Event Information

When and where is FOL@ENC?
March 12-15 on the campus of Eastern Nazarene College

Registration
- Cost - The base registration fee for the event is $212 which covers:
  - Three nights lodging in an area hotel
  - Six meals (Thursday dinner through Saturday Lunch)
  - Entrance to all FOL events, venues, worship services,
  - Event t-shirt
  
  Check with your district leadership to determine final cost which will vary from district to
district depending on transportation and other expenses.

  After district FOL, your district leaders will provide you with information for how to
register for FOL@ENC.

What is Festival of Life (FOL)
The purpose of Festival of Life on every level is…

1.) Connecting students to Christ
2.) Connecting students with their talents and interests for the sake of the Kingdom
3.) Connecting students to Eastern Nazarene College

Local Youth Groups
Festival of life begins with local churches and youth groups recruiting and developing
students in the areas of their interests and talents. This gives local churches a strategic
opportunity to invest and connect with students that are either from their church or from their
surrounding communities.

District NYI Programs
Each of the eight districts that make up the Eastern Field of the Church of the Nazarene
gather to develop a district roster in all the competition areas of FOL@ENC. Each overall
district team is made up of athletic teams, recreational competitors, and Christian
communication participants. Those that continue to compete at FOL@ENC in Boston can be
chosen by district competition, recruited by district leaders, or selected in whatever manner
the district leadership decides is most effective.

FOL@ENC
Festival of Life then moves to its final level on the campus of Eastern Nazarene College.
This field wide event includes collective worship experiences, fun with friends from each
district, Christ-like competition, and awards given at the closing ceremony.
## Competition Events

### Athletics (Team Sports)
- Men’s and Women’s Basketball
- Women’s Volleyball
- Ultimate Frisbee (co-ed)
- Men’s and Women’s Soccer
- Dodgeball (co-ed)
- Indoor Track (co-ed)

### Recreational and Academic Competition
- Table Tennis
- Math/Science Quizzing
- Chess
- E-Games

### Christian Communication:
- Men’s and Women’s Vocal Solo
- Vocal Choir
- Keyboard Solo
- Band
- Puppetry
- Interpretive Worship (Creative Movement)
- Sculpture
- Painting
- Poetry
- Digital Media
- Vocal Group
- Instrumental Solo
- Instrumental Group
- Group Drama
- Interpretive Worship (Spoken Word)
- Crafts
- Drawings and Prints
- Creative Writing
- Still Photography

### Participation Requirements:
1.) Students must be in grades 8 through 12
2.) Students must register and attend the event as part of a district team.
3.) Students must be affiliated with a local Nazarene church within the Eastern Field.
4.) Students are permitted to be on the roster of **only one team sport** (see list above) for FOL@ENC.
   a. There is one exception to this rule. If a district is unable to field enough players to compete, then a student may play on that team as their second team sport. Under no circumstances should a student compete on two teams in the same sport and never in three team sports.
5.) Students are not permitted to compete in a single Christian communications category more than once
Competition Guidelines

**General Athletic Rules**

1. Sportsmanship is required as an emphasis of all FOL@ENC competition. Play may be competitive, but players may never be disrespectful to other players, coaches, referees, or spectators.

2. Coaches or players may be expelled from a game by a referee or by the event coordinator for unacceptable conduct. Should this occur, said player/coach is suspended from further competitive participation in that event for the duration of that year’s FOL@ENC.

3. Tournament play structure for all team events will vary depending on the number of teams entered in that event. This remains flexible to be able to provide the best possible experience for all participants.

4. When needed, tie-breakers within each tournament will be based first upon “Head to Head Record” and then “Point differential.”

5. Games and matches will begin at their designated time. Warm up is permitted between the conclusion of the previous game/match and the start time of the next game/match. Forfeiture of games/matches for teams late or delayed will be determined by the Event Coordinator.

6. In case of injury, an alternate may be substituted for the injured player. Once the alternate is placed, the injured player is eliminated from further play for the remainder of the tournament.

7. If the FOL@ENC certified athletic training staff determines that it is not safe for a student to continue to participate due to injury or other health reasons, that student is ineligible to return to competition until the training staff clears them for full participation.

**FOL Basketball Tournament Guidelines**

1. Each district may enter a men’s team and a women’s team of no more than ten players and two coaches on each.

2. Each team will have their own unaltered uniforms with numbers in designated district colors.

3. Licensed official will referee all games using MIAA high school rules except as noted below.

4. Each game consists of two 15-minute halves running time with a two-minute time-out between halves. The last two minutes of the second half will be stop time. Referees have the responsibility to speed things up should a team take too much time on a foul shot.

5. Each team will be granted two (2) 60 second times outs per half that do not carry over from the first half.

6. The first team to score is the home team.

7. Five team fouls will be given per half. On the 6th foul, the opposing team will be in the bonus situation.
8. Each player will be given five fouls per game. On the fifth, the player will be removed from the game.
9. In the event of a tie, an overtime period of three minutes will be added with the last two minutes being stop time. Each team receives one time out in overtime.

**FOL Volleyball Tournament Guidelines**
1. Each district may enter a 12-person women’s volleyball team with no more than two coaches.
2. Each team will have their own unaltered uniforms with numbers in designated district colors.
3. Licensed official will referee all games using MIAA high school rules except as noted below.
4. Each match will consist of a best of three game format. The first two games will be rally scoring to 25 points. Games must be won by at least two points with a cap at 29 points. If a game is tied at 28-28, the winner of the next point wins the game. The deciding third game is to 15 points. The deciding game must be won by two points with no cap.
5. There is one 1-minute time out per team per game.

**FOL Soccer Tournament Guidelines**
1. Each district may enter a men’s and a women’s team consisting of no more than 12 players and two coaches on each team.
2. Each team will have their own unaltered, numbered uniforms in designated district colors.
3. Standard indoor soccer rules apply except as noted below.
4. All soccer games will be played indoors. Based upon the number of teams entered in the tournament, some of the games may be half-field play.
5. Teams will play with five players and one goalie.
6. The ball used will be a standard indoor ball inflated to 9 lbs.
7. Games are 25 minutes running clock.
8. No slide-tackling permitted.
9. Players must wear shin guards. No cleats may be worn. Indoor soccer flats, turf shoes, or sneakers are to be worn.
10. In the event of a tie, a five-minute sudden death overtime will be played.
    a. If the score is still tied after the 5-minute over-time period, each team will select five players who will each shoot one penalty kick, alternating teams.
    b. If the score remains tied after the 5-player shootout, additional players will be selected to shoot penalty kicks in a sudden death format. A player may not shoot more than one penalty kick in overtime until all rostered players have shot once. Goalies may be substituted at any time during overtime.

**FOL Dodgeball Tournament Guidelines**
1. Each district may enter a co-ed team of no more than ten players and two coaches.
2. Each team will have their own unaltered uniforms with numbers in designated district colors.
3. Six players will compete for each team per game.
4. Others are available as substitute’s who may enter the line-up only during the start of each game or in case of injury.
5. Each team must have two females in the starting line-up for each game.
6. Each match will have a best of three game format.
   a. Each game ends when all of one teams’ players are eliminated.
      i. There will be a time limit of 6-minutes.
      ii. If time expires, all remaining players are counted. The team with the most remaining players wins the game.
   b. The match will be won by the team winning two out of three games. Break down in sections
7. Each team may use one time out per game.
8. Play beings with all players positioned at their team’s end line.
   a. Upon the official’s signal, Dodgeballs at the center must be brought completely to the end line before it may be thrown at an opponent.
9. A player’s foot may not cross the center line at anytime or will be called out by the official
10. A player is out when:
    a. A live dodgeball hits any part of the player’s body, clothing, or uniform and then hits the ground.
       i. A dodgeball is live until it hits the floor, wall, or ceiling or is caught by another player
       ii. A dodgeball is still “live” after it hits another player or another dodgeball
    b. A defending player catches a live dodgeball they have thrown.
11. Players shall return to the game when a teammate catches a live dodgeball. They return in the order they were put out; first out, first in.
12. Players may defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed out. Any blocked dodgeball rebounding off another ball is considered live. Any player hit by that rebounding ball is deemed out. That live rebounding ball may also be caught by another player, resulting in the thrower being out, and a teammate returning to the game.
13. Any thrower committing a “headshot” (an upright player is hit directly in the head by a high thrown dodgeball) will be deemed out. The layer hit in the head remains. If player dives and hit in head, still out.
14. During play, all players must remain within the Boundary Lines. Players may leave their boundaries through their end line only to retrieve stray dodgeballs. They must also return through their end line. Any attempt to catch a ball, except crossing main line is allowed. If catch is missed and player touches it, he or she is out.
15. If an Official determines that a player or team is intentionally stalling/delaying the game, the Official will warn the player/team. If stalling/delaying continues, at the Official’s discretion, the player/team will lose possession of all dodgeballs on their side. If both teams are stalling, a reset should occur. Reset of current players occurs.
16. If an equal number of players remain after regulation play, a two-minute sudden death over-time period will be played. To reduce time required to finish an overtime game,
team coaches may choose to add an equal number of players prior to the start of the first overtime. Sudden death still applies. Both coaches must agree to the number of players added. If not, overtime will begin with an equal number of dodgeballs in hand behind the team’s end line. The first team to legally eliminate any one opposing player will be declared the winner.

17. Players are expected to adhere to the “Honor System” respecting that when they are legally hit, they are to leave the court. All games will be monitored by an Official, and the Official’s decision is final, with no expectations.

FOL Ultimate Frisbee Tournament Guidelines

1. Each District may enter an Ultimate Frisbee team of twelve persons and three alternates.
2. Each team will have their own unaltered uniforms with numbers in designated district colors.
3. The number of players competing on each side will be determined based upon the size of the venue.
4. Substitutions may be made after a score or in case of an injury.
5. Two female players must always be on the field for each team.
6. The field and end zone size will be established by the site coordinator and be relative to the venue.
7. Games will have two 14-minute halves and 2-minute half time. No time outs.
8. In the event of a tie, a 3-minute overtime period is played with opening possession (pull) determined by coin toss. A second overtime will be played as a sudden death period with opening possession (Pull) determined by a coin toss.
9. Play begins with each team lined up on its respective end zone line. The defense throws (pulls) the disc to the offense. Defense is determined by coin toss.
10. The disc can be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc (the thrower) has ten seconds to throw the disc. The defensive player (marker) makes the count.
11. The defensive player must always remain at least one frisbee length from the thrower and may not make ANY physical contact with the thrower.
12. A team scores when the offense completes a pass in the end zone.
13. Possession changes after a score or an incomplete pass (dropped, blocked, out of bounds, or intercepted) as which time the defense immediately takes possession of the disc and becomes the offense.
14. NO physical contact between players is permitted. A foul is called when this occurs.
15. Picks and screens are not allowed.
16. When a foul disrupts possession, play resumes as if possession had been retained.

FOL Indoor Track Guidelines

1. All events will follow MIAA high school track rules except as noted below.
2. Each district may enter an indoor track team including up to four participants in each of the individual indoor track events.
   a. 60-meter, 200-meter, 400-meter, 1 mile, 4 x 200 relay
b. The relay race must include a team of four participants.
3. The format of the meet (number of heats, etc.) will be determined by the number of participants in each event.
4. Each team will have their own unaltered uniforms with numbers in designated district colors.

**General Recreation Competition Rules**
These events are in their own category and are governed individually based on the rules for each below.

**FOL E-Games Tournament**
1. The Eastern Field E-Games competition shall be coordinated by an ENC staff person qualified with the skills and knowledge to host such an event. The competitions will cover the following video games: Super Smash Bros., and FIFA20.
2. Each district shall provide no more than two persons, per video game (4 video game participants total) but may compete with less persons.
3. Each round will begin promptly at the stated time and place as scheduled. If a participant is late, the judges may assess a penalty of 2- points. If a participant fails to appear within 10 minutes after the starting time of a particular round, that round is forfeited to the opposing team.
4. If in any case of a technology malfunction, or any other reason to insist that a game is being played unfairly, the E-Games Coordinator has the authority to determine if the game must be restarted, redone, and so on.

**FOL Math/Science Quizzing Tournament**
1. The Eastern Field Math/Science Competition shall be coordinated by the ENC Math/Science Department. The competition will cover the following subject matters; Mathematics, Computer Science, Biology, Chemistry, Physics, and Physical Science.
2. Each district shall provide a team of no more than six persons, but may compete with less persons, however risk forfeiting team points with less than five persons.
3. Each round will begin promptly at the stated time and place as scheduled. If a team is late, the judges may assess a penalty of 2- points. If a team fails to appear within 10 minutes after the starting time of a particular round, that round is forfeited to the opposing team.
4. In each round, five team members are eligible for competition; one will serve as captain and one as substitute. If it should be necessary, the substitute need not be present. At the start of each round, the team will select the specialties for each of its members, choosing from Biology, Chemistry, Math and Physics. Teams may rearrange specialties during a round only when they call a time out.
5. Each round will consist of 20 questions. For each question, the person to leave his/her chair is given the opportunity to answer the question. For a correct answer the team and the individual will receive 20 points.
6. The following will be enforced:
a. For the original reading of the question, there are two different time limits which may apply regarding the amount of time given to anyone to jump. If the question is receded by “USE SCRATH PAPER ON THIS ONE,” then 20 seconds will be given for someone to jump, counting from the moment the quizmaster completes the question. If the question is not receded by a scratch paper message, then only 10 seconds will be given for someone to jump.

b. After the individual team member has been recognized as the first person to respond, that person will be allowed 5 seconds to being a meaningful answer and a maximum of 60 seconds to complete the answer.

c. For a bonus questions, there are two different time limits which may play regarding the amount of time given for the quizzer to begin his/her answer. If the question is preceded by “USE THE SCRATCH PAPER FOR THIS ONE,” then 20 seconds will be given for the quizzer to move meaningfully into his/her answer. If the question is not preceded by a scratch paper message than only 10 seconds will be given for the quizzer to move meaningfully into his/her answer.

d. For a bonus question, once the quizzer has begun to state his/her answer, the quizzer has 60 seconds to complete the answer.

5. If a quizzer gives an answer to a question when he/she is not the one recognized to give the answer, a foul will be called on the team. If a quizzer which was supposed to answer the question is on the opposing team, then that quizzer will be allowed to answer the question. If the quizzer which was supposed to answer the question is on the same team, then the question is treated as if an error had occurred. The appropriate quizzer on the other team will be allowed to answer the question as a bonus question. If a quizzer’s light comes on after “Question XX, Question” has been announced but before the quizmaster actually begins reading the question, then a foul will be called on the team. The quizmaster will then begin the question again. For the second foul (and each subsequent foul) on a team, there is a 10-point penalty on the team.

6. A penalty will be assessed for an incorrect response as follows:
   a. After an individual has made three errors, a penalty of 10 points will be assessed both to the team and the individual.
   b. After a team has made five errors, a penalty of 10 points will be assessed on the team only.
   c. For any error from the 16th question on, there is a 10-point penalty on the team.
   d. Combinations of the above error situations can occur simultaneously. However, no individual can lose more than 10 points on a single question due to an error, nor can a team lose more than 10 points on a single question due to an error.

7. When an incorrect response is given, the quizzer on the other team with the specialty corresponding to the question is given the chance to answer the same question (usually) as a bonus question. The question will be reread to that quizzer, and he/she alone will be given the chance to answer it. Ten points will be awarded to the team only for the correct answer.

8. If the captain of the team thinks that an answer to a question has been ruled right or wrong incorrectly, he/she may challenge the decision. The captain; may not confer with anyone else on the team before making a challenge, and must give reason why the
answer given should be reconsidered. The judge and quizmaster will consider the challenge and render a final decision. If a challenge is acknowledged as correct, then the team and individual scores will be adjusted appropriately. If a challenge is acknowledged as incorrect, then the challenging team may have ten points deducted from its score, at the decision of the judge. However, the challenge does not count as a team or individual error. If a bonus question is warranted due to a challenge, then the bonus question will be a new question. Answers to bonus questions cannot be challenged.

9. Any team member who answers five questions correctly will quiz out. The individual will earn ten points for both the individual and the team if they quiz out without any errors (not counting bonus questions.) The quizzer who has quizzed out must be replaced by any team substitute. If there is no substitute available, the quizzer who has quizzed out may remain to answer bonus questions only. The substitute will take the specialty of the quizzer who quizzed out unless a time-out is called and specialties are changed.

10. Each team is permitted two one-minute time-out periods per round. No time-out is allowed after the 18th question has been announced. Substitutions may be made only during a time-out period or to replace a member who has quizzed out. The team captain may request a time-out by rising to be recognized by the quizmaster.

11. A time-out may only be called after the conclusion of a question and before the beginning of the next question.

12. A tie in any round except the play-offs will be resolved by using one additional question. Five additional questions will be use otherwise.

13. Each round will be supervised by a quizmaster and two judges who are faulty/students of Eastern Nazarene College. In addition, there will also be persons present to keep time and record the score.

14. The quizmaster and judges will have final authority to arbitrate any dispute.

**FOL Chess Tournament Guidelines**

1. Each district may enter a four-person team but may compete with less than four persons.

2. Team members should be placed in board order according to how they finished in district competition. The top player Board 1, etc.

3. Each match will consist of games between Board #1 players, Board # 2 players, Board #3 layers, and Board #4 players from the two teams competing against each other (a total of four matches)

4. The Board #1 player on the team listed first will use white pieces. The colors given to individual players alternate from Board 1 down. If Board #1 had white, then #2 has black, etc.

5. In Every match, each member of a team scores game points as follows; one point for a win; one-half point for a draw; and zero for a loss. A forfeit is considered a loss. A team scores a match point for a win against another team; one-half point for a draw; zero for a loss; on the basis of game points greater than, equal to, or less than the opposing team, respectively.

6. A win will be awarded if one of the following apply;
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a. A player checkmates an opponent
b. An opponent’s time elapses
c. An opponent resigns

7. A draw will be awarded if one of the following apply;
   a. Stalemate
   b. Mutual agreement the game is a draw
   c. Both time clock flags are down before a win is claimed
   d. Upon a claim by the player having the move, when the position (i) is about to appear, or (ii) has just appeared for the third time, the same player having the move each time;
   e. When the player having the move claims a draw and demonstrates that at least 25 consecutive moves have been made by each side without any piece being captured and any pawn moved.

8. In the event of a tie in match points after round-robin competition, the following tie breakers shall apply to decide playoff seeding:
   a. Head-to-head competition
   b. Total game points

9. Each player is allowed 45 minutes per match to make their moves, beginning at the starting time of each round. If a player is not in attendance at the starting time, the event coordinator shall start their match for them. Chess clocks provided by ENC.

10. If a district has no registered chess representative, and it is known by the chess coordinator, a forfeit may be declared immediately instead of allowing the 45 minutes to expire.

11. Each match must be documented by each player and all records turned in to the coordinator at the end of each match. The outcome of all matches will be verified/determined by the Chess Coordinator.

**FOL Table Tennis Tournament Guidelines**

1. Each district may enter two singles table tennis players.
2. The tournament format will be established based on the number of participants.
3. Rules - The following table tennis rules will apply in accordance with the ITTF except where noted below.
   a. A player shall score a point on every rally unless a net serve is determined.
   b. A game shall be won by the player first scoring 11 points unless both players score 10 points, when the game shall be won by the first player subsequently gaining a lead of 2 points.
   c. A match shall be a best of 3 games format
   d. Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
      i. From the start of service until it is struck, the ball must be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server.
      ii. Net serve - The rally shall be a let if in service the ball touches the net assembly, provided the service is otherwise correct.
e. Beginning service order will be determined by coin toss. Player winning toss may choose service order OR starting position of first game.
   i. Other player chooses which ever one has not been determined
   ii. For subsequent games the beginning service alternates.

f. After each 2 points have been scored the receiving player shall become the serving player
   i. If both players score 10 points, players alternate serve on every point.

g. Players alternate starting table position each game.
   i. On the 3rd game, players switch ends after every five points.

**General Christian Communication Guidelines**

One of the stated purposes of FOL@ENC is the connection of students to areas of interest and talent. The anticipated outcome of the Christian communications area is that the development and of talent and passion for the arts become an expression of worship and ministry for the Kingdom of God. Therefore, we ask that all entries in the area of Christian Communication be respectful of that goal and expressions of creative worship through the arts. The following guidelines will be used to adjudicate all entries.

**Music Performance Categories include** Men’s and Women’s Vocal Solo, Vocal Group (2-6) Vocal Choir (7 or more) Keyboard Solo, Instrumental Solo, Instrumental Group (2-6) Band, (an ensemble of two or more people featuring a combination of instrumentalists (acoustic or amplified) vocalists and sound engineer if amplification is used.)

**Non–Music Performance Categories include** Group drama, Group Puppetry (including ventriloquism) Interpretive Spoken Worship – (Spoken Word) Interpretive Movement Worship (Dance, Dramatic Movement), Digital Media (Any Screen, A/V, or Multimedia Presentation) Creative Writing, Poetry, Arts and Crafts

**Christian Communication Rules**

1. Performance entries must be no more than 8 minutes in length and creative writing entries must be no longer than 2000 words. A five-point deduction will be assessed for performance over the word/time limit.

2. Recorded instrumental accompaniment is permissible for all Christian Communication performances with the following stipulations
   a. Such accompaniment must be an authorized copy (original or copyright permission must be obtained
   b. The accompaniment may not double the vocal or instrument being used but the participant.
      i. Vocal competition - No voice accompaniment (professional or otherwise) will be permitted other than “oohs” and “ahhs” which do not change the tone or quality of the performance or the performer.
      ii. Instrumental competition - There may not be any doubling of solo or group instruments in the recorded accompaniment.
iii. If, in the opinion of the judges, the recorded accompaniment does not meet the above guidelines, they may ask the student to perform without the recording.

c. Any recorded accompaniment may ONLY be presented to the AV technician on one of the following medias
   i. Mp3 file on a USB drive (best option)
   ii. Phone or CD (okay option)
   iii. No audio will be played that requires streaming from the internet.

3. An authorized copy of music and/or script, where applicable, for all Christian Communication performances must be submitted to the judges at the time of performance. An authorized copy is one that is either purchased or used with written permission as a result of contact with a publisher. (CCLI does not qualify.) No photocopied music will be accepted without proper permission and documentation.

4. Original compositions are welcome.

5. A musical score is not required for the category of bands.

6. Districts may have no more than two participants per category.

7. Students may not compete as more than one entry in the same category.

Guide for All Music Performance Judging

A. Memorization- If a script or music is used, there will be a score of 0 out of 10.

B. Discipline- Control of nervous gestures, orderliness in entrance and exit

C. Dynamics- Accuracy in following score dynamics, taste in dynamics that are added but not shown in the score, accuracy to which dynamics match style and composition.

D. Audience Contact- Communication with audience, eye contact, bowing

E. Facial Expressions- Pleasant, not dead pan, excited and anxious to perform, evidence of vital spirituality

F. Interpretation- Appropriate tempos, showing understanding of text and music through expression, variation, in articulation, style, tone, etc.; proper mood portrayed to fit musical selection; taste in improvisation is used.

G. Phrasing- Ability to begin in phrase smoothly, lift it to its climax, sustain it to the end, taper off if need be. Phrasing is closely allied with breath control. Phrases should be according to the grammar of the text and the implications of the music.

H. Attacks- Starting the tone with an open throat without any clicking of the glottis or scooping up to the pitch. Singing the consonant on the same pitch level as the vowel. Clean and concise with tonguing appropriate to the music (instrumental).

I. Releases- Clear final consonants or diphthongs without dropping in pitch or closing the throat. Release with air supply, not with tongue (winds).

J. Tone Quality- Beautiful, rich, full and free with ring and carrying quality. Avoid forcing the tone which makes the sound hard and harsh, and devitalizing the tone with wasted breath. Ability to maintain quality of tone in extremes of register. Good tone quality is largely affected by breath control.
K. Breath Control- Evidence of deep abdominal breathing (no lifting of shoulders or tensing of neck muscles.) Ability to maintain an adequate flow of air for proper phrasing, good tone quality, and proper dynamic level. Efficient use of air supply giving vitality and ease to the performance.

L. Rhythmic Accuracy- Faithfulness to score unless ad lib style is implied or permitted by the style of the piece. Crispness of the “dotted eighty-sixteenth” pattern, smoothness of the triplet, even eighth notes, etc.

M. Pitch and Intonation- Note accuracy, especially instrumental, unless improvised. Ability to match temperament.

N. Articulation (diction)- Correct pronunciation, correct and uniform vowel sounds, correct handling and timing of diphthongs, beginning and ending consonants, the “R” sounds, the “S” sound, etc. Clean and clear separation of notes. Appropriateness to the style if the piece (marcato, legato, subdued, dramatic, etc.)

O. Blend and Balance- Uniformity of tone, diction, intonation, dynamic levels, attacks, releases, etc.; sound mixing (bands.)

P. Vibrato- Relaxed, even vibrato on sustained pitches to add color and fullness to the sound. Controlling the natural vibrato of the voice, and the instrumentalist’s vibrato technique. Some instruments do not use a vibrato in which case fullness of sound and pureness of tone will be scored.

Q. Flow and Definition- Coordination of fingers and pedal movements to give smooth progression from note to note and chord to chord.

R. Pedal Technique- Using soft pedals and sustaining pedal properly to enhance selection.

S. Registration- Choice of appropriate stops to produce the most effective sound as called for in the score and the interpretation of the piece.

T. Coordination of Hands/Bowing (strings)- Keeping hands precisely together and sound simultaneously. Proper movement of bow across strings, giving proper beginning and ending to phrases with true quality of tone.

U. Appropriateness of Selection- Piece communicates the Christian message; the piece has meaning to the performer

V. Difficulty of Selection

**Guide for Drama**

A. Appearance- Attire that enhances the characterization; if used, any costuming or make-up should accentuate character not detract from it.

B. Poise/Concentration- Control of nervous gestures; strength of focus upon character and action.

C. Intensity- Ability to hold audience attention; the depth with which emotions/feelings are portrayed
D. Audience Contact- Communication with audience; sensitivity and adaptability to audience response
E. Articulation- Correct pronunciation and distinct enunciation; ability to clearly express meaning through deliberate use of vocal mechanisms and fluid movements
F. Voice Projection- Ability to fill auditorium with vocal energy through disciplined air control; resonance rather than loudness
G. Inflection- Appropriate and expressive modulation or rise and fall of vocal intonation, accurately complimenting the present mood or emotion being portrayed; dramatic vocal dynamics
H. Emphasis- Appropriateness of stress places upon selected words or actions in order to underline important ideas within the message
I. Pauses- Effective use of dramatic breaks in speech or action to emphasize, intensify, or introduce important ideas
J. Characterization- The dynamic development of a character or role and the effective implementation of supporting elements for the role.
K. Personalization- Evident projection of personal attributes into character and characterization elements.
L. Stage Business- Small, detailed actions of the body properly delineating character
M. Movement- Flow and definition of each action as they convey character, motivation, and meaning
N. Space- Effective use and control of entire acting area
O. Composition- The effective placement and arrangement of characters upon the stage for a specific purpose, mainly emphasis and balance.
P. Interpretation- Appropriate style and tone, showing understanding of text and dynamics; proper mood portrayed to fit dramatic selection; taste in improvisation used.
Q. Creativity- The degree to which techniques are used and the message conveyed, in relation to the level of difficulty.
R. Difficulty- The success with which techniques are used and the message conveyed, in relation to the level of difficulty.
S. Content- Appropriateness of theme and of the manner in which it is presented.
T. Overall Performance- The degree to which the successful communication of the message was achieved from actors to audience.
U. Memorization- Demonstrates elements of a rehearsed, polished performance which follows a given script and is not improvised. If a script is used, there will be a score of 0 out of 10.

**Interpretive Worship** (Dance, Dramatic Movement, Spoken Word or combination)
This area includes a wide variety of artistic mediums. All entries in this area are judged together in two main categories. Interpretive worship (Movement), are areas of performance art that hinge on physical expression such as dance or dramatic musical choreography). The Interpretive Worship (Spoken Word) is a performance art category including, but not limited to, Spoken word, poetry readings, and rap. All entries must be less than 8 minutes in length.

- A. Artistic Expression – Convey emotion and meaning
- B. Style and Creativity – Use of Medium
- C. Technique – Control and Execution in movement, Use of Rhythm, Rhyme, and Inflection in Spoken Word
- D. Interest and Presentation – Connection with Audience

**Guide for Digital Media Categories**
This is a broad area of art that communicates using digital media including, but not limited to video production, PowerPoint presentations, animation, slide shows, and multi-media presentations. Generally, this includes digital presentation on a screen with an artistic message.

- A. Emotional or Intellectual Impact of presentation
- B. Effectiveness of conveying theme and/or message
- C. Technical proficiency
- D. Artistic creativity
- E. Use of Medium
- F. Production quality

**Guide for Puppetry and Adjudicator**
- A. Posture
- B. Ability to hold audience attention
- C. Articulation
- D. Content and Message
- E. Voice Projection
- F. Effective use of Medium
- G. Mechanical Quality and Flow
- H. Rhythm-Smoothness and Feeling
- I. Difficulty
- J. Originality

**Creative Writing and Poetry**
All participants are required to submit two copies of their work in double-spaces, typed format in a standard font. A more artistic format may be submitted in addition to the two required copies, if the participant feels it enhances the message or mood of the writing. Submissions may not exceed 2,000 words.

**Guide for Creative Writing Adjudicator**
- A. Grammar, spelling and word usage
B. Content and Message- Communication of the Christian message  
C. Structure- Sentence, poetic, composition  
D. Appropriate use of vocabulary  
E. Originality- Imagination, creativity, innovation  
F. Concept- Complete development of idea  
G. Format- Margins, neatness, readable fonts, spacing  
H. Flow  
I. Presentation- Overall appearance, appropriateness of medium

Guide for Poetry Adjudicator  
A. Grammar  
B. Content and Message- Communication of Christian message  
C. Appropriate use of vocabulary  
D. Poetic Structure- Demonstrated knowledge of poetic forms (free verse, limerick, haiku, etc.)  
E. Originality- Imagination, creativity, innovation  
F. Concept- Complete development of idea  
G. Format- Margins, readable font, neatness  
H. Spelling and word usage  
I. Flow  
J. Presentation- Overall appearance, appropriateness of medium

Arts and Crafts  
1. All entries must be submitted during the designated time. Late arrivals will not be judged.  
2. Entries will be judged by invited artists in the following categories:  
   a. Painting- Acrylic, oil, or watercolor  
   b. Drawings and Prints- Color drawings are acceptable  
   c. Still Photography  
   d. Sculpture- no kits or models permitted  
   e. Crafts-  
3. A district does not have to have an entry in each category, however, districts may not have more than two individuals entire per category (painting, still photography, crafts, etc.) All entrants must be in attendance at the Field FOL.

Guide for Artist and Adjudicator  
A. Originality- Does the work show individual creative talent? Is it experimental or different? Is it imaginative in choice or use of medium or subject, or is the work gimmicky? Is it trite in choice or use of subject or medium?  
B. Technique- Does the work exhibit careful craftsmanship? Is it finished? Is the work tidy, neat, and carefully executed or, does the work evidence amateurish technical ability and/or lack of attention to detail?  
C. Concept- Is the work expressive of an idea or emotion? Is the choice of subject focused or, is the work diffused and unfocused? Does it attempt to do too much?
D. Composition- Does the work exhibit a satisfying arrangement and/or use of variety, symmetry, asymmetry, space, balance, or shape? Is the work in scale? Does it represent a pleasing form? Does the work show ability to represent spatial concepts?

E. Color- Does the work use color effectively? Are the color choices in keeping with the subject and medium used or, are the colors garish and inappropriate?