



North Central USA Field Handbook for MAX@MNU

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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/she receives the trophy, I am a part of his/her victory, because I helped him to run faster, sing better, jump higher. If I receive the award, he/she feels the same about me.

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 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 during competition.

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 complement 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 this 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, yearlong ministry. MAX is not just a time when each district heads to MidAmerica 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, or 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 MidAmerica" 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.

Therefore, each level of MAX must be able to stand alone, have merit, and be valid. Awards should be given at the local, zone, district, and field 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 tried to participate and improve.

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 Field
Subject: Competition Handbook Updated

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 field levels 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 tie them more closely to each other, to the church, and to the Lord. As youth attend MAX@MNU, they can continue their commitment to excellence at MidAmerica 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 this competition year. 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 Field NYI Executive Council: contact information can be found at www.mnu.edu/max or on the "Yapp" App, code is Maxmnu.

<p style="text-align: center;">COMPETITION REQUIREMENTS</p>
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- 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.
- **Age guidelines are as follows:**
 - i. **Minimum age:** Must 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 field event. (Seniors who finish course work in mid-year remain eligible through the year.)
- **Age levels for talent:**
 - 1) Junior High ----- Grades 8 and below
 - 2) Senior High ----- Grades 9 and above
- **Age levels for individual sports:**
 - 1) Junior High ----- Grades 8 and below
 - 2) Senior High ----- Grades 9 and above
- Bracketed entrants can compete in no more than **one** tournament-style (bracketed) events (quizzing, basketball, soccer, volleyball, flag football). Dodgeball, Spike ball, Sand Volleyball, Table Tennis, Three Point Shootout, 5K, Disc Golf **will not** be considered part of your one tournament criteria.
- Regular event scheduling takes precedence over exhibition event scheduling.
- All entrants must be pre-registered by the district they represent in the event in which they are to compete.
- Registrations must be received by each district to MNU by **April 6th**.
- Substitutions can only be made at the registration office prior to the opening activity of MAX@MNU by **April 20th. [1:00 p.m. CST]**.
- No entry or substitution can be made by a district in any event for which no one from that district was pre-registered.
- No additions can be made to bracketed tournaments once the pre-registration deadline has passed.
- Any absences in the bracket will act as a bye.
- 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.
- All-tournament MVP and Sportsmanship Awards for each sport. Selection process will be determined as follows: MVP 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 athlete's 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 award will be selected. The MVP selection is not automatically picked from the first-place team. The NYI liaison of the event will select a Sportsmanship Award. A different individual will be picked for each award. All ties in the

voting process will be broken by the tournament directors. Awards will be presented during the Closing Ceremony.

- Each Liberal Arts Participant is allowed up to 3 Entries **ONLY** in the Liberal Art Talent portion of MAX. This **DOES NOT** include those events that are submissions only, i.e., Creative Writing, Art, and Photography. There can only be 1 Entry in a category/medium. For instance, a Participant may only have 1 Entry in a specific medium such as 1 Entry in Watercolor, 1 Entry in Photography or 1 Entry in Drawing. If the Directors or Judges find that a Participant has 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 1 in that medium. Any questions, you can contact Grace Mott at graceannsoprano@gmail.com or 417.388.0602.
- All Liberal Art Entries will be judged on site at MidAmerica Nazarene University. Sign-ups will be at the orientation meeting on Friday morning at 8:00 a.m. at the Bell Cultural Events Center. Check with your district coordinator. If you are unable to sign up before the deadline or know you'll have conflicts with sports or quizzing, you can contact Grace **AFTER** April 6th to try to set your time slot early. You can contact Grace at graceannsoprano@gmail.com or 417.388.0602.
- 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.
- Please treat all facilities and grounds of MidAmerica Nazarene University with respect. Please pick up your trash and please do not move any furniture, inside or outside of buildings.
- Team Sports Awards of 1st, 2nd, 3rd, MVP, and Sportsmanship will be given out at the end of each championship game on the competition field or court or any other time determined by the Field Council.
- All Events under Liberal Arts have moved to a Rating System patterned after the Rating Systems you would receive at any State competition. Our NYI Field Council has chosen to use the ratings 1 through 3. Our council believes this system will be a much better tool in promoting unity and personal growth among our teens. The Council will award all One (1) Ratings with a medal. This should result in more students receiving a medal.

While we will continue our pick-up at the end of the day on Friday for all entries, we have decided to approach our awards differently. Instead of focusing on the awards themselves, we want to celebrate the gifts God has given to our students.

We will gather all the names of the top score earners, in each of the performing Liberal Arts categories, from Friday's competition. Names will be drawn from that group, based on how much time we have available in the closing ceremony. We want you to have the opportunity to share your Talent with our entire Field during the Friday night service and/or the Closing Ceremony Saturday afternoon. It is important that you list your contact information correctly on your Registration Sheet so we can reach you if your name is chosen. If we cannot reach you, we will move on to the next name.

- Liberal Arts Score Sheets and Awards will not be handed out prior to the awards ceremony on Saturday. Scores Sheets will be passed out to the District Presidents or District Coordinators or designated area to be announced. You can pick them up at that point. Any awards not picked up will also be given to the District Presidents or Coordinators or will be delivered to the registration table in the Cook Center for pick up after the ceremony.

- Weather is always a concern for this time a year. If inclement weather is happening, please visit the registration table and/or brackets posted and/or visit the YAPP app for the most accurate changes. As much as we try to inform all District Presidents, Coordinators, and Coaches it is hard to reach everyone. If inclement weather persists, we will delay, shorten, or cancel games as needed.

CONDUCT GUIDELINES

PERSONAL APPEARANCE

The MidAmerica 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. For any dress policy to be effective, common sense and personal discretion from all members of the community are essential. Community dress and grooming should be consistent with, and contribute to, a vital Christian community witness. The following guidelines will be helpful:

- Clothing should be appropriate to the occasion and in good taste. Personal appearance should not disrupt the mood or atmosphere of the activity being attended. Shirts or tops must be always worn.
- 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: MidAmerica Nazarene University forbids the use, possession, distribution of *marijuana*, narcotics, or other dangerous drugs. The medical use of drugs may be permitted when prescribed by a licensed practicing physician.

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

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

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

<p>CATEGORY <i>*QUIZZING*</i></p>

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 will 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 final 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 5 from the B division. This order is based on the round robin scores and the quiz-off will not affect it.
6. Individual quiz scholarship 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 final's 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, choose 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 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 recommended 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.

<p style="text-align: center;">NORTH CENTRAL FIELD QUIZZING ELIGIBILITY POLICY</p>

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 field MAX event in quizzing provided they meet their local district's requirements for participation.

All Others

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 if 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 his/her 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. If 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.

<p style="text-align: center;">TEAM SPORTS PLAYER REQUIREMENTS</p>

SPORT	MAXIMUM ROSTER PLAYERS	MAX PLAYERS ON FIELD/COURT	MINIMUM TO COMPETE IN A GAME
Men's Basketball	20	5	3
Co-Ed Soccer	20	7 (6 + Goalie)	4
4 Person Beach Volleyball	10	4	2
Co-Ed Flag Football	20	7	5
Women's Basketball	20 SH 12 JH	5 SH 3 JH	3 SH 2 JH
Women's Volleyball	20	6	3
SH Co-Ed Dodgeball	20	6	4
JH Co-Ed Dodgeball	20	6	4
Spikeball	2	2	2

SPORTS ROSTER

Sport Name _____

Team Name: _____

Player's Name	Jersey #	District	Church

CATEGORY
****TEAM SPORTS*******EVENT:***

Junior High Men's Basketball

Senior High Men's Basketball

RULES

1. The men's basketball tournament shall be conducted according to NFHS Rules (<http://www.nfhs.org>) (variations below). State certified officials shall be used. Persons currently coaching basketball at MidAmerica 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 always to be displayed. Referees and officials are always to be respected. Coaches must remove a player momentarily from the game upon said player receiving a technical foul. Cursing, initiating a fight, or the receipt of two technical fouls by a player or coach will result in an automatic ejection from the game and removal from the gym area. The ejected player will also be ineligible to play in the next game. A second offense will result expulsion from the tournament. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing or harassing players/officials is not tolerated.
5. Coach is allowed off bench within bench area.
6. Regulation size Men's HS ball, 30 cm, will be used.
7. The maximum number on any 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-start 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.

<p style="text-align: center;">CATEGORY <i>*TEAM SPORTS*</i></p>
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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>)
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 goalkeeper. Games will be played on shorter than regulation fields.
4. Christian conduct is always expected. Unsportsmanlike conduct will be cautioned with a yellow card. A second misconduct will receive a “red” card resulting in removal from the game leaving the team shorthanded the remainder of the game. The ejected player will also be ineligible to play in the next game. A “gross” misconduct may result in an immediate “red” card, bypassing the initial caution. These are common F.I.F.A. procedures. Harassment of the officials will not be tolerated and could ultimately result in the forfeiture of a match.
5. No slide tackling allowed.
6. Three goal per person/per game is allowed.
7. The maximum number allowed on the district soccer roster is 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.

<p style="text-align: center;">CATEGORY <i>*TEAM SPORTS*</i></p>
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EVENT:

4 Person Sand Volleyball

RULES

1. The 4-person sand volleyball competition shall be conducted according to AVP rules (<http://www.avp.com>) (variations below). Persons currently coaching volleyball at MidAmerica Nazarene University cannot be used as district coaches.
2. A match shall consist of one game. Winner is first team to fifteen points (Rally style). Must win by 2 points. Double elimination tournament.
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 if it is simultaneous.
5. Good sportsmanship is always to be displayed. Referees and officials are always to be respected. 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 sand volleyball team is 10 players. Eight (8) teams maximum per district.

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

<p style="text-align: center;">CATEGORY <i>*TEAM SPORTS*</i></p>
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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 timekeeper. All games will begin and end on this person's instruction. He/She will also announce the time remaining at the 10, 5, and 2-minute marks.
 2. All players must wear a mouthpiece!
 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 more than the 40 yd. line. On an unsuccessful or successful offensive play from the 40-yard line resulting in an offensive penalty: The ball will be returned to the 40 yard line and a loss of down will result (1st down will become 2nd down; 2nd down will become 3rd down; and 3rd down will result in the ball being turned over on downs).
 5. 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 effect 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 the 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 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

1. 6 points for TD
2. 1 point for PAT from 3-yard line, 2-point PAT from 10-yard line.
3. 2 points if a team intercepts & returns a PAT back across the 40.
4. Official score is kept by field referee and game manager.

6. Tie Breaker

1. After coin flip to determine first possession, teams will alternate 4 down series from the 20-yard line.
2. A winner is determined when one team scores during its possession and the other does not.
3. If a second overtime period is necessary, each team must then go for two points on the conversion attempts.

7. Time

1. 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 always be 2 officials. The line judge will keep the line of scrimmage, the down, and the clock. The other official will keep score and set the rush marker.
3. Footballs will also be provided. This will be a standard NFL size ball.
4. Bad attitudes, cursing, or **celebration** will not be tolerated. 1st offense will result in a 15-yard penalty and a warning. 2nd offense will result in the player being suspended from the tournament. This applies to coaches as well.
5. 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.

CATEGORY
****TEAM SPORTS*******EVENT:***

Junior High Women's Basketball (3 on 3)

Senior High Women's Basketball (5 on 5)

RULES

1. The women's basketball tournament shall be conducted according to HFHS Rules (<http://www.nfhs.org>) (variations below). State certified officials shall be used. Persons currently coaching basketball at MidAmerica Nazarene University cannot be used as district coaches.
2. Each game shall consist of two eighteen-minute halves. The game will stop only on time-outs, until the final two minutes of the 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 still 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 always displayed. Referees and officials are to be always respected. Coaches must remove a player momentarily from the game upon said player receiving a technical foul. Cursing, initiating a fight, or the receipt of two technical fouls by a player or coach will result in an automatic ejection from the game and removal from the gym area. The ejected player will also be ineligible to play in the next game. A second offense will result in expulsion from the tournament. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing or harassing players/officials is not tolerated.
5. Coach is allowed off bench within bench area.
6. Regulation size HS Girls ball, 28.5 cm, will be used.
7. The maximum number on any district women's basketball roster is 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.

<p style="text-align: center;">CATEGORY <i>*TEAM SPORTS*</i></p>
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EVENTS:

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

<p style="text-align: center;">CATEGORY <i>*TEAM SPORTS*</i></p>
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EVENT:

Junior High Co-Ed Dodgeball (1 team per district)

Senior High Co-Ed Dodgeball (2 teams per district)

RULES

1. Junior High can play up, but Senior High cannot play down in the tournament.
2. Dodgeball is played according to the rules of the National Amateur Dodgeball Association.
(www.dodgeballusa.com)
3. Each match will be a best of 3 format.
4. 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.).
5. 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.
6. Players cannot cross the center line. If they do, they are eliminated.
7. The game begins with 6 balls on the center line and all players lined up with one foot on their end line. Following a signal by the official, teams may approach the center line to retrieve the balls. This signal starts the contest. Once a ball is retrieved, it must be taken back behind the attack line before it can be legally thrown.
8. The first team to legally eliminate all opposing players is declared the winner.
9. If a player catches a live ball thrown at them, then an **eliminated** member from their team may rejoin the game.
10. Each team will be made up of **6 players on the court**. A team can have a maximum of 20 players on their roster.
11. Good sportsmanship is to be always displayed. Referees and officials are to be always respected. A person may be ejected for un-sportsmanlike conduct if deemed appropriate by an official. The ejected player will also be ineligible to play in the next game. Sportsmanship is urged among spectators, booing and harassing players/officials is not tolerated.

12. The playing field shall be a rectangle at least 60 ft. long and at least 30 ft. wide, divided into 2 equal sections by a center line and attack lines 3 feet from and parallel to the centerline.
13. The official ball used in tournament play shall be an 8" rubber coated ball or whatever is available.

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

<p>CATEGORY <i>*TEAM SPORTS*</i></p>
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EVENT:

Spikeball

RULES

1. Must be **six** feet away when serving or receiving the serve.
2. Must pass the ball to your partner off the serve. *If the other team forgets, may re-serve.
3. Maximum of **three** hits between two players. Three hits are not required. The same player cannot hit the ball in two consecutive hits.
4. The ball must bounce onto and then off the net. If it bounces more than one, misses the net or hits the rim, it is the other team's point.
5. If the serving team scores, they switch positions and serve to the other person.
6. Game is to 21, must win by 2. *If running into time constraints, director may choose to lower game points to 15. Must still win by 2.

<p>CATEGORY <i>*TEAM SPORTS*</i></p>
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EVENT:

Frisbee Disc Golf

RULES

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

CATEGORY
****INDIVIDUAL SPORTS****

EVENTS:

Junior High Men's 5K

Junior High Women's 5K

Senior High Men's 5K

Senior High Women's 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.

CATEGORY
****INDIVIDUAL SPORTS*******EVENT:***

Junior High Men's Table Tennis
Junior High Women's Table Tennis
Senior High Men's Table Tennis
Senior High Women's Table Tennis

RULES

1. The table tennis tournament will be conducted according to standard table tennis rules.
www.pongworld.com
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 eleven. 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.

CATEGORY
****INDIVIDUAL SPORTS****

EVENT:

Junior High Men's 3 pt. Shot

Junior High Women's 3 pt. Shot

Senior High Men's 3 pt. Shot

Senior High Women's 3 pt. Shot

RULES

1. 2 rebounders (chosen by the shooter).
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 unless it is for district travel. If you cannot be there during this time due to district travel requirements, please contact your district MAX coordinator. 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.

CATEGORY
****INDIVIDUAL SPORTS****

EVENT:

Junior High Men's Bowling
Junior High Women's Bowling
Senior High Men's Bowling
Senior High Women's Bowling

RULES

1. The bowling competition shall be conducted according to regulation high school bowling rules.
2. Bowlers will bowl two games. An average of the two 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 unless it is for district travel. If you can't be there during this time due to district travel requirements, please contact your district MAX coordinator. 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 for each category (Junior High Men, Junior High Women, Senior High Men, Senior High Women) will receive awards.

<p style="text-align: center;">CATEGORY <i>*INDIVIDUAL SPORTS*</i></p>
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EVENTS:

Junior High Men's Tennis
Junior High Women's Tennis
Senior High Men's Tennis
Senior High Women's 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 best two out of three games, utilizing the 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.

<p style="text-align: center;">CATEGORY <i>*VOCAL MUSIC*</i></p>
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EVENTS:

Vocal Solo

Vocal Ensemble (2 or more)

Worship Band (2 or more)

RULES

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

GUIDELINES OF THE COMPETITION

1. The house sound system is to be used by all entries.
2. Performance schedule changes are discouraged for ensembles and choirs and may be arranged only by directors with the Vocal Music Coordinator.
3. Entrants are encouraged to select music that reflects their vocal range and ability, and to consider classics and hymn arrangements.
4. Due to the limited number of available auditoriums, room for all spectators at every event is not guaranteed.
5. 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.

6. 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.
7. Should an **entrant** experience problem of a technical nature (sound system malfunction, CD skip, etc.), consideration may be given to allowing the entry to begin again.
8. Participants may be assisted by live, pre-recorded accompaniment or no accompaniment.

EVENT:

Worship Bands (2 or more)

RULES

1. Maximum time limit allowed on all entries is 8 minutes. Entries over 5 minutes may result in deduction of points.
2. Original composition may be used.
3. Participants are not required to memorize music but must have live accompaniment. Taped accompaniment is not allowed.
4. The presentation itself should have no breaks (i.e., if more than one song is used they should flow together).
5. Entries are judged on the basis of musical quality, ability to lead a group in worship and communication.
6. 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.

CATEGORY
****INSTRUMENTAL MUSIC:***
Keyboard, Instrument
Solo/Ensemble *

EVENTS:

Keyboard Solo

Instrumental Solo

Instrumental Ensemble

RULES

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

GUIDELINES OF THE COMPETITION

1. Entrants are encouraged to select music that reflects adequate difficulty, and to give consideration to classics and hymn arrangements.
2. 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 considered.
5. Should an entry experience problem of a technical nature (sound system malfunction, tape cueing, etc.), consideration may be given to allowing the entry to begin again.
6. A keyboard and a 5-piece drum set (kick, snare, toms, high hat, ride, crash) will be provided if needed. Please contact Grace Mott, Fine Arts Coordinator prior to MAX.

CATEGORY****Drama*******EVENTS:***

Monologue

Sketch

Sign Language

Spoken Word

DEFINITIONS

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

RULES

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

GUIDELINES OF THE COMPETITION**Monologue, Sketch**

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

Drama: Sign Language

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

Drama: Spoken Word

1. A five-minute time limit is observed for the setting of costumes, props. Any furniture needed should be brought along, or arranged for, prior to the beginning of the competition by the entrants. Going past the time limit may result in a point deduction of the total score.
2. One copy of manuscript must be submitted to the judges prior to performing. All participants performing without judge's manuscript may result in point deduction from the total score.

3. All participants must have script memorized.
4. Participant may use manuscript of original composition but must provide a typed copy to judges. The use of a manuscript during competition may result in point deduction.
5. Entries are judged on the basis of appearance, voice projection and articulation, characterization, movement, interpretation, creativity, audience contact, content and overall presentation.
6. Maximum time limit allowed on all entries is 6 minutes. Going past the time limit may result in a point deduction of the total score.

CATEGORY****Dance*******EVENTS:***

Dance

DEFINITION

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

RULES

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

CATEGORY****Preaching*******EVENTS:***

Preaching

DEFINITION

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

RULES

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

GUIDELINES OF THE COMPETITION

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

CATEGORY
****ART: General, Creative Art****

EVENTS:**General**

Oil/Acrylic, Pencil, Pen/Ink, Watercolor, Chalk/Pastels

Creative Art

Jewelry, Sculpture, Ceramics, etc.

RULES

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

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

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

Pencil

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

Pen/Ink

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

Chalk/Pastels

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

Oil/Acrylic

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

Watercolor

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

GUIDELINES OF THE COMPETITION

1. Please fill out and place the required judging forms as stated during Orientation.
2. All art must be of original composition. Entries are judged according to selection, originality, presentation, craftsmanship, composition, design, interpretation, and style. Works must be in “good taste”.
3. Any artwork submitted which does not fit into a MAX@MNU event may be judged and displayed, but cannot receive an award.
4. Each Art entry is equivalent to one (1) MAX@MNU Event.

<p style="text-align: center;">CATEGORY <i>*Creative Writing*</i></p>

EVENTS:

Poetry
Fiction/Nonfiction

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 8½ x 11-inch typing paper, double-spaced, 12-point font, pages numbered, and must be stapled in the top left-hand corner. The name, district, age level, and category are to be included at the top right-hand corner of the top page, followed by any title of the piece centered underneath. Please no binders, covers, envelopes, etc.
5. Each Fiction/Nonfiction piece is limited to 3,000 words.
6. Please check your writing for grammatical, spelling and punctual errors before submitting.
7. No piece can be submitted in both spoken word and creative writing categories.

GUIDELINES OF THE COMPETITION

1. Sources quoted must be properly cited. All pieces must be narrative in structure.
2. Initials of the author should be typed in the bottom corner of each page in case the text becomes separated.
3. One copy must be submitted to judges, and the entrant should keep an extra copy in possession in case of loss.
4. Judging sheets are to be filled out according to instructions given during Orientation and placed on top of entry.
5. Entries are judged based on organization, content, style, grammar, logical flow, creativity, and depth of thought.

6. Entries may be of any length, yet excessive or inadequate length without cause may bring a deduction of points.

CATEGORY
****Education:***
Mathematics Competition*

EVENTS:

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 built into cell phones are also not allowed.

GUIDELINES OF THE COMPETITION

1. The math competition has two separate tests, a Junior High test and a Senior High 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.

CATEGORY
****Creative Writing****
Photography

EVENTS:

Photography

Categories:

Portrait

Architecture

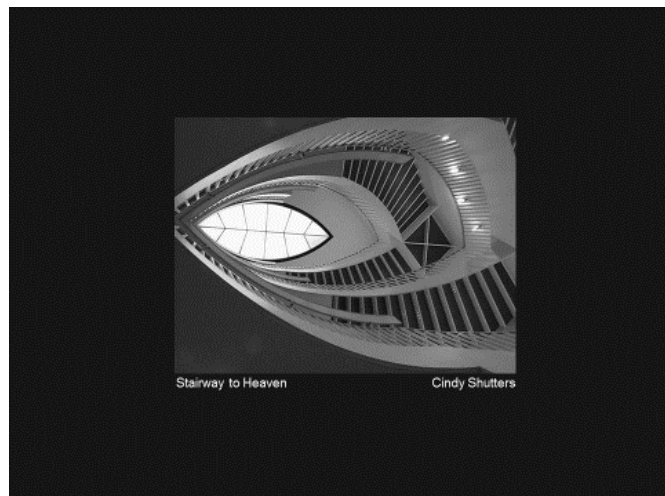
Land/Seascape

Cellular Device

RULES AND GUIDELINES

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

SAMPLE:



<p>CATEGORY <i>*Musical Theater*</i></p>
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EVENTS:

Musical Theater

RULES AND GUIDELINES

1. Students may prepare a selection (solo or duet/scene) from the Musical Theater repertoire.
2. Songs must be appropriate for MAX Competition.
3. Songs must be sent to Grace Mott, Fine Arts Coordinator at graceannsoprano@gmail.com for approval **BEFORE** signing up to perform it.
4. Scoring will be based on the student/s ability to perform the song at a level which tells the story musically and theatrically.
5. The song/scene may be no more than 5 minutes in length.
6. Live music or pre-recorded tracks are allowed.

MidAmerica Xtreme – Evaluation Form
Art: General (Pencil, Pen/Ink, Chalk/Pastels, Oil/Acrylic, Watercolor)

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____
 Medium _____

		I - Outstanding	II - Excellent	III - Average
	VISUAL INTRIGUE	15 14 13	12 11 10	9 8 7
		Captivating and communicated well, great depth	Good depth, visual interest, somewhat captivating	Struggled to capture the eye or communicate
<i>Originality</i>	CREATIVITY	15 14 13	12 11 10	9 8 7
		Very original and thought out	Lacked some originality, could resemble other pieces	Greatly lacked originality, resembled other pieces
<i>Visual elements of art/ interrelationship of elements</i>	COMPOSITION	15 14 13	12 11 10	9 8 7
		Mature, advanced knowledge and use	Very good knowledge and use	Modest to grade level knowledge and use
<i>Expression by artist</i>	MEDIUM	10 9	8 7	6 5
		Outstanding knowledge and use of medium	Excellent knowledge and use of medium	Grade level to modest knowledge and use of medium
<i>Subject matter</i>	CONTENT	7	6 5	4 3
		Outstanding knowledge and use of content	Excellent knowledge and use of content	Grade level to modest knowledge and use of content
RATING TABLE	DETAIL AND CRAFTSMANSHIP	5	4	3
		Paid very close attention to detail	Paid some attention to detail	Paid little attention to detail
I 69-80 pts. <i>(Outstanding)</i>	DIFFICULTY	5	4	3
		Very challenging per grade level	Challenging per grade level	Somewhat challenging per grade level
II 53-68 pts. <i>(Excellent)</i>	QUALITY	5	4	3
		Mature, advanced knowledge and use	Very good knowledge and use	Grade level to modest knowledge and use
III 37-52 pts. <i>(Average)</i>	PRESENTATION	3	2	1
		Outstanding, greatly adds to art	Good and adds to art	Good but distracts from art
<i>Quality of line, surface, form, texture</i>	TOTAL POINTS	***Please write constructive/helpful comments on back.		
<i>Frame, matte, stand, etc.</i>				

MidAmerica Xtreme - Evaluation Form
Art: Creative Arts (Jewelry, Sculpture, Ceramics, etc.)

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____
 Medium _____

		I - Outstanding	II - Excellent	III - Average
<i>Originality</i>	VISUAL INTRIGUE	15 14 13 Captivating and communicated well, great depth	12 11 10 Good depth, visual interest, somewhat captivating	9 8 7 Struggled to capture the eye or communicate
	CREATIVITY	15 14 13 Very original and thought out	12 11 10 Lacked some originality, could resemble other pieces	9 8 7 Greatly lacked originality, resembled other pieces
	COMPOSITION	15 14 13 Mature, advanced knowledge and use	12 11 10 Very good knowledge and use	9 8 7 Modest to grade level knowledge and use
<i>Visual elements of art/ interrelationship of elements</i>	MEDIUM	10 9 Outstanding knowledge and use of medium	8 7 Excellent knowledge and use of medium	6 5 Grade level to modest knowledge and use of medium
<i>Expression by artist</i>	CONTENT	7 Outstanding knowledge and use of content	6 5 Excellent knowledge and use of content	4 3 Grade level to modest knowledge and use of content
<i>Subject matter</i>	DETAIL AND CRAFTSMANSHIP	5 Paid very close attention to detail	4 Paid some attention to detail	3 Paid little attention to detail
RATING TABLE	DIFFICULTY	5 Very challenging per grade level	4 Challenging per grade level	3 Somewhat challenging per grade level
I 69-80 pts. <i>(Outstanding)</i>	QUALITY	5 Mature, advanced knowledge and use	4 Very good knowledge and use	3 Grade level to modest knowledge and use
II 53-68 pts. <i>(Excellent)</i>	PRESENTATION	3 Outstanding, greatly adds to art	2 Good and adds to art	1 Good but distracts from art
III 37-52 pts. <i>(Average)</i>	TOTAL POINTS	***Please write constructive/ Helpful comments on back.		
<i>Quality of line, surface, form, texture</i>				
<i>Frame, matte, stand, etc.</i>				

MidAmerica Xtreme – Evaluation Form

Creative Writing: Fiction/Nonfiction

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

		I - Outstanding	II - Excellent	III - Average
<i>Narrative perspective</i>	PLOT	15 14 13	12 11 10	9 8 7
		Very appropriate and effective sequencing of scenes	Somewhat appropriate and effective sequencing of scenes	Somewhat lacks appropriate and effective sequencing of scenes
	CHARACTERIZATION	15 14 13	12 11 10	9 8 7
		Very appropriate development of characters	Somewhat appropriate development of characters	Somewhat lacking appropriate development of characters
	POINT OF VIEW	15 14 13	12 11 10	9 8 7
		Very good use of the most effective narrative perspective	Somewhat good use of the most effective narrative perspective	Fair use of the most effective narrative perspective
	TONE	10 9	8 7	6 5
		Very relevant mood and pace of the story	Somewhat relevant mood and pace of the story	Somewhat lacking relevant mood and pace of the story
	SETTING	7	6 5	4 3
		Very good use of place as an expressive part of the fiction	Somewhat good use of place as an expressive part of the fiction	Fair use of place as an expressive part of the fiction
RATING TABLE	PRESENTATION	5	4	3
I 57-67 pts. <i>(Outstanding)</i>		Correct use of all grammar, punctuation and spelling	A few issues with grammar, punctuation and spelling	Many issues with grammar, punctuation and spelling
II 44-56 pts. <i>(Excellent)</i>				
III 31-43 pts. <i>(Average)</i>				
	TOTAL POINTS		***Please write constructive/helpful comments on back.	

MidAmerica Xtreme – Evaluation Form

Creative Writing: Poetry

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

		I - Outstanding	II - Excellent	III - Average
<i>Meter and free verse</i>	IMAGERY	15 14 13	12 11 10	9 8 7
		Imagery is very expressive and shapes the poem	Imagery is somewhat expressive and shapes the poem	Imagery lacks expressiveness in areas
	RHYTHM	15 14 13	12 11 10	9 8 7
		Rhythm very effectively uses line lengths and beats	Rhythm somewhat effectively uses line lengths and beat	Rhythm needs improvement using line lengths and beat
	DICTION	15 14 13	12 11 10	9 8 7
	<i>Word-choice, figures of speech, syntactical patterns</i>	Very good	Fair	Somewhat lacking
<i>Stanzas</i>	SOUND VALUES	10 9	8 7	6 5
		Very good use of alliteration and rhyme	Good use of alliteration and rhyme	Fair use of alliteration and rhyme
	LINE GROUPINGS	7	6 5	4 3
		Very good use in traditional or verse form	Somewhat good use in traditional or verse form	Somewhat lacking use in traditional or verse form
	PRESENTATION	5	4	3
		Correct use of all grammar, punctuation and spelling	A few issues with grammar, punctuation and spelling	Many issues with grammar, punctuation and spelling
RATING TABLE				
I 57-67 pts. <i>(Outstanding)</i>				
II 44-56 pts. <i>(Excellent)</i>				
III 31-43 pts. <i>(Average)</i>				
TOTAL POINTS		***Please write constructive/helpful comments on back.		

MidAmerica Xtreme – Evaluation Form

Drama: General (Sketch, Monologue)

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

	I - Outstanding	II - Excellent	III - Average
CHARACTERIZATION	15 14 13 Became the character and communicated well	12 11 10 Struggled in some places to stay in character	9 8 7 Lacked a good understanding of character
BLOCKING	15 14 13 Effectively used and blocked stage movement	12 11 10 Struggled in some areas with movement	9 8 7 Unsure of where or how to move
DYNAMICS	15 14 13 Made the script come alive	12 11 10 Some areas were unexciting	9 8 7 Dynamics were unchanged throughout
COMMUNICATIVE EFFECTIVENESS	10 9 Understood message and "sold" it	8 7 Had a hard time "selling" the message	6 5 Struggled in places with communication
DICTION & PROJECTION	7 Every consonant and vowel heard clearly	6 5 Some words were hard to hear	4 3 Struggled with some words and projection
STAGE PRESENCE	5 Posture showed confidence	4 Looked a little nervous	3 Not comfortable on platform
TECHNICAL ELEMENTS	5 Used props, make-up and costumes effectively	4 A few elements were somewhat out of place	3 Not an effective use of technical elements
MEMORY	5 Completely memorized	4 Struggled but kept going	3 Used script
OTHER	3	2	1
TOTAL POINTS	Outstanding	Excellent	Average
_____	***Please write constructive/helpful comments on back.		

RATING TABLE

I 69-80 pts.
(Outstanding)

II 53-68 pts.
(Excellent)

III 37-52 pts.
(Average)

No script, over time limit, appropriate theme

MidAmerica Xtreme – Evaluation Form

Drama: Creative Arts – Sign Language

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

		I - Outstanding	II - Excellent	III - Average
<i>Correctness of translation, conceptually correct</i>	ACCURACY	15 14 13	12 11 10	9 8 7
		Outstanding use in translation	Excellent use in translation	Good use in translation
<i>Fluidity, Comfortable during presentation</i>	EXECUTION	15 14 13	12 11 10	9 8 7
		Outstanding presentation	Excellent presentation	Good presentation
<i>Facial Expressions, Clothing, Eye Contact</i>	APPEARANCE	10 9	8 7	6 5
		Outstanding showmanship	Excellent showmanship	Good showmanship
<i>Did presenter communicate well</i>	OVERALL PRESENTATION	15 14 13	12 11 10	9 8 7
		Outstanding	Excellent	Good
<u>RATING TABLE</u> I 46-55 pts. <i>(Outstanding)</i> II 36-45 pts. <i>(Excellent)</i> III 26-35 pts. <i>(Average)</i>				
TOTAL POINTS		***Please write constructive/helpful comments on back.		

MidAmerica Xtreme – Evaluation Form

Drama: General (Spoken Word)

Name _____ Junior High _____ Senior High _____

District _____ Home Church _____

Name of Piece _____

Type: Spoken Word

	I - Outstanding	II - Excellent	III - Average
POETIC LANGUAGE/ FLUENCY	15 14 13	12 11 10	9 8 7
	Figurative language and/or interesting vocabulary to attract the listener. Structure makes sense, flows well with rhythm.	Poem expresses some poetic language with moderate use of figurative language. Structure has some flaws. Flow not perfect.	The poem is lacking in most or all poetic language. The poem is difficult to listen to due to structural errors.
IDEA AND THEME	15 14 13	12 11 10	9 8 7
	This poem has a clear idea and purpose, showing a coherent theme throughout the piece.	The poem somewhat has an idea or purpose, with some clarity in their theme.	The poem fails to meet the requirements for ideas or theme, lacking a story or purpose.
TONE AND MOOD	15 14 13	12 11 10	9 8 7
	Poem portrays a clear emotion from writer's words/attitude. Poem creates mood through vocabulary and phrasing.	The poem partially creates a set emotion from the writer. The poem creates a mood that is understandable but not as clear.	The poem is lacking in emotion and tone. The poem has little to no set mood.
BODY/FACIAL MOVEMENT	15 14 13	12 11 10	9 8 7
	Poet shows clear emotions through bodily movements, face, and perhaps any props. Emotions enhance mood and tone of poem.	Poet shows some emotions with body/props. Emotions unclear at times or contradictory to the poem, but relevant for majority of time.	The poet shows little to no emotion. The poet's emotions contradict the poem.
VOCAL STRENGTH AND EMOTION	7	6 5	4 3
	Poet has articulated emotion in voice, reflecting poem well. Poet uses voice to help convey message of the poem.	The poet has some emotion in their voice or reflects the poem oddly sometimes. The poet does not project very well.	The poet has little to no emotion in their voice. The poet does not project loudly enough at all.
FLUENCY	7	6 5	4 3
	The poet performs their poem with little/no stammers. The poet's voice is articulate and easy to understand.	Poet stammers more than a few times. Poet's voice unsteady at times and unclear at some points.	The poet stammers profusely. The poet's voice is undecipherable at many points.
TOTAL POINTS	***Please write constructive/helpful comments on back.		

RATING TABLE

I 63-74 pts.
(Outstanding)

II 48-62 pts.
(Excellent)

III 33-47 pts.
(Average)

MidAmerica Xtreme – Evaluation Form

Instrumental Solo

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____
 Length of Study _____ Private Lesson's: Yes ____ No ____

	I - Outstanding			II - Excellent			III - Average		
<i>Breathing, Breathing Apparatus</i>	TONE	15 14 13	12 11 10	9 8 7					
		Focused, resonant in all ranges and dynamic levels	Focus and resonance are affected by range and dynamic levels	Focus and resonance are inconsistent					
<i>Chords, Octaves, Unisons</i>	INTONATION	15 14 13	12 11 10	9 8 7					
		Well centered, needed adjustments made quickly	Minor problems in certain ranges &/or dynamic levels or passages	Problems evident with some adjustments being made					
<i>Dynamics, Phrasing, Style, Tempo</i>	EXPRESSION	15 14 13	12 11 10	9 8 7					
		Musical, sensitive, artistic use of style, tempo, phrasing & dynamics	Consistent use of expressive elements	Inconsistent use of expressive elements					
<i>Articulation, Technical Facility</i>	TECHNIQUE	10 9	8 7	6 5					
		Accurate representation of articulation and technical facility	Strong articulation and technical performance with minor defects	Inconsistent application of articulation and technical skills					
Solo	RHYTHMIC ACCURACY	7	6 5	4 3					
		Rhythms performed correctly	Nearly all rhythms performed correctly	Inconsistent rhythmic accuracy					
RATING TABLE I 64-75 pts. <i>(Outstanding)</i>	NOTE ACCURACY	5	4	3					
		Notes performed correctly	Nearly all notes performed correctly	Inconsistent note accuracy					
II 50-63 pts. <i>(Excellent)</i>	BALANCE	5	4	3					
		Appropriate melodic and harmonic balance with accompaniment	Minor defects in melodic and harmonic balance with accompaniment	Balance is inconsistent with accompaniment					
III 35-49 pts. <i>(Average)</i>	OTHER	3	2	1					
		Outstanding (Posture, stage presence, appear., etc.)	Excellent	Average					
Appearance, Stage Presence, Posture, etc.	TOTAL POINTS	***Please write constructive/helpful comments on back.							

MidAmerica Xtreme – Evaluation Form

Keyboard Solo

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

		I - Outstanding	II - Excellent	III - Average
<i>Dynamics, Phrasing, Style, Tempo</i>	MEMORY	15 14 13	12 11 10	9 8 7
		Completely memorized	Struggled but kept going	Used score
	COMMUNICATION	15 14 13	12 11 10	9 8 7
		Played with great feeling	Musical interpretation of most of piece	Did not communicate message of song
	EXPRESSION	15 14 13	12 11 10	9 8 7
<i>Articulation, Technical Facility</i>		Musical, sensitive, artistic use of style, tempo, phrasing & dynamics	Consistent use of expressive elements	Inconsistent use of expressive elements
	TECHNIQUE	10 9	8 7	6 5
		Accurate representation of articulation and technical facility	Strong articulation and technical performance with minor defects	Inconsistent application of articulation and technical skills
	RHYTHMIC ACCURACY	7	6 5	4 3
		Rhythms performed correctly	Nearly all rhythms performed correctly	Inconsistent rhythmic accuracy
<u>RATING TABLE</u> I 69-80 pts. <i>(Outstanding)</i>	NOTE ACCURACY	5	4	3
		Notes performed correctly	Nearly all notes performed correctly	Inconsistent note accuracy
	BALANCE/ VOICING	5	4	3
		Melody always heard above accompaniment	Balance evident in most of piece	Most of piece without balance or good voicing
	PEDAL USAGE	5	4	3
III 37-52 pts. <i>(Average)</i>		Pedal used appropriately	Use of pedal detracted from effectiveness	Inappropriate pedaling
	OTHER	3	2	1
		Outstanding (Posture, stage presence, confidence, etc.)	Looked a little nervous	Lack of confidence, distracted
	TOTAL POINTS			
	_____	***Please write constructive/helpful comments on back.		

MidAmerica Xtreme – Evaluation Form

Vocal Ensemble

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

		I - Outstanding	II - Excellent	III - Average
Breath mgmt., Focus, Freedom, Resonance Chords, Intervals, Tonal Awareness, Unisons Dynamics, Phrasing, Style, Tempo Consonants, Language, Syllabic Stress, Vowels Ensemble	TONE	15 14 13 Proper tone production in all ranges and dynamic levels	12 11 10 Tone production is affected in some ranges and dynamic levels	9 8 7 Tone production is inconsistent
	INTONATION	15 14 13 Pitch is well centered/Needed adjustments made quickly	12 11 10 Minor problems in certain ranges &/or dynamic levels or passages	9 8 7 Intonation problems evident with some adjustments being made
	EXPRESSION	15 14 13 Musical, sensitive, artistic use of style, tempo, phrasing & dynamics	12 11 10 Consistent use of expressive elements	9 8 7 Inconsistent use of expressive elements
	DICTION	10 9 Expressive use of the elements of diction	8 7 Strong use of the elements of diction with minor defects	6 5 Inconsistent use of the elements of diction
	RHYTHMIC ACCURACY	7 Rhythms performed correctly	6 5 Nearly all rhythms performed correctly	4 3 Inconsistent rhythmic accuracy
	NOTE ACCURACY	5 Notes performed correctly	4 Nearly all notes performed correctly	3 Inconsistent note accuracy
RATING TABLE I 69-80 pts. <i>(Outstanding)</i>				
II 52-68 pts. <i>(Excellent)</i>	BALANCE	5 Appropriate melodic and harmonic balance within and across ensemble	4 Minor defects in melodic and harmonic balance within and across ensemble	3 Balance is inconsistent within ensemble
III 33-51 pts. <i>(Average)</i>	BLEND	5 Consistent blend within sections and across the ensemble	4 Minor defects in section and/or ensemble blend	3 Inconsistent blend within sections and/or across the ensemble
Appearance, Stage Presence, Posture, etc.	OTHER	3 Outstanding (Posture, stage presence, appear., etc.)	2 Excellent	1 Average
	TOTAL POINTS	***Please write constructive/helpful comments on back. _____		

MidAmerica Xtreme – Evaluation Form

Vocal Solo

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

	I - Outstanding				II - Excellent				III - Average			
Breath mgmt., Focus, Freedom, Resonance	TONE 16 15 14				13 12 11 10				9 8 7 6			
	Proper tone production in all ranges and dynamic levels				Tone production is affected in some ranges and dynamic levels				Tone production is inconsistent			
Intervals, Pitch Adj. Skills, Adequate Breath	INTONATION 16 15 14				13 12 11 10				9 8 7 6			
	Pitch is well centered/Needed adjustments made quickly				Minor problems in certain ranges &/or dynamic levels or passages				Intonation problems evident with some adjustments being made			
Dynamics, Phrasing, Stylistic Accuracy	EXPRESSION 16 15 14				13 12 11 10				9 8 7 6			
	Musical, sensitive, artistic use of dynamics, phrasing & stylistic accuracy				Consistent use of expressive elements				Inconsistent use of expressive elements			
Consonants, Language, Syllabic Stress, Vowels	NOTE ACCURACY 12 11 10				9 8 7				6 5			
	Notes performed correctly				Nearly all notes performed correctly				Inconsistent note accuracy			
RATING TABLE	DICTION 10 9				8 7				6 5			
I 69-80 pts. (Outstanding)	Expressive use of the elements of diction				Strong use of the elements of diction with minor defects				Inconsistent use of the elements of diction			
II 52-68 pts. (Excellent)	STAGE PRESENCE 10 9				8 7				6 5			
III 33-51 pts. (Average)	Outstanding appearance, facial expression and poise				Excellent appearance, facial expression and poise				Average appearance, facial expression and poise			
	MEMORIZATION 0 -1 -2 -3				-4 -5 -6 -7				-8 -9 -10 -11			
	No Memory Lapses				Memory lapses affected performance				Major memory lapses			
TOTAL POINTS												
<div style="display: flex; justify-content: space-between;"> <div>_____</div> <div>***Please write constructive/helpful comments on back.</div> </div>												

MidAmerica Xtreme – Evaluation Form

Worship Band

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

		I - Outstanding	II - Excellent	III - Average
<i>Vocals and Instrumentals</i>	INTONATION	15 14 13	12 11 10	9 8 7
		Every note was on pitch and in tune	Struggled in areas with pitch and being in tune	Was not able to stay on pitch or play in tune
<i>Dynamics, Phrasing, Style, Tempo</i>	EXPRESSION	15 14 13	12 11 10	9 8 7
		Musical, sensitive, artistic use of style, tempo, phrasing & dynamics	Consistent use of expressive elements	Inconsistent use of expressive elements
<i>Articulation, Technical Facility</i>	TECHNIQUE	10 9	8 7	6 5
		Accurate representation of articulation and technical facility	Strong articulation and technical performance with minor defects	Inconsistent application of articulation and technical skills
	COMMUNICATION	10 9	8 7	6 5
		Understood message and "sold" it	Had a hard time "selling" the message	Did not really communicate message of song
RATING TABLE	NOTE ACCURACY	10 9	8 7	6 5
		Notes performed correctly	Nearly all notes performed correctly	Inconsistent note accuracy
I 63-73 pts.	BALANCE	5	4	3
II 48-62 pts.		Appropriate melodic and harmonic balance	Minor defects in melodic and harmonic balance	Ensemble balance is inconsistent
III 34-47 pts.	BLEND	5	4	3
(Average)		Consistent blend within sections and across the band	Minor defects in section and/or band blend	Inconsistent blend within sections and/or across the band
Appearance, Stage Presence, Posture, etc.	OTHER	3	2	1
		Outstanding (Posture, stage presence, appear., etc.)	Excellent	Average
TOTAL POINTS		***Please write constructive/helpful comments on back.		

MidAmerica Xtreme Evaluation Form

Preaching

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Category _____

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.

I. ORGANIZATION

A. Introduction/Transitions

(Before and between major points or selections)

1 2 3 4 5 6 7 8 9 10

B. Sequence

(Logical flow of thought)

1 2 3 4 5 6 7 8 9 10

C. Clarity

(Understandable presentation of thesis or selections)

1 2 3 4 5 6 7 8 9 10

II. DELIVERY

D. Articulation/Rate

(Diction, control proper speed)

1 2 3 4 5 6 7 8 9 10

E. Mood

(Use of emotions, sensitivity, empathy, relatedness to topic)

1 2 3 4 5 6 7 8 9 10

F. Gestures/Emphasis

(Justifiable and clear emphasis, use of hands and facial gestures)

1 2 3 4 5 6 7 8 9 10

G. Confidence

(Posture, poise, overall demeanor)

1 2 3 4 5 6 7 8 9 10

III. CONTENT

H. Appropriateness

(Universality, relatedness to audience, treatment)

1 2 3 4 5 6 7 8 9 10

I. Evidence of research

(Use of sources, quality of supportive material)

1 2 3 4 5 6 7 8 9 10

J. Depth of Thought

(Logic used, challenge, intrigue)

1 2 3 4 5 6 7 8 9 10

K. Creativity

(Use of ideas)

1 2 3 4 5 6 7 8 9 10

L. Accuracy of meaning

(Faithfulness to text meaning and content)

1 2 3 4 5 6 7 8 9 10

M. Use of illustration

(Appropriateness to content, did it help portray message)

1 2 3 4 5 6 7 8 9 10

N. Application

(Call to action)

1 2 3 4 5 6 7 8 9 10

RATING SCALE

Superior 90 – 100 %

Excellent 80 – 89 %

Good 70-79 %

Fair 60-69 %

Poor 50-59%

TOTAL RATING:

_____/140 = ____ %

MidAmerica Xtreme – Evaluation Form

Dance

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Name of Piece _____

		I - Outstanding	II - Excellent	III - Average
<i>Hands, Arms, Body Usage, Placement of Feet</i>	TECHNIQUE	15 14 13	12 11 10	9 8 7
		Outstanding usage in all areas of technique	Excellent usage in most areas of technique	Good usage in some areas of technique
<i>Presentation, Overall Appeal</i>	STYLE/EXECUTION	15 14 13	12 11 10	9 8 7
		Outstanding presentation	Excellent presentation	Good presentation
<i>Facial Expressions, Emotion, Eye Contact</i>	SHOWMANSHIP	10 9	8 7	6 5
		Outstanding showmanship	Excellent showmanship	Good showmanship
<i>Creativity, Originality, Flow, Use of Stage</i>	CHOREOGRAPHY	10 9	8 7	6 5
		Outstanding choreography	Excellent choreography	Good choreography
<u>RATING TABLE</u>	DEGREE OF DIFFICULTY	10 9	8 7	6 5
		Very difficult	Difficult	Not very difficult
I 58-68 pts. (Outstanding)	APPROPRIATE PERFORMANCE	5	4	3
II 45-57 pts. (Excellent)		Every item very appropriate	A few items could be changed	Several items could be changed
III 32-44 pts. (Average)	OTHER	3	2	1
Within time limits, Appearance, Stage Presence, Posture, etc.		Outstanding (Within time limits, Posture, stage presence, appear., etc.)	Excellent	Average
TOTAL POINTS		***Please write constructive/helpful comments on back.		

MidAmerica Xtreme – Evaluation Form

Photography

Name _____ Junior High _____ Senior High _____
 District _____ Home Church _____
 Title of Photography _____

CATEGORY: _____ **PORTRAIT** _____ **LAND/SEASCAPE** _____ **ARCHITECTURE** _____
 _____ **Cell Phone Photography**

MECHANICS & DISPLAY (30 Points)	Points Possible			Points Awarded
8" X 10" (Minimum) Photograph	___ YES	___ NO	5	
16" X 20" Black Matte Board	___ YES	___ NO	5	
Correct Picture Format & Mounting	___ YES	___ NO	5	
Orientation				
___ Vertical ___ Horizontal ___ Square				
Signature (Handwritten)	___ YES	___ NO	5	
Title (Handwritten)	___ YES	___ NO	5	
Description of Photo	___ Strong (5)	___ Fair (3)	5	
				___/30
PHOTOGRAPH (115 Points)				
Subject Matter	___ Excellent (25)	___ Good (16)	___ Fair (12)	
Composition	___ Excellent (25)	___ Good (16)	___ Fair (12)	
Exposure (Lighting)	___ Excellent (25)	___ Good (16)	___ Over/Under (12)	
Center of Interest		___ Single (10)	___ Multiple (3)	
Focus of Primary Subject		___ Sharp (10)	___ Blurred (7)	
Digital Pixilation		___ None (10)	___ Some (7)	
Color Quality		___ Good (10)	___ Fair (7)	
				___/115
		TOTAL POINTS		___/145

COMMENTS:**RATING TABLE:**

- I 123-145 Pts.**
(Outstanding)
- II 92-122 Pts.**
(Excellent)
- III 61-91 Pts.**
(Average)

MidAmerica Xtreme – Evaluation Form

Musical Theater

Name _____ Junior High _____ Senior High _____

District _____ Home Church _____

Name of Piece _____

Type: Musical Theater

	I - Outstanding	II - Excellent	III - Average
CHARACTERIZATION	15 14 13	12 11 10	9 8 7
	Became the character and communicated well	Struggled in some places to stay in character	Lacked a good understanding of character
BLOCKING	15 14 13	12 11 10	9 8 7
	Effectively used and blocked stage movement	Struggled in some areas with movement	Unsure of where or how to move
DYNAMICS	15 14 13	12 11 10	9 8 7
	Made the song come alive	Some areas were unexciting	Dynamics were unchanged throughout
COMMUNICATIVE EFFECTIVENESS	10 9	8 7	6 5
	Understood song and "sold" it	Had a hard time "selling" the message	Struggled in places with communication
DICTION & PROJECTION	7	6 5	4 3
	Every consonant and Vowel heard clearly	Some words were hard to hear	Struggled with some words and projection
STAGE PRESENCE	5	4	3
	Showed Confidence the entirety of performance.	Looked a little nervous off and on during performance.	Not comfortable on platform
VOCAL TECHNIQUE	5	4	3
	Showed strength in pitch and technique	A few elements were somewhat out of place	Struggled with pitch and breathing majority of song
MEMORY	5	4	3
	Completely memorized	Struggled but kept going	Used music
OTHER	3	2	1
	Outstanding	Excellent	Average
TOTAL POINTS	***Please write constructive/helpful comments on back.		

RATING TABLE

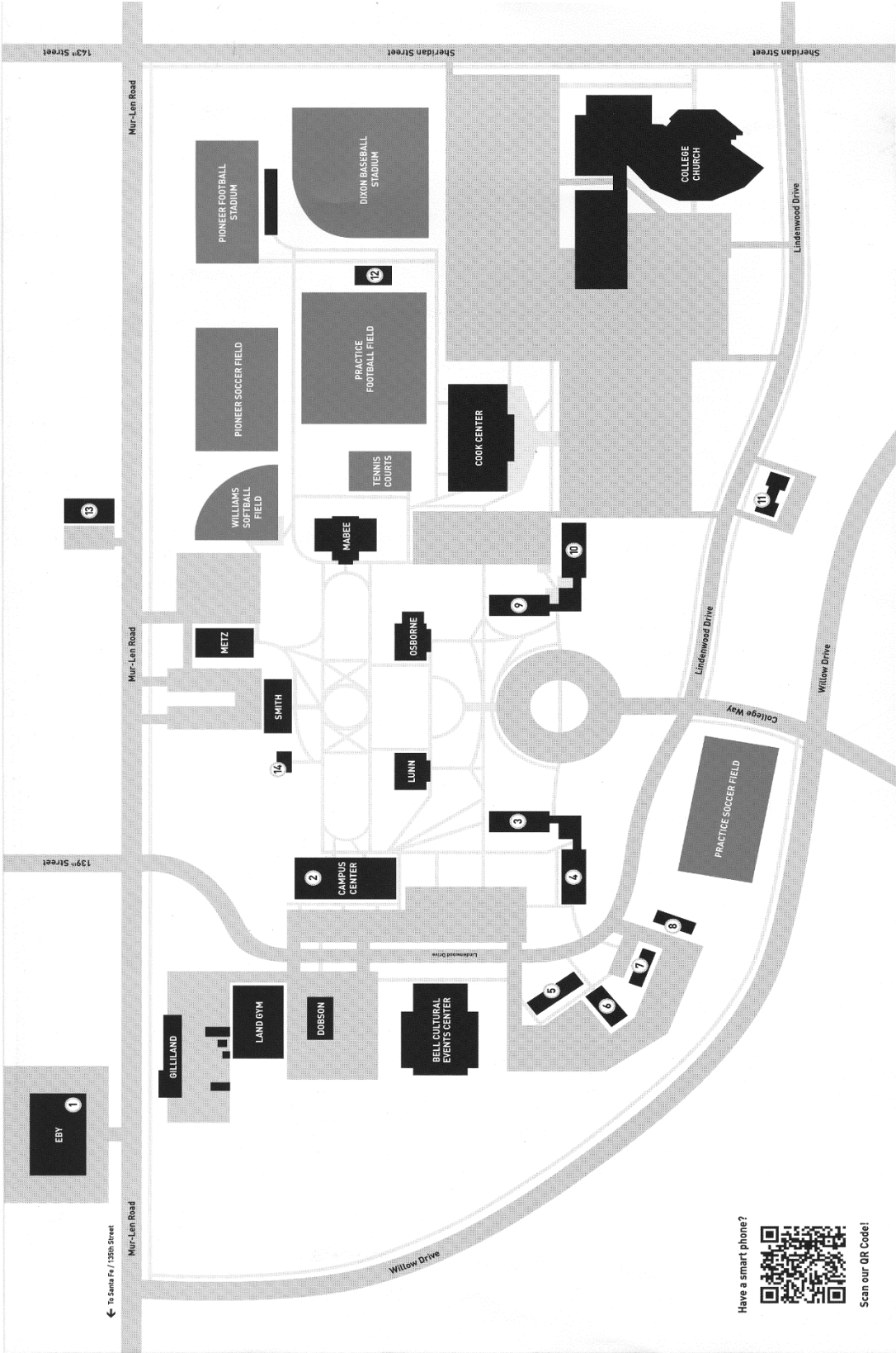
I 69-80 pts.
(Outstanding)

II 53-68 pts.

(Excellent)

III 37-52 pts.

(Average)



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- | | | | |
|---|--------------------------|----|-------------------------|
| 1 | Graduate Admission | 8 | Ramsey Hall |
| 2 | Undergraduate Admissions | 9 | Snowbarger Hall |
| 3 | Stockton Hall | 10 | Lanpher Hall |
| 4 | Rice Hall | 11 | Colony West |
| 5 | Uphaus Hall | 12 | Football Fieldhouse |
| 6 | Spindle Hall | 13 | Mur-Len Office Building |
| 7 | Draper Hall | 14 | Weatherby Chapel |

MIDAMERICA
NAZARENE UNIVERSITY

DIRECTIONS

From the North

Traveling South on Interstate I-29 or I-35 proceed South to Kansas Highway 150 (Olathe exit 218/Santa Fe). Exit here. Turn left and cross over the Interstate. Proceed to Mur-Len Road and turn right. Proceed to 139th Street and turn right.

From the South

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

From the East

Travel West on I-70. Proceed to I-435 (near KC Royals/Kauffman Stadium). Take I-435 South (marked Wichita). Continue on I-435 approximately 20 miles to I-35 South. Proceed South on I-35 to Kansas Highway 150 (Olathe exit 218/Santa Fe). Exit here. Turn left and cross over the Interstate. Proceed to Mur-Len Road and turn right. Proceed to 139th Street and turn right.

From the West

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