>
</tr>
</tbody>
</table>

Advice/Comments:

FINAL SCORE ___________
MidAmerica Xtreme - Evaluation Form

Vocal Ensemble

Note: Small ensemble is a quartet or smaller; Large ensemble is a quintet or larger.

Name______________________________________  Small (1-4)_______ Large (5+)_______

District ___________________________ Home Church__________________________________

Title of Song:__________________________________________________________________

Scoring: 6-10 (10 being the highest)

Memory
10 – Completely memorized
9 – Stumbled once or twice
8 – Struggled but kept going
7 – Struggled and had to stop
6 – Used score

Blend and Balance of Voices
10 – Excellent blend and balance of parts
9 – Good blend between voices and parts
8 – One voice or part was dominant
7 – Blend and balance were not controlled
6 – Did not blend and balance vocal parts

Overall Stage Presence
10 - Posture showed confidence
9 – Seemed fairly confident
8 – Looked a little nervous
7 – Was fidgety and scared
6 – Not comfortable on platform

Breath Control/Phrasing
10 – Was in total control of breath
9 – Most areas were well supported
8 – Struggled in some areas to support the phrase
7 – Many areas were unsupported
6 – Was not able to support the phrases with breath

Intonation (Pitch Accuracy)
10 – Every note was right on pitch
9 – Most notes were right on pitch
8 – Struggled in areas with pitch
7 – Many notes were flat or sharp
6 – Was not able to stay on pitch

Rhythm
10 – Followed score
9 – Followed score in most areas
8 – Struggled staying with the score
7 – Varied from the score greatly
6 – Did not follow score

Diction
10 – Every consonant and vowel heard clearly
9 – Most words were clearly heard
8 – Some words were mispronounced
7 – Struggled with many words and projection
6 – Words were “muddy” and unclear

Dynamics
10 – Made the song come alive
9 – Most areas were alive and exciting
8 – Some areas were “dead” and unexciting
7 – Dynamics were uneventful
6 – Dynamics were unchanged throughout song

Communicative Effectiveness
10 – Understood message and “sold” it
9 – Felt the message in heart and voice
8 – Had a hard time “selling” the message
7 – Struggled in places with communication
6 – Did not communicate message of song

Within 8 minute time limit ________
(score 5 or 0)

No score provided ________
(score 5 or 0) NO EXCEPTIONS

FINAL SCORE ____________

Advice/Comments:
# MidAmerica Xtreme - Evaluation Form

## Vocal Solo

Name______________________________________  Junior High _____  Senior High______

District _____________________________  Home Church__________________________________

Title of Song:________________________________________________

Scoring: 6-10 (10 being the highest)

### Memory

- 10 - Completely memorized
- 9 - Stumbled once or twice
- 8 - Struggled but kept going
- 7 - Struggled and had to stop
- 6 - Used score

### Rhythm

- 10 - Followed score
- 9 – Followed score in most areas
- 8 – Struggled staying with the score
- 7 – Sound was somewhat distorted
- 6 – Words were “muddy” and unclear

### Overall Stage Presence

- 10 - Posture showed confidence
- 9 – Seemed fairly confident
- 8 – Looked a little nervous
- 7 – Was fidgety and scared
- 6 – Not comfortable on platform

### Breath Control/Phrasing

- 10 – Was in total control of breath
- 9 – Most areas were supported.
- 8 – Struggled in some areas to support the phrase
- 7 – Many areas were unsupported.
- 6 – Was not able to support the phrases with breath

### Communicative Effectiveness

- 10 – Understood message and “sold” it
- 9 – Felt the message in heart and voice
- 8 – Had a hard time “selling” the message
- 7 – Struggled in places with communication
- 6 – Did not communicate message of song

### Intonation

- 10 – Every note was right on pitch
- 9 – Most notes were right on pitch
- 8 – Struggled with areas with pitch
- 7 – Many notes were flat or sharp
- 6 – Was not able to stay on pitch

### Tone Quality

- 10 – Had a very rich and full sound
- 9 – Had good tone and projection
- 8 – Tone was “muddy” and unclear
- 7 – Sound was somewhat distorted
- 6 – Sound was thin and tight

### Dynamics

- 10 – Made the song come alive
- 9 – Most areas were alive and exciting
- 8 – Some areas were “dead” and unexciting
- 7 – Dynamics were uneventful
- 6 – Dynamics were unchanged throughout song

### Within 5 minute time limit

(score 5 or 0)

**No score provided**

(score 5 or 0) NO EXCEPTIONS

**FINAL SCORE**

Advice/Comments:
MidAmerica Xtreme - Evaluation Form

Worship Band

Name ________________________________________________________________

District _____________________________ Home Church______________________________

Scoring: 6-10 (10 being the highest)

<table>
<thead>
<tr>
<th>Overall Stage Presence</th>
<th>Rhythm</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 - Posture showed confidence</td>
<td>10 - Followed score</td>
</tr>
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<td>9 – Followed score in most areas</td>
</tr>
<tr>
<td>8 – Looked a little nervous</td>
<td>8 – Struggled staying with the score</td>
</tr>
<tr>
<td>7 – Was fidgety and scared</td>
<td>7 – Varied from the score greatly</td>
</tr>
<tr>
<td>6 – Not comfortable on platform</td>
<td>6 - Did not follow score</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Communicative Effectiveness</th>
<th>Articulation Quality(Instr.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Understood message and “sold” it</td>
<td>10 – Played each note with precision</td>
</tr>
<tr>
<td>9 – Felt the message in heart and voice</td>
<td>9 – Most notes were very articulate</td>
</tr>
<tr>
<td>8 – Had a hard time “selling” the message</td>
<td>8 – Some areas were muddy</td>
</tr>
<tr>
<td>7 – Struggled in places with communication</td>
<td>7 – Struggled with many areas with precision</td>
</tr>
<tr>
<td>6 – Did not communicate message of song</td>
<td>6 – Did not play with clarity</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Intonation (voice)</th>
<th>Dynamics</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Every note was right on pitch</td>
<td>10 – Made the song come alive</td>
</tr>
<tr>
<td>9 – Most notes were right on pitch</td>
<td>9 – Most areas were alive and exciting</td>
</tr>
<tr>
<td>8 – Struggled in areas with pitch</td>
<td>8 – Some areas were “dead” and unexciting</td>
</tr>
<tr>
<td>7 – Many notes were flat or sharp</td>
<td>7 – Dynamics were uneventful</td>
</tr>
<tr>
<td>6 – Was not able to stay on pitch</td>
<td>6 – Dynamics were unchanged throughout song</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Diction</th>
<th>Intonation (Instrumental)</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Every consonant and vowel heard clearly</td>
<td>10 – Every note was in tune</td>
</tr>
<tr>
<td>9 – Most words were clearly heard</td>
<td>9 – Most notes were in tune</td>
</tr>
<tr>
<td>8 – Some words were mispronounced</td>
<td>8 – Struggled in areas with intonation</td>
</tr>
<tr>
<td>7 – Struggled with some words and projection</td>
<td>7 – Many notes were out of tune</td>
</tr>
<tr>
<td>6 – Words were “muddy” and unclear</td>
<td>6 – Was not able to play in tune</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Blend/Balance of Voice &amp; Instr.</th>
<th>Within 30 minute time limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Excellent blend/balance of voice/instr.</td>
<td>(score 5 or 0)</td>
</tr>
<tr>
<td>9 – Good blend between voice &amp; instruments</td>
<td></td>
</tr>
<tr>
<td>8 – One voice or instrument was dominant</td>
<td></td>
</tr>
<tr>
<td>7 – Blend and balance were not controlled</td>
<td></td>
</tr>
<tr>
<td>6 – Did not blend and balance vocal or instr.</td>
<td></td>
</tr>
</tbody>
</table>

Advice/Comments: ____________________________________________________________

<table>
<thead>
<tr>
<th>No Music/chord chart/Lyrics provided</th>
<th>FINAL SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>(score 5 or 0) NO EXCEPTIONS</td>
<td>__________</td>
</tr>
</tbody>
</table>
MidAmerica Xtreme - Evaluation Form  
Preaching  

NAME__________________________________________ AGE LEVEL______________________

CATEGORY_____________________________ DISTRICT/CHURCH___________________________

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement.

<table>
<thead>
<tr>
<th>ORGANIZATION</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
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<tbody>
<tr>
<td>A. Introduction/Transitions</td>
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<tr>
<td>(Before and between major points or selections)</td>
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<td>C. Clarity</td>
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<th>10</th>
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<td>D. Articulation/Rate</td>
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<td>(Diction, control proper speed)</td>
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<td>E. Mood</td>
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<tr>
<td>(Use of emotions, sensitivity, empathy, relatedness to topic)</td>
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<td>F. Gestures/Emphasis</td>
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<tr>
<td>(Justifiable and clear emphasis, use of hands and facial gestures)</td>
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<tr>
<td>(Posture, poise, overall demeanor)</td>
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<td>(Universality, relatedness to audience, treatment)</td>
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<td>I. Evidence of research</td>
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<td>J. Depth of Thought</td>
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<td>(Logic used, challenge, intrigue)</td>
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<td>K. Creativity</td>
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<td>(Use of ideas)</td>
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<td>L. Accuracy of meaning</td>
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<td>(Faithfulness to text meaning and content)</td>
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<td>M. Use of illustration</td>
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<tr>
<td>( Appropriateness to content, did it help portray message)</td>
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<tr>
<td>N. Application</td>
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<tr>
<td>(Call to action)</td>
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</table>

**RATING SCALE**

<table>
<thead>
<tr>
<th>Superior</th>
<th>90-100 %</th>
</tr>
</thead>
<tbody>
<tr>
<td>Excellent</td>
<td>80-89 %</td>
</tr>
<tr>
<td>Good</td>
<td>70-79 %</td>
</tr>
<tr>
<td>Fair</td>
<td>60-69 %</td>
</tr>
<tr>
<td>Poor</td>
<td>50-59 %</td>
</tr>
</tbody>
</table>

TOTAL RATING: _____/140 pts = _______ %

70
**MidAmerica Xtreme - Evaluation Form**  
**Singer-Songwriter**

Name______________________________________  Junior High _______ Senior High______

District _____________________________ Home Church______________________________________

Title of Song:______________________________________________

Scoring:  6-10 (10 being the highest)

<table>
<thead>
<tr>
<th>Memory</th>
<th>Idea</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 - Completely memorized</td>
<td>10 – Clear, insightful, relevant, compelling</td>
</tr>
<tr>
<td>9 - Stumbled once or twice</td>
<td>9 – Somewhat creative, pretty clear</td>
</tr>
<tr>
<td>8 - Struggled but kept going</td>
<td>8 – Generally clear, mostly focused</td>
</tr>
<tr>
<td>7- Struggled and had to stop</td>
<td>7 – Mostly unclear, not truthful, predictable</td>
</tr>
<tr>
<td>6 - Used score</td>
<td>6 – Unclear, unfocused, overused</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Intonation</th>
<th>Structure</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 - Every note was right on pitch</td>
<td>10 – Consistent, appropriate, strong crafting</td>
</tr>
<tr>
<td>9 – Most notes were right on pitch</td>
<td>9 – Generally appropriate, mostly strong crafting</td>
</tr>
<tr>
<td>8 – Struggled with areas with pitch</td>
<td>8 – Mostly consistent, good crafting</td>
</tr>
<tr>
<td>7 – Many notes were flat or sharp</td>
<td>7 – Somewhat inconsistent, detracts from impact</td>
</tr>
<tr>
<td>6 – Was not able to stay on pitch</td>
<td>6 – Inconsistent, ineffective, weak crafting</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Communicative Effectiveness</th>
<th>Lyric</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Understood message and “sold” it</td>
<td>10 – Clear, creative, cohesive, strong imagery</td>
</tr>
<tr>
<td>9 – Felt the message in heart and voice</td>
<td>9 – Mostly clear, theologically sound</td>
</tr>
<tr>
<td>8 – Had a hard time “selling” the message</td>
<td>8 – Generally clear, not always creative</td>
</tr>
<tr>
<td>7 – Struggled in places with communication</td>
<td>7 – Predictable, preachy, forced</td>
</tr>
<tr>
<td>6 – Did not communicate message of song</td>
<td>6 – Vague, theologically unsound, trite</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Music</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 – Fresh, memorable, hooky, singable</td>
<td>10 – Great marriage of lyric &amp; music, commercial</td>
</tr>
<tr>
<td>9 – Not as memorable, somewhat singable</td>
<td>9 – Good marriage of lyric &amp; music, commercial if developed</td>
</tr>
<tr>
<td>8 – Somewhat fresh, somewhat predictable</td>
<td>8 – Some emotional impact, somewhat imitative</td>
</tr>
<tr>
<td>7 – Not memorable, predictable, too wide of range</td>
<td>7 – Lacks emotional impact, not very commercial</td>
</tr>
<tr>
<td>6 – Wandering, dated, lacks energy</td>
<td>6 – Awkward marriage of lyric &amp; music, very imitative</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Within 5 minute time limit</th>
<th>Lyric/chord chart provided</th>
</tr>
</thead>
<tbody>
<tr>
<td>(score 5 or 0)</td>
<td>(score 5 or 0) NO EXCEPTIONS</td>
</tr>
</tbody>
</table>

**FINAL SCORE**

Advice/Comments:
MidAmerica Xtreme - Evaluation Form

Persuasive Speech

Name______________________________________  Junior High __ Senior High__ Grade___

District/State_______________________ Home Church__________________________________________

Evaluate using the following scale:
4= exceptional; 3=effective; 2=adequate; 1=needs improvement

<table>
<thead>
<tr>
<th>Subtotal</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
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<tbody>
<tr>
<td><strong>Introduction:</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Greets audience, gets attention</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Relates topic to audience</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Thesis/Central idea clear</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Establishes credibility</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td><strong>Body:</strong></td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Contains logically organized main points</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
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<tr>
<td>Establishes Need for Change</td>
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<td>3</td>
<td>2</td>
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<tr>
<td>Presents Solution that meets Need</td>
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<td>3</td>
<td>2</td>
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<tr>
<td>Addresses Opposition to Proposal</td>
<td>4</td>
<td>3</td>
<td>2</td>
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<tr>
<td>Supporting Evidence:</td>
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<td>Interesting/Varied</td>
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<tr>
<td>Adequate to support main ideas</td>
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<td><strong>Format:</strong></td>
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<td>Sources Cited Correctly</td>
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<td>Transitions Clear</td>
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<td><strong>Conclusion:</strong></td>
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<td>Reviews thesis/main points</td>
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<td>Eye contact obvious</td>
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<tr>
<td>Gestures/movements contribute to speech</td>
<td>4</td>
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<td>2</td>
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<tr>
<td>Voice suited for occasion/topic</td>
<td>4</td>
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<td>Appearance contributes to credibility</td>
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<td>Appropriate for topic</td>
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<td>Used effectively</td>
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<td><strong>Audience Impact:</strong></td>
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<td>Speech promotes concern for topic</td>
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<td>Speech promotes credibility of speaker</td>
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<tr>
<td>Speech promotes action or attitude change</td>
<td>4</td>
<td>3</td>
<td>2</td>
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</tbody>
</table>

**TOTAL POINTS: _____/100**

Comments:
MidAmerica Xtreme - Evaluation Form

Science Presentation Contest

Name _____________________________________   Junior High/ Middle School ____  High School _____

District _____________________________________Home Church _________________________________

Scoring 6-10 (10 being the highest)

**Educational Component**
10 – Deep, rich science content & alignment
9
8
7
6 – Hard to connect to science content

**Stage Presence**
10 – Well rehearsed, polished, entertaining
9
8
7
6 – Rough and awkward presentation

**Safety**
10 – Safety concern is overt and obvious
9
8
7
6 – Little thought given to safety

**Engagement of Audience**
10 – Audience is highly engaged
9
8
7
6 – Audience is not engaged

**Communication Skills**
10 – Strong, articulate voice, organized
9
8
7
6 – Hard to hear or understand, unorganized

**Adherence to Time Limits**
10 – On time, met 10 min time constraints, ready
9
8
7
6 – Not ready, took too long or too short, timing off

Final Score ______/ 60_

Evaluators Advice / Comments:
**Nursing - Bioethics Essay**

Name ___________________________ Junior High/ Middle School ____ High School _____

District ___________________________ Home Church ___________________________

**Title of Essay:**

<table>
<thead>
<tr>
<th>Grading Criteria Bioethics Essay Competition MAX 2013</th>
<th>Possible Points</th>
<th>Earned Points</th>
<th>Judging Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Organized with a logical flow</td>
<td>15</td>
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<tr>
<td>Topic chosen from approved list of questions</td>
<td>10</td>
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<tr>
<td>Utilizes correct bioethical language to describe key concepts</td>
<td>20</td>
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<tr>
<td>Creatively connects bioethical concepts to a Christian worldview</td>
<td>35</td>
<td></td>
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<tr>
<td>Grammar, punctuation, spelling and style</td>
<td>10</td>
<td></td>
<td></td>
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<tr>
<td>Formatting and references</td>
<td></td>
<td></td>
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<tr>
<td>Acceptable fonts are Times New Roman and Arial.</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Entries are to be typewritten on 8 1/2 x 11 inch typing paper</td>
<td>10</td>
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<tr>
<td>double-spaced</td>
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<tr>
<td>12 point font</td>
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</tr>
<tr>
<td>pages numbered</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>contained in a cover</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>The name, district, age level, and category of the entrant is to be included at the top right hand corner of the first page, followed by any title of the piece centered underneath</td>
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<td></td>
</tr>
<tr>
<td>Contains a complete reference list of all sources cited in the text</td>
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<td><strong>TOTAL</strong></td>
<td><strong>100</strong></td>
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</tr>
</tbody>
</table>

**Judge Signature:**
MAX@MNU
NC REGION NYI

76

Address: 2030 East College Way, Olathe, KS 66062
Phone: 913.782.3750
WEB: www.mnu.edu

**MidAmerica Nazarene University**


**From the West**


**From the East**

Mur-Len Road and turn right. Proceed to 139th Street and turn right.

**From the South**

Traveling South on Interstate I-35, proceed to Kansas Highway 150 (Olafie exit 218/Santa Fe). Exit here. Turn Left. Proceed to 139th Street and turn right.

**From the North**

Traveling North on Interstate I-35, proceed to Kansas Highway 150 (Olafie exit 218/Santa Fe). Exit here. Turn Right. Proceed to 139th Street and turn right.

**Directions**