

MOMENTUM 2012 / Individual Registration Form

February 24-25, 2012 / Adrian College

Student Information

Name _____ Male Female Age _____ Grade _____
Address _____ City _____ State _____ Zip _____
Church you attend _____ Adult Sponsor _____
Phone (_____) _____ or Cell Phone (_____) _____ Email _____
Shirt size (for Celebrate Life @ONU) Extra Small Small Medium Large Extra Large 2XL Other

Parental Permission and Waiver of Liability

I hereby give authority to the NYI President (Jeff Tschetter) of the Eastern Michigan District (EMD), to obtain minor medical attention or to authorize treatment at any hospital in the event of a medical emergency.

I also recognize the authority of all EMD MOMENTUM staff, district sponsors, and any Adrian College staff as those who will supervise this event and uphold proper conduct. I understand that my son/daughter could be sent home and that I would be responsible for their transportation home and any destruction of property.

I will not hold the Eastern Michigan District NYI, the Church of the Nazarene or Adrian College responsible for accident, injury, or theft. My son/daughter has my permission to attend MOMENTUM 2012. I also understand no refunds will be given for this event.

Parent or Guardian Signature _____ Date ____/____/____
Home Phone (_____) _____ Emergency Phone (_____) _____
Work Phone (_____) _____ Emergency Contact (_____) _____
Insurance Company _____ (if possible, please include a scanned copy of insurance card)
Policy Number _____ Known Allergies _____

Student Agreement

I accept my responsibility to make MOMENTUM 2012 a safe, uplifting, and fun event for everyone there. I will follow the guidelines set by the EMD NYI and Adrian College, and am aware that failure to do so will result in disciplinary action. I also pledge to represent EMD in a positive way with whomever I come in contact with including all adult sponsors, Adrian college personnel, etc. I understand that my eligibility to go to CELEBRATE LIFE at ONU could be forfeited depending upon my actions at MOMENTUM.

Student signature _____ Date ____/____/____

Registration Costs

Registration (if postmarked by **February 2nd, 2012**) \$25
Number of events: _____ x \$1 each \$ _____
Bowling \$5 \$ _____
If postmarked from Feb. 3 through Feb. 8, there is a \$10 late fee \$ _____
If postmarked from Feb. 9 through Feb. 15, there is a \$20 late fee \$ _____
TOTAL: \$ _____
Checks are to be made payable to your local youth ministry or church.

If selected, I am able to compete at Celebrate Life @ Olivet Nazarene University, May 17-19, 2012

Yes No

MOMENTUM 2012 / Student Event Registration

Please check the appropriate box or boxes and circle the needed information. You may not enter any individual category more than once.

VOCAL MUSIC

- SOLO - Accompaniment: CD / Tape / Live
Name of song
- DUET - Accompaniment: CD / Tape / Live
Name of partner
Name of song
- TRIO - Accompaniment: CD / Tape / Live
Name of partner
Name of partner
Name of song
- ENSEMBLE (4-11 members)
Accompaniment: CD / Tape / Live
Name of group
Name of song
- CHOIR (more than 12 members)
Accompaniment: CD / Tape / Live
Name of group
Name of song
- HIGHEST CALL
- RAP: Solo / Duet / Trio / Ensemble
Name of song
- PRAISE BAND
Name of band
(Please list separately the instruments and persons playing)

INSTRUMENTAL

- KEYBOARD SOLO: Piano / Organ
Name of piece
- INSTRUMENTAL: Solo / Duet / Trio
Instrument played
Accompaniment: CD / Tape / Live
Name of partner 2
Name of partner 3
- INSTRUMENTAL ENSEMBLE (4-11 members)
Accompaniment: CD / Tape / Live
Instrument played
(Please list separately the instruments and persons playing)
- BAND (12 or more members)
Accompaniment: CD / Tape / Live
Instrument played
(Please list separately the instruments and persons playing)

MIND COMPETITIONS

- SCIENCE QUIZZING
- CHESS

ARTS

- PAINTING
- DRAWING
- SCULPTURE and CRAFTS
- STILL PHOTOGRAPHY

COMMUNICATIONS

- DRAMA
Group name
Name of piece
- MIME
Group name
Name of piece
- PUPPETRY
Group name
Name of piece
- SPEECH/READING
- CREATIVE WRITING
- BIBLE EXPOSITION
- VIDEO EDITING

SPORTS

- EYM = Early Youth Male EYF = Early Youth Female
SYM = Senior Youth Male SYF = Senior Youth Female
Early Youth = 7-8th graders Senior Youth = 9-12th grader
- 5K Run
 - BASKETBALL (3-on-3 tournament; optional sub)
 Early Youth Tourney Senior Youth Tourney
My team name is _____
My teammates _____
 - Please place me on a team.
 - VOLLEYBALL (4-on-4 tournament; optional sub)
My team name is _____
My teammates _____
 - Please place me on a team.
 - CO-ED SOCCER (tryouts only)
 - FREE THROW - EYM EYF SYM SYF
 - HOT SHOT - EYM EYF SYM SYF
 - TABLE TENNIS
 - GOLF (register here, event only happens at Celebrate Life at ONU)
 - BOWLING (\$5 fee)
 - TENNIS (register here, tryouts at Celebrate Life at ONU)
 - HOME RUN DERBY (register here, tryouts at Celebrate Life at ONU)

VOCAL MUSIC

- Vocal entries must be memorized. Instrumental entries may use music, including keyboard. Participants must give an original copy of the performance material to the judges. The memorization of instrumental entries receives an additional 3 bonus points to the total point value. The use of music for vocal entries receives a 4 point deduction.
- All entries should fall between 2 and 6 minutes in length. Under or over the time limit shall be marked on the participant's critique sheet.
- All entries shall be of a religious nature with the exception of instrumentals. Classical music is permitted.

ACCOMPANIMENTS

- Participants may be assisted by live accompaniment, no accompaniment, or by cassette tape/CD accompaniment. All commercially produced accompaniment tapes/CDs must be an original tape/CD. No copies are permitted.
- Music must be provided for the judges. Lyric sheets are not sufficient. The use of lyric sheets only for judges shall result in a 2 point deduction.
- The taped/CD accompaniment must not have voices singing the same words and notes simultaneously with the singer(s). The participant will be judged according to the printed music at any time.
- Copyright laws must be observed on both printed music and taped/CD music!

ENSEMBLES

- An ensemble is defined as (vocally & instrumentally) four to eleven persons; twelve persons or more is considered a choir or band (for registration purposes). Any vocal or instrumental with 2 or more people shall be JUDGED as an ensemble.
- Vocal and instrumental ensembles, choirs and bands shall be judged in the age group of the oldest participant within the group.
- Participants shall be limited to district finalists attaining a Superior or Excellent rating.

PRAISE BAND

Each praise band will be allowed a 10 minute setup time; 15 minutes performance time; 10 minutes tear down. Exceeding the time limit will result in a 2 point deduction. Each praise band shall present a worship set lasting no fewer than 10 minutes and no longer than 15 minutes.

COMMUNICATIONS

BIBLE EXPOSITION:

- The Bible Exposition category shall be an **ORIGINAL** sermonic message or speech no longer than 10 minutes or shorter than 5 minutes in length and based upon a Scripture passage. The sermonic points must arise from and explain the significant meaning of the passage itself, not a topical message.
- In Bible Exposition, sermonic helps may be referred to in preparation, but credit must be footnoted.
- Outlines of sermons in Bible Exposition must be typed with 1½" margins.
- In Bible Exposition, only one entry per person is allowed.
- Bible Exposition category shall be open to any number of participants from the district.

OTHER CATEGORIES:

Communications is defined as individual or group presentation on a religious topic or scripture.

Communications includes the areas of:

- Speech/Readings
- Puppetry
- Drama

- Mime
- Creative Writing

Speeches must be an original work.

- Time allotment for Speech, Puppetry and Drama entries is between 3 and 10 minutes.
- Ratings will be based on communication skills, content, facial expression, poise, gestures and appearance or costume.
- Speech, Puppetry and Drama participants must present their materials to the judge before presenting their entry.
- Creative Writing entries must be presented in a typed format in order to avoid a penalty.
- Creative Writing includes the areas of short stories, prose and poetry. All entries should be presented in a folder. **DO NOT FRAME.** There is a 10-page limit.
- Creative Writing entries must be accompanied by a typed or neatly written note card **affixed to the** writing and stating the participant's name, address and district.
- In Communications, a person may enter only once in each category, as in Speech, Puppetry, Drama, Mime, and Creative Writing.
- Groups of four or more will be given one award for their level of performance.

STILL PHOTOGRAPHY GENERAL RULES

- All photography are to be an original. It should be interesting, holding the attention of the viewer.
- All entries must have received at least an —excellent rating at the district level. Any work not judged at the district competition is ineligible for Regional Celebrate Life.
- While the entry does not have to show a religious subject or object, it should show the work of God through beauty, expression, or creativity.
- A statement explaining God's involvement in the project must accompany each entry, but this is not to be used for judging purposes.
- A typed or neatly written note card must accompany and **be affixed to** each entry, stating the participant's name, address and district.
- Composition, the placement of all objects, and the use of positive and negative space is critical. The photo will be judged on exposure, if it is too light
 - or too dark and in focus.
- Each selection should have a focal point. The main subject should be in focus, drawing the viewer's attention.
- All entries should be at least 5x7, including the mat and frame. Larger prints are more acceptable.
- All entries must be matted and framed. There should be no writing on the photo or mat.
- All photo dates should be cropped off the print.
- There is a limit of one photographic entry per participant. There is no limit to the number of participants per district.

CATEGORIES FOR DISPLAY

1. Still Life
2. Photo Journalism
3. Portrait
4. Black & White

ARTS & CRAFTS GENERAL RULES (Includes painting, drawing, and sculpture/craft – not still photography.)

- All artwork is to be an original. No copies of painting or other artwork will be permitted. However, the use of cross stitch patterns is permitted.
- All entries must have received at least an —excellent rating at the district level. Any work not judged in district competition is ineligible for Regional Celebrate Life.
- While the entry does not have to show a religious subject or object, it should have some relevance to religion through blending spiritual feeling with beauty, expression or color to depict peace, Christian love or harmony, etc.
- A statement explaining God's involvement in the project must accompany each entry, but this is not to be used for judging purposes.

- A typed or neatly written note card must accompany and **be affixed to** each entry, stating the participant's name, address and district and age.
- No kits or models allowed!

TWO DIMENSIONAL

Drawing in charcoal, pencil or pastel **must** be fixative sprayed or sealed under acetate (or glass).

All 2-dimensional artwork (paintings, drawings, prints and photographs) **must** be ready to hang. You may use wire or cloth hangers.

CATEGORIES FOR DISPLAY

1. Painting (acrylic, oil, or watercolor)
2. Drawing and Prints (color drawings acceptable)
3. Sculpture and Crafts

VIDEO PRODUCTION

GENERAL RULES:

- Each project must be submitted on a DVD.
- All entries must be created using video and computer technology.
- Students may use any software to create their project.
- Each project must consist of at least three different shots, edited into a cohesive scene, meaning that the shots should not be random. They should be related in some way to form a scene. Scenes may be in any style, for example, dramatic, comedic, documentary, commercial, interview, nature/animals, avant-garde, etc.
- All projects should include an appropriate player or viewer. Scenes depicting inappropriate language, sexual innuendo or violence will be disqualified. As a general rule, scenes should be within the boundaries of a G motion picture rating.
- Scenes containing illegal content are unacceptable and will be disqualified.
- All videos should fall between 1-7 minutes (depending on the category chosen; details below). Under or over the time limit shall be marked on their critique sheet.
- Each project will be judged on: **script** (organization, effectiveness, content, coverage of topic, labeled), **video/audio/lighting** (camera steadiness, quality, originality, flow, creativity, audio, lighting), production (technical transitions, animation, graphics, correct length, proper citation, good use of varying sound effects).

COPYRIGHT REQUIREMENTS: (Violation of any of the following will result in disqualification.)

- Entries must adhere to all applicable copyright laws.
- No commercially created clip art will be allowed in Digital Graphics.
- Trademarks or copyrighted logos require documented permission.
- You must have the legal right to use all performances included in your submission. This includes music, sound effects and performances by actors. Do not drop your favorite track from —Lord of the Rings|| in your scene. Use royalty-free, public domain or original music.
- Fair use guidelines must be followed.
- All graphic files or other content belonging to other sources must be properly documented.

CATEGORIES FOR INDIVIDUAL VIDEO PROJECT: The following are types of video projects that can be submitted. Participants may only enter one category.

- Commercial (1 minute or less) – persuade the intended audience; advertise a non-existing product.
- PSA-Public Service Announcement (1 minute or less) – video is intended to inform the audience.
- News Story (3 minute max.) – new feature.
- Documentary/Instructional (7 minute maximum) – facts based on information; historical events, biographies, tutorials.
- Abstract/Experimental (7 minute maximum) – original works; entertainment feature; non-narrative film; fine arts presentations.

CHESS

The Momentum Chess tournament format will be conducted using the —rapid play format. The chess director will reserve the right to determine whether the tournament will be single elimination or double depending on the number of individuals signed up. If possible, the tournament will take place using computers and the internet (Yahoo.com). Each match will be no more than 30 minutes in length. So, get online and begin practicing.

VOLLEYBALL

There will be a 4-on-4 Tournament. The matches will be best of 3 with games going to 11 points, win by 2 or first to 15. The tournaments will begin on Saturday morning. Teams are allowed to have 4 or 5 players, which allow for one sub. Players may not play on multiple teams.

FREE THROW

- Each division (EYM, EYF, SYM, SYF) will shoot 15 free throws.
- Those who make at least 10 of their first 15 attempts will shoot another 10 free throws. The top four totals will place.
- In the event of a tie, those involved will shoot a sudden death of one free throw per turn, until a winner is determined.

HOT SHOT

Points are earned in the following manner:

- Two points for each basket made beyond the three-point (high school or college) line. If the participant's foot (feet) touches the line while the shot is being taken, the basket will only be credited for one point. This decision is solely dependent upon the official's judgment at that time.
- One point is credited for each basket made within or on the three-point line. No more than one shot within the three-point line may be taken in succession. This is to eliminate a participant from shooting only lay ups or short shots to score.
- The time limit will be one minute (60 seconds). This is to be kept by a regular game clock, in a place large enough for participants and officials to see, as well as a benefit for spectators. The top five finalists (or more if there is a tie) from the elimination round in each category will compete in a final round, with each of their rounds being added together to determine the top four finalists. In the case of a tie, each contestant will shoot again with 30 seconds on the time clock, and the winner will be selected.
- The district team is made up of four persons: EYF, EYM, SYF, SYM.

3-on-3 BASKETBALL TOURNAMENT

GENERAL RULES

1. All games must start with at least 3 players but, can be completed with less. A team may have one (1) substitute player.
2. Players may appear on only one (1) team for each tournament. Any player appearing on more than one (1) team roster will have to choose one (1) team to play for.
3. MS players who wish to be considered for the RCL team MUST play in the HS division and CANNOT play in both tournaments.
4. Teams MUST be at their court at their scheduled time, even if games are —running behind.||

SCORING

1. A field goal is worth one (1) point. A technical foul results in one free throw attempt plus possession of the ball.
2. A successful goal from behind the —take back|| line (approx. 20") is worth two (2) points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. Games are played to 16 points - win by 2 or first one to 20, or team ahead after 20 minutes, wins.
4. In case of a tie score at the end of regulation there will be a coin flip to determine possession and the first basket

wins.

LIVE BALL / DEAD BALL / POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first. The team on the top of the bracket will call the coin toss.
2. The ball will change possession after a scored basket.
3. All jump balls will be called by the referee and will go the team on defense.
4. The ball must be checked by an opposing player before it is put into play. The player must pass the ball at the top of the court to begin play.
5. The ball must be —taken back|| past the two point line on each and every change of possession. Violation occurs only if a basket is made by the team failing to properly —take it back||, and will result in loss of point scored and possession to the other team.
6. —Taking back|| means one foot behind the two point line, above the free throw line.

FOULS AND VIOLATIONS

1. Every court will have at least one (1) referee. All fouls and violations will be called by the referee.
2. If a fouled is called while a player is attempting a shot and the basket is made then count the basket, record the foul and no foul short is awarded. On the 7th thru 12th fouls, award a free throw for all fouls and the ball changes possession if the free throw is made or missed. After the 12th team fouled, award a free throw for all fouls and if the free throw is made or missed the fouled team retains possession.
3. A referee may call a technical foul for flagrant, intentional fouls. A dead ball technical foul shot will be awarded to the team fouled. The team captain selects the shooter for one shot from free throw distance. The shooting team also retains possession of the ball following the free throw, whether the shot is made or missed.
4. Continual misconduct or flagrant/intentional fouling will result in immediate dismissal of the guilty player or teams from that particular game and/or all remaining games at the discretion of the referee. Fighting and or throwing a punch will not be tolerated under ANY circumstances and will result in immediate dismissal from tournament.

TIME-OUT AND SUBSTITUTIONS

1. Each team is allowed two (2) 45 second timeouts per game.
2. Player substitution is permitted during any dead ball situation.

DUTIES OF COURT REFEREE

1. The team captain is the sole spokesperson for his/her team.
2. Any questions, complaints, or comments shall be taken up with the Court Referee.
3. The judgment decisions of the Court Referee cannot be changed by higher authority. Only questions concerning rule interpretation or eligibility are appealable.
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals

TABLE TENNIS

There will be a girls and a guys tournament. The winners will represent EMD at ONU. The runner-ups from each tournament will make up the mixed doubles team. A game shall be won by the player first scoring 11 points unless both players score 10 points; then the game shall be won by the first player subsequently gaining a lead of 2 points. A match shall consist of the best of 2 out of 3 games.

**Please read over the rules and begin practicing/playing according to them, especially observing the serving rules.

THE ORDER OF SERVING, RECEIVING AND ENDS: The right to choose the initial order of serving, receiving and ends shall be decided by the toss of a coin and the winner may choose to serve or to receive first or to start at a particular end. When one player has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice. After each 2 points have been scored, the receiving player shall become the serving player and so on until the end of the game, unless both players score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player

shall serve for only 1 point in turn. The player or pair serving first in a game shall receive first in the next game of the match, and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points. The player or pair starting at one end in a game shall start at the other end in the next game of the match, and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

OUT OF ORDER OF SERVING, RECEIVING OR ENDS: If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered. Play shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match. If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered. Play shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match. In any circumstances, all points scored before the discovery of an error shall be reckoned.

THE EXPEDITE SYSTEM: Except where both players have scored at least **9 points**, the expedite system shall come into operation if a game is unfinished after **10 minutes** play or at any earlier time at the request of both players. If the ball is in play when the time limit is reached, play shall be interrupted by the umpire and shall resume with service by the player who served in the rally that was interrupted. If the ball is not in play when the time limit is reached, play shall resume with service by the player who received in the preceding rally. Thereafter, each player shall serve for 1 point in turn until the end of the game. Once introduced, the expedite system shall remain in operation until the end of the match.

A GOOD SERVICE: The server shall project the ball near vertically upwards, without imparting spin, so that it rises at least 6 inches after leaving the palm of the free hand and then falls without touching anything before being struck. As the ball is falling, the server shall strike it so that it touches first his court and then, after passing over or around the net assembly, touches directly the receiver's court. From the start of service until it is struck, the ball shall 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 any part of the body or clothing of the server. Whenever there is a clear failure to comply with the requirements for a good service, no warning shall be given and the receiver shall score a point.

GOOD RETURN: The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

THE ORDER OF PLAY: The server shall first make a good service, the receiver shall then make a good return and thereafter, server and receiver alternately shall each make a good return. **LET:** The rally shall be a let (let = the result is not scored) if in service, the ball, in passing over or around the net assembly, touches it, provided the service is otherwise good or the ball is obstructed by the receiver or his partner; a player obstructs the ball if he, or anything he wears or carries, touches it in play when it is above or travelling towards the playing surface and has not passed beyond his end line, not having touched his court since last being struck by his opponent. If the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball; If failure to make a good service or a good return or otherwise to comply with the Laws is due to a disturbance outside the control of the player; If play is interrupted by the umpire or assistant umpire.

PLAY MAY BE INTERRUPTED: to correct an error in the order of serving, receiving or ends; to introduce the expedite system; to warn or penalize a player; because the conditions of play are disturbed in a way which could affect the outcome of the rally.

A POINT: Unless the rally is a let, a player shall score a point: if his opponent fails to make a good service; if his opponent fails to make a good return; if, after he has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his opponent; if the ball passes beyond his end line without touching his court, after being struck by his opponent; if his opponent obstructs the ball; if his opponent strikes the ball twice successively; if his opponent, or anything his opponent wears or carries, moves the playing surface; if his opponent, or anything his opponent wears or carries, touches the net assembly; if his opponent's free hand touches the playing surface; as provided under the expedite system.

BOWLING

- There is a \$5 fee to bowl.
- The EMD team will consist of 4 members (2 females, 2 males).
- There are no age brackets. We are looking for experienced bowlers, preferably those who are in leagues.
- **To qualify you must have a 2 game average of more than 100.**
- Bowling Schedule at Celebrate Life at ONU, Friday, May 18th
 - Noon - meet at Ludwig Center to drive over to bowling alley
 - 12.30p - registration
 - 1-3p – bowling

GOLF

(No MOMENTUM event, only at Celebrate Life at ONU)

- All golfers will compete in the —Celebrate Life at ONU OPEN
- There are four (4) divisions: SYM, SYF, EYM, EYF
- Golfing Schedule at Celebrate Life at ONU, Thursday, May 17th
 - 1p - meet at Ludwig Center to drive over to golf course.
 - 1.30p - registration
 - 2.30p - golf

TENNIS

(No MOMENTUM event, only at Celebrate Life at ONU)

- This event is a double elimination tournament.
- There are four (4) divisions: SYM, SYF, EYM, EYF
- A match shall consist of one pro-set to eight. A maximum of 45 minutes per match is allowed. (Except in the semi-final and final matches.)

HOME RUN DERBY

(No MOMENTUM event, only at Celebrate Life at ONU)

- The Home Run Derby is a contest among participants to hit the most home runs.
- A home run is defined as a ball hit in the air in —fair play beyond the following distances for each of the following divisions:
 - SYM – 250 Feet EYM – 210 Feet SYF – 170 Feet EYF – 130 Feet
 - Baseballs shall be used for the boys division and softballs for the girls division.
 - Participants are encouraged to bring their own bat. However, bats will be provided at RCL.
 - There shall be one round of play per each division. Subsequent rounds per division will be used as tiebreakers. (Method to be determined by the director.)
 - Each participant gets ten —outs to hit as many home runs as possible, where an —out is defined as any swing that is not a home run. Each participant shall receive a 3 —out warm-up, but may choose to begin prior to using all 3 —outs.
 - Each participant must provide their own pitcher.
 - The participants or coaches for each division must shag balls during their competition hour

