

TNT@TNU 2027 Handbook

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TNT@TNU 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.

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

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

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

What are some of the implications? A Bible quiz director who emphasizes the importance of the scriptures and a love for the "neighbor" team on the 20th question when the score is tied...A teen who takes the time to compliment each person in his vocal competition event after they have performed, even though his own was clearly superior...A basketball coach who deals more with how his guys play together and handle themselves, than teaching intimidation or complaining about officiating...A tennis coach who cries with the person who lost the finals, yet also helps her hold her head up with confidence in her own God-given ability. A sponsor who, instead of challenging an obviously unfair decision, helps the teens under his supervision understand that, though life is not always fair, we can do all things through Christ. A District President who, after a lost volleyball match, witnesses to the girls about God's love and strength. I have seen all of these in TNT at TNU competitions, and know that those teens involved carried away perspectives about competition forever changed by their experience.

Thirdly, Top Nazarene Talent 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. TNT is not just a time when each district

heads up to Trevecca for a single weekend of fun and competition. TNT is a process of involvement in talent development from the local church to the zone to the district to the Southeast Field and back to the local church. At whatever level a teen operates and achieves, he is a winner.

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

This is why each level of TNT must be able to stand-alone, have merit, and be valid in itself. Trophies and 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 made an effort to participate and improve, no matter whether they ever win the TNT@TNU grand trophy.

Finally, Top Nazarene Talent 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 TNT 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/her 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. TNT can be an element of the total NYI program that can challenge them. Being a part of the TNT 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 TNT. As leaders, adults can grow from TNT. Let's make it happen!

To: Youth and Youth Leaders of the USA/Canada Southeast Field

Subject: **2027** Competition Handbook Update

What a thrill it is to see talents and abilities developed and dedicated to our Lord Jesus Christ! That's what the TNT@TNU (Top Nazarene Talent @ Trevecca Nazarene University) program is all about. Since 1986, hundreds of teens have used participation in TNT at local, district, or field level as their tool in striving for excellence in Bible quizzing, sports, music, communication, and academic endeavors.

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

This competition handbook lays out the various categories, rules, and structures of the TNT@TNU competition. Most district and local competitions will be held along the same format; check with your district NYI president or TNT coordinator for any variations. This handbook is effective for the **2026-27** competition year. **TNT@TNU 2027 will April 8 - 10.** For information on your district TNT events and procedures for registration for TNT@TNU, contact your district NYI leaders.

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

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COMPETITION REQUIREMENTS

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

2. Age guidelines are as follows:
   a. Minimum age: Must be in 6th grade and at least 11 years of age by **9/1/26** to compete in **2027 TNT@TNU**.
   b. 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.)
   c. Age levels for talent:
      Early Youth ----------Grades 9 and below
      Senior Youth----------Grades 10 and above
   Age levels for individual sports:
      Junior High----------Ages 11-13
      Middle High----------Ages 14-15
      Senior High ----------Ages 16-19
   (Ages are determined as of **September 1, 2026** for this competition year.)

3. Entrants can compete in no more than THREE categories, including a maximum of tournament-style events (quizzing, basketball, soccer, softball, ultimate frisbee, volleyball, flag football, GaGa, dodgeball, table tennis, or pickleball) based on the Tier System defined below.
   a. Display events (art, creative writing, video production) and participation in vocal choir are not counted toward this limitation. ***Exhibition events would not apply to toward the "THREE" categories.***
   b. In Tournament Style Events, a Student may compete on ONE Tier One Level Tournament Style Event, and ONE more Tier Two Level Tournament Style event counting toward their THREE Categories; OR, A Student may compete in TWO Tier Two Level Tournament Style events counting toward their total of THREE Categories; HOWEVER, a student may NOT compete in TWO Tier One Level Tournament Style events, regardless of the number of categories in which they are competing in order to facilitate schedule of TNT and decrease conflicts leading to forfeits.
   c. Tier One Tournament Style Events – Bible Quizzing, Men's Basketball, Men's Flag Football, Ladies Volleyball, and Ladies Flag Football
   d. Tier Two Tournament Style Events – Soccer, Co-Ed Softball, Co-Ed Ultimate Frisbee, Ladies Basketball, GaGa, Beach Volleyball, Co-Ed Dodgeball, Table Tennis, Pickleball, Chess, and Esports

4. Regular event scheduling takes precedence over exhibition event scheduling.

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

6. *Pre-registrations must be received by February 22nd, 2027, in order to ensure rooming grouping*.

   - Substitutions can only be made at the registration office prior to the opening activity of TNT@TNU by April 8th, 2027 [5:00 p.m. CST].
   - A district can make no entry or substitution 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.

7. One entry is allowed per district per event category with the exception of swimming, golf, and disc golf, which allows a maximum of two, and open events (see below). Each entrant must have competed in a district TNT event. Those who place first at the district TNT event qualify to compete at TNT@TNU. Should the first-place finisher be unable to compete, the spot vacated must first be offered to the second-place finisher in that event, then the third-place finisher in that event. Should none of these persons be unable to compete, then the district may bring another person

who competed at the district event without award, regardless of the event in which he or she competed. Should none of these be available, the district shall not compete in that event. (Preaching, math, accounting, and 5K cross country run are open events, meaning that anyone who competed at the district TNT event *in these events* will be eligible to compete in same that event at TNT@TNU.)

8. 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.

9. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

10. All Entries in the TNT@TNU Competition must reflect the TNT Philosophy of From God, For God.

TNT @ TNU
Conduct Guidelines

PERSONAL APPEARANCE

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

- Clothing should be appropriate to the occasion and in good taste. Personal appearance should not disrupt the mood or atmosphere of the activity being attended. Shirts or tops must be worn at all times.
- 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 TNT.

BEHAVIORAL STANDARDS AND EXPECTATIONS OF TNT LEADERSHIP/VOLUNTEERS

TNT@TNU and Trevecca Nazarene University is a direct subsidiary of the Church of the Nazarene, and as such, parents, participants, spectators, students, faculty, staff, and administration *are* expected to abide by the guidelines established by the Church.

As such, all volunteers and leaders are qualified by Local and District requirements to serve at the field level. In the event that choices and/or patterns of behavior of a leader or volunteer no longer abide with the established guidelines of the Church of the Nazarene, Trevecca Nazarene University, and/or the SouthEast Field NYI, it would be the expectation that one would recuse themselves, or at the discretion of the SouthEast Field NYI Executive Council to step away from service on the South East Field NYI until such time that said issues are reconciled with Local, District, and Field relationships.

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: Trevecca Nazarene University forbids the use, possession, and 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.

Vaping: The use and/or possession of vaping products and materials is prohibited during TNT@TNU at all event venues.

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.

CATEGORY
QUIZZING

EVENTS:
"A" LEAGUE QUIZZING "B" LEAGUE QUIZZING

RULES
TNT 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 USA/Canada SE Field NYI Council and announced to the Competition Organization Meeting (coaches and captains) prior to the beginning of the competition at TNT@TNU.

GUIDELINES OF THE COMPETITION

"A" LEAGUE QUIZZING

1. The USA/Canada SE Field NYI Quiz Director shall arrange for quizmasters, content judges, scorekeepers, and officials, in cooperation with the TNT@TNU Director.

2. A round robin format shall be used, with every team competing against every other team at least once. The six teams with the best win-loss records advance into a double-elimination finals.

3. Each district may register one team, with a maximum of six quizzers. Only five may compete in any one quiz.

4. Awards will be given to the members of the first, second and third place teams, to the Top Ten Individuals, and to the USA/Canada SE Field Quiz Team that is selected at a later date.

5. Selection of the USA/Canada SE Field Quiz Team:

   -In all years except in which the USA/Canada SE Field Quiz Team(s) will compete at Nazarene Youth Conference, the - USA/Canada SE Field Quiz Teams will be selected using a Top Twenty-Four Quiz off. These Twenty-four quizzers would consist of the top eighteen (18) individual quizzers from the A-League and the top six (6) individual quizzers from the B-League.

   -In all years in which the USA/Canada SE Field Quiz Team(s) will compete at Nazarene Youth Conference, the - USA/Canada SE Field Quiz Teams will be selected using a Top Twenty-Four Quiz off. These Twenty-four quizzers would consist of the top eighteen (18) individual quizzers from the A-League and the top six (6) individual quizzers from the B-League. This method may be changed in advance of the tournament by the USA/Canada SE Field Director due to pre-registration requirements of NYC. If so, the USA/Canada SE Field Bible Quiz Director will limit the quiz-off to students registered for NYC and notify all district directors of the changes.

6. A quizmaster, a content judge, and a scorekeeper will serve in each of the three quizzing areas. Each district must bring an official to serve the tournament; officials will be rotated in and out.

7. Any interpretations and clarifications of quiz rules and matters of style by the quizmasters involved will be communicated to the District Quiz Directors, either prior to the tournament or during the Competition

Organization Meeting. The USA/Canada SE Field Quiz Director may make these items available to all district quiz directors during the quizzing year.

8. Any appeals are to be made to the Rules Committee (Quiz Board of Directors, USA/Canada SE Field Quiz Director).

9. Structure and schedule flow of the Bible Quiz Tournament are subject to the overall direction of the TNT@TNU event.

10. In the event of a multiple team tie the following tie-break system shall be used:

    a. First Tie Breaker - head to head records. If all teams are still tied then...
    b. Second Tie Breaker - there will be a quiz off for those teams to determine placing.

"B" LEAGUE QUIZZING

This event is designed to provide exposure for quizzers who have little or no experience with TNT@TNU Quizzing and to provide opportunity for further development of interest among teens in the Bible Quizzing program. It is the hope that B League Quizzing will provide participation of some teens in the level of quizzing competition at TNT@TNU who normally would not be involved at this level.

The following quizzers are eligible to quiz in B-League:

-First or second year quizzers of any age, ***or*** any student in 6^{th}-8^{th} grades (including those students who are in these grades but may also be in their third year of quizzing). If a quizzer is not eligible for TNT@TNU in their first year of competition due to age restrictions (not being 12 years old by December 31 of the previous year), the first year of quizzing does not count against the quizzer's ability to quiz in B-League for two years.

This should not be construed to forbid first or second year quizzers from participating in A League. If a first or second year quizzer, or a quizzer in grades 6^{th}-8^{th} qualifies for A League, he/she should quiz in A League.

Note: In the event that a district is unable to field a B-League team without the participation of individuals who fall into one of the above categories, exceptions will be made with the approval of the USA/Canada SE Field Quiz Director in consultation with the remaining District Quiz Directors, and the USA/Canada SE Field NYI President.

Format of this competition will be sent to District Quiz Directors prior to TNT@TNU.

TEAM SPORTS PLAYER REQUIRMENTS

SPORT	MAXIMUM ROSTER PLAYERS	MAX PLAYERS ON FIELD / COURT*	MINIMUM TO COMPETE IN A GAME*
Men's Basketball	12	5	5
Men's Soccer	14	5 (4 + Goalie)	
Men's Beach Volleyball	8	4	3
Men's Flag Football	12	6	
Ladies' Basketball	12 (Between Both Teams)	3	3
Ladies' Soccer	14	5 (4 + Goalie)	
Ladies' Volleyball	12	6	
Ladies' Flag Football	12	5	
Co-Ed Ultimate Frisbee	14	7	4 (2M / 2F)
Co-Ed Dodgeball	10	6	4 (2M / 2F)
Co-Ed Softball	15	10 (no EH)	9 (5F / 4M)
Co-Ed Gaga Ball	10	5	2 (1F / 1M)

**** For Team Events:*** *If a district has a roster with an insufficient number to compete in a team sport, they may combine with another district that also has a team roster insufficient to compete in the same team sport. Said districts must make this combination team request to registration by the date set when team rosters are due and said team must have approval of the competition committee. Please register all players from the district which wish to play on the combine team at the time of registration and this will count to the three category entry limit for those students. These teams are not eligible to gain competition points for the divisional trophies.*

Note*: Once a forfeit has officially been called by field/court officials, that call is final.*

CATEGORY
TEAM SPORTS

EVENT:
MEN'S BASKETBALL

RULES

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

2. Each game shall consist of two sixteen-minute halves. The game clock will stop only on shooting fouls and time-outs, until the final two minutes of each half, when all rules for stopping the clock will be observed. Each team will be allowed two time-outs per half, which may not be carried over. A two-minute overtime period will be used in case of a tie at the end of regulation. There will be a five-minute warm-up period, and a five-minute halftime.

3. No full-court pressing will be allowed by a team 20 or more points ahead. One warning will be issued per game; thereafter a technical foul violation will be called on a team.

4. Good sportsmanship is to be displayed at all times. Referees and officials are to be respected at all times. Coaches must remove a player momentarily from the game upon said player receiving a technical foul. Cursing, initiating a fight, or the receipt of two technical fouls by a player or coach will result in an automatic ejection from the game and removal from the gym area. The ejected player will also be ineligible to play in the next game. A second offense will result in expulsion from the tournament. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing or harassing players/officials is not tolerated.

5. The maximum number on any district men's basketball roster is 12 players ***(this includes alternates).***

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. Tournament Tie Breaking Rules: If there is a tie between two teams with identical records, the tiebreaker 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.

3. Basketball entries may be the team who won the district TNT tournament, or may be a district all-star team. Districts are urged to conduct a tournament, rather than 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.

4. 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.

5. An honorary 10 member all-star team is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote (Must be a Senior High Youth). Honorary sportsmanship awards may also be given to a team and one individual.

CATEGORY
TEAM SPORTS

EVENT:
MEN'S SOCCER

RULES

1. The soccer competition will be conducted according to F.I.F.A. rules with exceptions to be listed below. State certified officials shall be used. (http://www.fifa.com/worldfootball/lawsofthegame.html). A futsal ball—size 4—will be used for all games.

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 five (5) players plus substitutes. This would commonly be four (4) field players and one goalkeeper. Games will be played on shorter than regulation fields.

4. Christian conduct is expected at all times. Unsportsmanlike conduct will be cautioned with a yellow card. A second misconduct will receive a "red" card resulting in removal from the game leaving the team shorthanded the remainder of the game. The ejected player will also be ineligible to play in the next game. A "gross" misconduct may result in an immediate "red" card, bypassing the initial caution. These are common F.I.F.A. procedures. Harassment of the officials will not be tolerated, and could ultimately result in the forfeiture of a match.

5. The maximum number allowed on the district soccer roster is fourteen (14) players.

6. All players on the field of play must wear shin guards and if wearing cleat, must be soccer cleats.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. In the event of a tie in the championship the following will be utilized: There would be two five-minute "overtime" periods. If these periods should end in a tie, there would be up to two five-minute "sudden death" periods allowed. If these periods should end in a tie, there would be a "shoot-out" as provided in the F.I.F.A. rules to provide a champion.

3. 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.

4. 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.

5. Coaches will receive a schedule of competition no later than at the coaches meeting. Additional copies will be available at the TNT@TNU information desk.

6. A 10 member honorary all-star team will be selected by vote of district coaches and officials. A Most Valuable Player will be chosen by vote (must be a senior high youth).

CATEGORY
TEAM SPORTS

EVENT:
MEN'S BEACH VOLLEYBALL

RULES

1. The men's beach volleyball shall be conducted according to CBVA (http://volleyball.org/rules/95ruleso_mini.html) (variations below). Persons currently coaching volleyball at Trevecca Nazarene University cannot be used as district coaches.

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

3. Each team is allowed one time-out per game. In the final match, two time-outs will be allowed per game. A five-minute warm-up period is allowed before the team's first match of the day.

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

5. Good sportsmanship is to be displayed at all times. Referees and officials are to be respected at all times. A person may be ejected for unsportsmanlike conduct if deemed appropriate by an official. The ejected player will also be ineligible to play in the next game. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing and harassing players/officials is not tolerated.

6. The maximum roster size for any district men's beach volleyball team is 8 players.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. Tournament Tie Breaking Rules: If there is a tie between two teams with identical records, the tiebreaker 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.

3. Volleyball entries may be the team who won the district TNT 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.

4. 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.

5. An honorary 10 member all-star team is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote (must be a senior high youth). Honorary sportsmanship awards may also be given to a team and one individual.

CATEGORY
TEAM SPORTS

EVENT:
MEN'S FLAG FOOTBALL

RULES
Men's Flag Football will be played according to TSSAA rules. (http://www.tssaa.org/)

1. **No contact** allowed (no **blocking**, no push-offs, defenders **cannot bump** receivers, **no moving screens**, no **flag guarding**, no stiff arms)
2. Each game is Forty minutes (two twenty minute halves with a three minute halftime.) with the clock running continuously.
3. **There will be a one-minute warning before the end of second half only. After this the clock will stop at each dead ball. Clock is stopped during extra point with less than one minute**.
4. Each team will be made up of **six** players on the field. Everyone is an eligible receiver.
5. The maximum number allowed on the district Men's Flag Football team is 12 players. ***This includes alternates.***
6. The snap must proceed between the center's legs. No side snaps.
7. Scoring shall be as follows:
    a. Touchdown = 6 points
    b. Extra point = 1 point from 5 yards out or 2 points from 12 yards out
    c. Safety = 2 points
    d. Extra point attempt returned by the defense = 2 points
8. Each team will get **one** 60-second timeout per **half.**
9. The quarterback **cannot** run the ball at all **even if rushed**. Quarterback is defined as the player who receives the snap.
10. To **blitz** you must be **7 yards** off the line of scrimmage. The ref will mark this. If you are not blitzing, you may be on the line of scrimmage. Any defender crossing the line of will be considered blitzing. If the ball is handed off, defenders may cross within the 7 yards.
11. When rushing, you must make a play on the flag not on the quarterback's arm. This will result in an unnecessary roughness penalty. If you choose to jump to block a pass, you must be at least 2 yards away from the quarterback.
12. There is **one first down** at midfield.
13. **No run zone** inside 5 yards of the midfield or end zone. Defense **can** still blitz.
14. The quarterback has **seven seconds** to throw the ball.
15. There are **no fumbles**; ball is dead where it hits the ground.
16. Cleats are allowed but no metal spikes.
17. Shirts must be tucked in.
18. Shorts must **not have pockets.**
19. Mouthpieces must be worn at all times.
20. No sunglasses, hats, jewelry, necklaces, or earrings are permitted.
21. **Interceptions can be returned**. Possession changes where the flag is pulled. All other possession changes start on the 5-yard line. Even turn over on downs.
22. A player cannot dive or jump to advance the ball (This does not include a vertical jump while passing the ball).
23. A runner shall not charge into nor contact an opponent in his path. If a runner in progress has established a straight-line path, he may not be crowded out of that path, but if an opponent is able

to legally establish a defensive position in that path the runner must avoid contact by changing direction.

24. Defenders may not charge through blockers.
25. To block, you may not use your hands or initiate contact in any way. Blocking is only allowed when the blocker stand still with his hands down. The Center is allowed to run his route but not impede the blitzer in any way.
26. Play is ruled dead where the **ball** is when the offensive ball carrier's flag is **broken or pulled off (not where it falls)**. If a player's flag falls off without being pulled, he must be **touched down** with one hand.
27. Flags must be contrasting colors to the shorts.
28. Flag must be clipped in front and not looped or tied in any way. The belt may be folded once before being clipped but no more.
29. After each touchdown, the official will pull the scoring player's flag off to check that it was properly fastened.
30. If a game requires overtime, each team will get one possession from midfield. After the 3rd overtime, teams must attempt a two point conversions only.
31. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing and harassing players/officials is not tolerated.
32. Coaches may not enter the field of play unless during a timeout. This includes huddles.
33. You have 30 seconds to put the ball in play.
34. Referees determine incidental contact that may result from normal run of play. All penalties will be assessed from the line of scrimmage.
35. **Only the team captain may ask the referee questions about rule clarification and interpretations. Players cannot question judgment calls.**
36. Games cannot end on a defensive penalty, unless the offense declines it.
37. Pitches and reverses are allowed.
38. Laterals passes and screen passes behind the line of scrimmage are allowed.

Penalties

***All penalties will be called be the referee**

<u>Defense</u>	
- Offsides	5 yards and repeat the down.
- Interference	5 yards and automatic 1st down
- Illegal contact	10 yards and automatic 1st down
- Illegal flag pull	10 yards and automatic 1st down
- Illegal rushing	10 yards and automatic 1st down
- Pass Interference	10 yards and automatic 1st down.
- Holding	5 yards and automatic 1st down.
- Unsportsmanlike conduct	10 yards and automatic 1st down.
- Unnecessary roughness	10 yards and automatic 1st down.
<u>Offense</u>	
- Offsides	5 yards and loss of down.
- Illegal motion	5 yards and loss of down
- Illegal forward pass	5 yards and loss of down
- Pass interference	10 yards and loss of down
- Delay of game	Clock stops, 10 yards and loss of down
- Flag guarding	10 yards and loss of down.
- Jumping or diving	10 yards and loss of down.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.
2. Field dimensions are: 50 yards in length X 30 yards in width, with 8 yard end zones. There will be markers marking the 5 yard no rush zone, midfield which is also the 1st down marker, and the extra point conversion lines @ 5 and 12 yards.
3. There will 2 officials at all times. The line judge will keep the line of scrimmage, the down, and the clock. The other official will keep score and set the rush marker.
4. Flags will be provided to each team to ensure both teams use the same type of flag. Footballs will also be provided. This will be a standard NFL size ball.
5. 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.
6. Team jerseys must be clearly numbered.
7. 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.
8. If a team holds a 28-point lead with 10 minutes remaining in the second half of play the game will be ended with a victory granted to the team in the lead on the basis of mercy rule.
9. Coaches will receive a schedule of competition no later than the coaches meeting. Additional copies will be available at the TNT@TNU information center.
10. An honorary 10 member all-star team will be selected by vote of district coaches and officials. A Most Valuable Player will be chosen by vote (must be a senior high/youth).

CATEGORY
TEAM SPORTS

EVENT:
LADIES' FLAG FOOTBALL

RULES
Ladies' Flag Football will be played according to TSSAA rules. (http://www.tssaa.org/) All rules for Ladies' Flag Football will match those of the Men's Flag Football (pages 16-18) with the following changes:

1. Edition to Rule #4: The number of players on the field from a team is reduced from 6 to 5.
2. Edition to Guideline #2: Field dimensions are: 50 yards in length X 30 yards in width, with 8 yard end zones. There will be markers marking the 5 yard no rush zone, midfield which is also the 1st down marker, and the extra point conversion lines *@ 3 and 10 yards*.
3. A youth size football shall be used for all games.

CATEGORY
TEAM SPORTS

EVENT:
LADIES' BASKETBALL

RULES

1. The women's basketball tournament shall be conducted according to NFHS rules. The one major variation will be a 3v3 format played on half court. Missed shots that change possession must bring the ball out to reset before shooting. (http://www.nfhs.org/content.aspx?id=3297) (variations below). State certified officials shall be used. Persons currently coaching basketball at Trevecca Nazarene University cannot be used as district coaches.

2. Each game shall consist of two five-minute halves or the first team to 21 playing by 2's and 3's, whichever occurs first. The game clock will stop only on shooting fouls and time-outs, until the final two minutes of each half, when all rules for stopping the clock will be observed. Each team will be allowed two time-outs per half, which may not be carried over. A two-minute overtime period will be used in case of a tie at the end of regulation. There will be a five-minute warm-up period, and a five-minute halftime.

3. Good sportsmanship is to be displayed at all times. Referees and officials are to be respected at all times. Coaches must remove a player momentarily from the game upon said player receiving a technical foul. Cursing, initiating a fight, or two technical fouls on 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.

4. The maximum number on any district ladies' basketball roster is 12 players total. Once a player is assigned to one of the two district teams for the event, that player may not switch teams, even in the event of an elimination.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. Basketball entries may be the team who won the district TNT tournament, or may be a district all-star team. Districts are urged to conduct a tournament, rather than selecting a team by try-outs. Reversible jerseys are recommended; numbers are required. Alternate jerseys will be available to teams without their own, or when contrasting colors with the opposing team are needed.

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

4. An honorary 10 member all-star team is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote (Must be a Senior High/Youth). Honorary sportsmanship awards may also be given to a team and one individual.

CATEGORY
TEAM SPORTS

EVENT:
LADIES' SOCCER

RULES

1. The soccer competition will be conducted according to F.I.F.A. rules with exceptions to be listed below. State certified officials shall be used. (http://www.fifa.com/worldfootball/lawsofthegame.html)

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

3. Each team will be made up of five (5) players plus substitutes. This would commonly be four (4) field players and one goalkeeper. Games will be played on shorter than regulation fields.

4. Christian conduct is expected at all times. Unsportsmanlike like 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. The maximum number allowed on the district soccer roster is fourteen (14) players.

6.All players on the field of play must wear shin guards and if wearing cleat, must be soccer cleats.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. In the event of a tie in the championship the following will be utilized: There would be two five-minute "overtime" periods. If these periods should end in a tie, there would be up to two five-minute "sudden death" periods allowed. If these periods should end in a tie, there would be a "shoot-out" as provided in the F.I.F.A. rules to provide a champion.

3. 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.

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

5. Competitors will have a five-minute grace period from the time the match or competition slot is scheduled to appear and compete. If a bracket is running late so that the match or competition slot is five or more minutes behind, there will be no additional grace period.

6. A 10 member honorary all-star team will be selected by vote of district coaches and officials. A Most Valuable Player will be chosen by vote (must be a senior high youth).

CATEGORY
TEAM SPORTS

EVENT:
LADIES' VOLLEYBALL

RULES

1. The women's volleyball shall be conducted according to NFHS (variations below). TSSAA officials shall be used. Persons currently coaching volleyball at TNU cannot be used as district coaches. (http://www.nfhs.org/content.aspx?id=3297)

2. The rally point scoring system will be used in every game (this is scoring where someone receives a point every time the ball hits the floor).

3. Each match will be best of three format. First two games played to 25 (must win by 2). If a third game is necessary the game will be played to 15 (must win by 2).

4. If a serve hits the net and goes over, the ball is live and in play. There is no side out or point awarded simply because the ball touched the net during the service, unless, of course, it does not clear the net.

5. Each team is allowed 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.

6. Good sportsmanship is to be displayed at all times. Referees and official are to be respected at all times. A person may be ejected for un-sportsmanlike conduct if deemed appropriate by an official. The ejected player will also be ineligible to play in the next game. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing and harassing players/officials is not tolerated.

7. The maximum roster size for any district women's volleyball team is 12 players. ***This includes alternates.***

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. Tournament Tie Breaking Rules: If there is a tie between two teams with identical records, the tiebreaker 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.

3. Volleyball entries may be the team who won the district TNT 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.

4. 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.

5. An honorary ***10 member all-star team*** is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote (must be a senior high youth). Honorary sportsmanship awards may also be given to a team and one individual.

6. All ladies volleyball uniforms are to be worn during gameplay. After the game teams are to wear clothing that aligns to the TNT@TNU dress code.

CATEGORY
TEAM SPORTS

EVENT:
CO-ED SLOW PITCH SOFTBALL

RULES

1. The Co-ed slow pitch softball tournament will be conducted according to the rules found in the ASA Official Softball Rule Book. The rulebook can be found at any local sporting goods store. TSSAA officials will be used. Persons currently coaching softball at TNU cannot be used as district coaches.

2. Team composition on the field shall consist of at least 2 of each sex in the infield, at least 2 of each sex in the outfield AND a male/female pitching/catching combination.

3. Each at bat the batter will approach the plate with a 1 (ball) – 1 (strike) count.

4. Batting order shall alternate between male and female. Each team shall have only 10 batters. There is no 11th batter (extra person).

5. SHORT-HANDED RULE - A game may begin or finish with 9 players, but when and if another player arrives (of correct sex missing), that player must be inserted into the line-up at the ninth or tenth batting position (depending on vacant spot by alternating sexes). If a team plays short-handed with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.

6. A slow pitch game shall consist of seven innings or a one-hour time limit, whichever comes first. In the event of a tie, refer to the rulebook.

7. Each team will be allowed one defensive or offensive conference (time out) per inning. There will be a fifteen-minute warm-up period before the first game of the day with ten minutes between successive games.

8. Good sportsmanship is to be displayed at all times. Referees and official are to be respected at all times. A person may be ejected for un-sportsmanlike conduct if deemed appropriate by an official. The ejected player will also be ineligible to play in the next game. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing and harassing players/officials is not tolerated.

9. No metal cleats will be allowed.

10. A registered player may enter the lineup at any time.

11. The maximum roster size for any district co-ed softball team is 15 players. Each team shall have only 10 batters. There is no 11th batter (extra person).

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. Softball entries may be the team who won the district TNT competition, or a district all-star team. Districts are urged to conduct a tournament, rather than selecting a team by tryouts. Team jerseys must 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 fifteen minutes after the late game is declared over.

4. An honorary ***10 member all-star team*** is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote (Must be a senior high/youth). Honorary sportsmanship awards may also be given to a team and one individual.

5. One male and one female MVP will be chosen by vote.

6. In case of rain delaying a tournament beyond possibility of completion in the prescribed times, that event will revert to a single-elimination bracket, subject to the approval of the Softball Director and the TNT@TNU Director.

CATEGORY
TEAM SPORTS

EVENT:
CO-ED ULTIMATE FRISBEE

RULES

1. **The Field** -- A rectangular shape with endzones at each end. A regulation field is 70 yards by 40 yards, with endzones 10 yards deep.
2. **The Team -** Each team will consist of 7 players on the field. A team roster can have a maximum of 14 players. A minimum of two persons of each gender for each team must be in the game at all times.
3. **Initiate Play** -- Each point begins with both teams lining up on the front of their respective endzone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.
4. **Scoring** -- Each time the offense completes a pass in the defense's endzone, the offense scores a point. Play is initiated after each score. If an offensive player catches the disc while straddling the endzone line, that player must throw the disc out of the endzone before throwing it back into the endzone for a score.
5. **Movement of the Disc** -- The disc may be advanced in any direction by completing a pass to a teammate. The receiving player has two steps to stop and plant their feet. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
6. **Change of possession** -- When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.
7. **Substitutions** -- Players not in the game may replace players in the game after a score and during an injury timeout. A minimum of two persons of each gender for each team must be in the game at all times.
8. **Non-contact** -- No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
9. **Fouls** -- When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.
10. **Self-Refereeing** -- Players are responsible for their own foul and line calls. Players resolve their own disputes.
11. **Spirit of the Game** -- Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

GUIDELINES OF THE COMPETITION

1.The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2.Tournament Tie Breaking Rules: If there is a tie between two teams with identical records, the tiebreaker 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.

3.Ultimate Frisbee entries may be the team who won the district TNT tournament, or may be a district all-star team. Districts are urged to conduct a tournament, rather than selecting teams by try-outs.

4. 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 the game. Any team arriving late will be denied warm-up time.

5. An honorary ***10 member all-star team*** is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote (must be a senior high youth). Honorary sportsmanship awards may also be given to a team and one individual.

CATEGORY
TEAM SPORTS

EVENT:
CO-ED GAGA BALL

RULES

1. This is a NO CONTACT sport. There is to be no blocking, pushing, or using your body to move someone into the ball or into the open area of the pit. Such conduct will result in an out for the round, and further occurrences may result in the player being removed from the competition.

2. A player can hit the ball with their hands but picking up the ball and throwing it at a player is not allowed. This includes "scooping," or curling one's fingers while hitting the ball to project the ball into the air.

3. If the ball touches a player anywhere below the knee, that player is eliminated from the game. If a player hits themself with the ball below their own knee they are out. All outs are to be determined by the official.

4. A player may not hit the ball out of the pit. The penalty for breaking this rule is assigned to the last player to touch the ball before leaving the pit, rather than to the original hitter. Because this provision can result in a strategy of hitting the ball upwards to eliminate another player, the rule prohibiting scooping attempts to discourage this. An exception is made if the ball hits a wall or the ground before leaving the pit; in this scenario, the exit is deemed to be the result of a ricochet, and the player is not eliminated.

5. Holding or otherwise using the wall to assist a jump is termed "spidering" and is prohibited and will result as an out.

6. No player may hit the ball twice in a row unless the ball comes into contact with the wall or another player between touches. A player must step out of the pit completely to show that they have been eliminated.

7. A player must start the game with one of their hands touching the wall of the pit. The officiant has to throw the ball in the center, and have it bounce thrice and chant "ga-ga-ball" If a player removes their hand off the wall before the second bounce, they are eliminated.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. There will be 1 team per District; the team will be co-ed, and will play with Junior High and Senior High students on the same team.

3. This will be a team sport that consists of 5 players with a 10 person roster. A team may start a game with as few as 3 players, however, there must be ratio of +1 of male to female or female to male. Example, if starting 5, 2 males and 2 females must be in the starting 5. If starting 4 it must be 2 male and 2 female. If starting 3 1 male and 1 female must be in the starting 3.

4. Players from the 2 teams could be subbed between the rounds, and each round would be 8 minutes.

5. If all but one player has not been eliminated at the end of the 8 minutes, the team that has the most players remaining wins the round.

6. To avoid a tie: If there are two remaining players each from a different team at the end of the 8 minute round, there is to be a 3 minute sudden death match between those players until a winner is reached (there can be no subs during this time).

CATEGORY
TEAM SPORTS

EVENT:
CO-ED DODGEBALL

RULES

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

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

3. A player is eliminated when an opposing player is hit with a live ball (all hits are an elimination) or when an opposing player catches a live ball thrown at them the thrower is then eliminated. A live ball is one that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official, or other item outside of the playing field (wall, ceiling, etc.)

4. All players must remain within the boundary lines. Players may only leave the boundaries through their end line only to retrieve stray balls. They must also only return through their end line.

5. Players cannot cross the centerline. If they do they are eliminated.

6. The game begins with 6 balls on the centerline and all players lined up with one foot on their end line. Following a signal by the official teams may approach the centerline and to retrieve the balls. This signal starts the contest. Once a ball is retrieved it must be taken back behind the attack line before it can be legally thrown.

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

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

9. Each team will be made up of **6 players on the court**. A team can have a maximum of 10 players on their roster. Teams must begin the game with at least two members from each gender on the court. Each district is allowed 2 teams (merged districts are permitted 4). Once a player is assigned to one of the two district teams for the event, that player may not switch teams, even in the event of an elimination.

10. Good sportsmanship is to be displayed at all times. Referees and official are to be respected at all times. A person may be ejected for un-sportsmanlike conduct if deemed appropriate by an official. The ejected player will also be ineligible to play in the next game. No noisemakers may be used by spectators. Sportsmanship is urged among spectators; booing and harassing players/officials is not tolerated.

11. The playing field shall be a rectangle at least 50ft long and at least 30ft wide, divided into 2 equal sections by a center-line and attack lines 3 yards from and parallel to the centerline.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. Dodgeball entries may be the team who won the district TNT 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. 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. An honorary ***10 member all-star team*** is selected by vote of district coaches and officials. A Most Valuable Player is chosen by vote (must be a senior high youth). Honorary sportsmanship awards may also be given to a team and one individual.

CATEGORY
INDIVIDUAL SPORTS

EVENTS:

Junior High Men's 5K	Middle High Men's 5K	Senior High Men's 5K
Junior High Ladies' 5K	Middle High Ladies' 5K	Senior High Ladies' 5K

RULES

1. Junior, Middle, 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.

CATEGORY
INDIVIDUAL SPORTS

EVENTS:

Junior High Men's 100m	Middle High Men's 100m	Senior High Men's 100m
Junior High Ladies' 100m	Middle High Ladies' 100m	Senior High Ladies' 100m

RULES

1. Participants will race on a measured and lined course, 100m in length. The first participant to cross the finish line wins.

2. *In the case where limited lane space is available, multiple heats will be ran with the winner from each heat running in a championship race*.

3. All runners must remain in their lane from start to finish line.

GUIDELINES OF THE COMPETITION

1. The 100m is made up of the top qualifier from each age and gender division from each district. Limit one runner per age/gender division, per district.

2. The race will have a line judge at the start line to determine a fair start. After a single false start, runners will be called back to the starting line, a second false start will disqualify the runner who commits the infraction.

3. A second judge will be at the end of the race to determine a winner. This judge's determination of finishing order is final.

4. In the event of a tie there will be a run off between those two runners.

CATEGORY
INDIVIDUAL SPORTS

EVENTS:

Junior High Men's Pickleball	Junior High Ladies' Pickleball
Middle High Men's Pickleball	Middle High Ladies' Pickleball
Senior High Men's Pickleball	Senior High Ladies' Pickleball

RULES

1. The Pickleball competition shall be conducted according to USA Pickleball rules. (Copy of the rulebook may be found at: https://usapickleball.org/docs/USA-Pickleball-Official-Rulebook-v8-14-2023.pdf)

2. The competition is structured in double-elimination tournament brackets for each event.

3. Players call their own lines and faults.

4. Pickleball matches consist of best two of three games played to a score of 11, win by 2.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. Competitors will have a ten-minute grace period from the time the match or competition slot is scheduled to appear and compete.

3. Should a player not arrive within the applicable grace period after the announced start time, he or she will forfeit the match.

4. 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 Pickleball Director and the TNT@TNU Director.

5. This is an exhibition event and does not count toward the maximum two tournament limitation field rule.

CATEGORY
INDIVIDUAL SPORTS

EVENT:

Junior High Men's Table Tennis
Middle High Men's Table Tennis
Senior High Men's Table Tennis
Junior High Ladies' Table Tennis
Middle High Ladies' Table Tennis
Senior High Ladies' Table Tennis

RULES

1. The table tennis tournament will be conducted according to USATT rules (http://www.teamusa.org/USA-Table-Tennis).

2. The competition is structured in double-elimination tournament bracket.

3. Players call their own lines and faults.

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

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

2. Should a player not arrive within ten minutes of the announced start time, he or she will forfeit the match.

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

4. This is a tournament style event and counts toward the maximum two tournament limitation field rule.

CATEGORY
INDIVIDUAL SPORTS

EVENTS:

Junior High Men's Golf	Junior High Ladies Golf
Middle High Men's Golf	Middle High Ladies Golf
Senior High Men's Golf	Senior High Ladies Golf

1) Golf registration must be in no later than ***February 22nd, 2027. On our online informational form, each district will indicate the number of golf participants. Fees can be paid at TNT@TNU onsite during registration***. Districts will be responsible for the payment of fees based on their registration on that date.

2) Golf competition will be played in on a 9 hole golf course. 8 par 3 holes and 1 par 4 hole. It will be a shotgun start on Friday Morning.

3) Participants will play and score as individuals.

4) Once a player reaches double par on a hole, that player will take that score, pick up their disc and proceed to play the next hole.

5) Each district is allowed two participants per gender per age division.

CATEGORY
INDIVIDUAL SPORTS

EVENTS:

Junior High Men's Disc Golf	Junior High Ladies Disc Golf
Middle High Men's Disc Golf	Middle High Ladies Disc Golf
Senior High Men's Disc Golf	Senior High Ladies Disc Golf

1) Disc Golf will be played according to the DGA rules and format or recreational play. https://discgolf.com/disc-golf-education-development/disc-golf-rules-for-recreational-play/

2) Participants will play and score as individuals. All players must report their scores to the Disc Golf Event Director IMMEDIATELY upon completion of their round.

3) Once a player reaches double par on a hole, that player will take that score, pick up their disc and proceed to play the next hole.

4) Each district is allowed two participants per gender per age division.

CATEGORY
INDIVIDUAL SPORTS

EVENTS:

Junior High Men's Swimming
Middle High Men's Swimming
Senior High Men's Swimming
Junior High Ladies' Swimming
Middle High Ladies' Swimming
Senior High Ladies' Swimming

RULES

1. The swimming competition allows each entrant to swim twice. The best time will be used in determining winners.

2. The distance is approximately 50 meters, with one turn.

GUIDELINES OF THE COMPETITION

1. Swimmers may be allowed to re-schedule their swimming times with the Swimming Director when it is done in advance and time is available for swimming officials.

2. The Swimming Director arranges for timekeepers and lifeguards, and determines the sequence and number of those swimming.

3. Each district will be allowed a maximum of 2 swimmers per swimming event. Example: each district may have 2 junior high men swimmers, 2 senior high men swimmers competing for that district at TNT@TNU swimming event. This is not a head-to-head tournament event.

CATEGORY
INDIVIDUAL SPORTS

EVENTS:
Junior High Chess
Middle High Chess
Senior High Chess

RULES

1. The Chess Competition will abide by the regulations set forth by the US Chess Federation (http://www.uschess.org/docs/gov/chessrules/US_Chess_Rule_Book-%20Online_Only_Edition_v7.1-1.2.11-7.19.19.pdf)
2. Board Setup - The board should be positioned so that each player has a white square on their right-hand side.
3. The player with the white (lighter color) pieces will make the first move. To determine the color each player will blind draw a pawn from a bag in round one. Alternate colors in subsequent rounds. Coin flip if conflict.
4. Each player takes turns making one move at a time. A piece can only move to a square that is unoccupied, or to a square occupied by an opponent's piece, which is then captured.
5. Every Chess piece moves in a unique way as follows:
    a. Pawn: Pawns move forward one or two squares on their first move, and one square at a time after that. Pawns can only capture other pieces diagonally one square ahead of them.
    b. Rook: Rooks can move horizontally or vertically any number of squares.
    c. Knight: Knights move in an "L" shape, with two squares in one direction and then one square in a perpendicular direction. They can jump over other pieces.
    d. Bishop: Bishops move diagonally any number of squares forward or backward.
    e. Queen: The queen can move horizontally, vertically, or diagonally any number of squares.
    f. King: The king can move one square in any direction.
6. Time Control using Chess Clocks. Each player gets 30 minutes total on their chess clock. Players must hit their side of the clock after making each move. Failure to use the clock correctly may result in time penalties. If a player's time runs out, they lose.
7. Rules of Checkmate and Draw:
    a. If a player's king is in check, the player must make a move out of threat. No move out of check equates to a checkmate. The player who brings the opponent's king into checkmate wins.
    b. Draws: Several situations can lead to a draw, e.g., insufficient material or threefold repetition. If a player is not in check but has no legal moves left, the game is a draw by "stalemate."
    c. Tiebreaks: Stalemate or draw leads to a 5-minute blitz game. Coin flip if this also ties.
    d. If a player wishes to end the game because they believe that they cannot win, they can resign at any time.
8. A timer will placed at each table.

GUIDELINES OF THE COMPETITION

1. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience**.**
2. Conduct: Good sportsmanship is mandatory. Distractions or unsportsmanlike behavior can lead to disqualification.
3. Players more than 15 minutes late forfeit. Tournament director's decisions are final.

CATEGORY
INDIVIDUAL SPORTS

EVENTS:
Esports

RULES

1. All Esports will be played on a format set by the competition committee.
2. Player Requirements
    a. Requirements will be set with the format of the tournament.
    b. Players must have a stable internet connection. Disconnections during a match will count as a loss.
3. Match Setup
    a. Game Mode - 1v1 matches in Creative Mode (Private Lobby).
    b. Players start each round with full health (100 HP) and full shield (100 Shield)
    c. Weapons allowed are decided by tournament officials and will be standard for all matches (no explosives, etc.).
    d. Players must stay within the map's boundaries. Leaving the designated area results in a forfeit of the round.
4. Players must submit a screenshot of their match results within 10 minutes of the game ending.
5. Other Items
    a. All players are required to use the default Fortnite skins. No purchased or unlocked skins are allowed during the tournament.
    b. No back bling, pickaxes, gliders, or other cosmetics outside of the default loadout may be used.
    c. Players found using non-default skins or cosmetics will forfeit the round and may be subject to disqualification from the tournament. This ensures a level playing field by keeping all players' appearances uniform.

GUIDELINES OF THE COMPETITION

1. Tournament Structure

a. The structure of the tournament will be determined based upon registered participants and available time to provide for the best student experience.

b. Players must check in 15 minutes before the tournament starts time.

c. All matches will begin at the scheduled time. Players who are late will forfeit the match.

d. Each 1v1 match has a time limit of 10 minutes per round. If the round exceeds the time limit, the player with the most health points wins.

e. Each match will be played as a best of 3 rounds—the first player to win 2 rounds advances to the next stage of the tournament.

f. The winner is determined by eliminating the opponent in each round.

2. Any disputes over match results must be reported to the tournament officials immediately. Decisions by the officials are final.

3. Players are responsible for their own devices and internet connections. The tournament will not be paused or restarted due to technical issues on the player's end.

4. If there are server-wide issues, the match will be rescheduled or restarted.

5. The use of cheats, hacks, or third-party software to gain an advantage is strictly prohibited and will result in disqualification.

6. All players must exhibit good sportsmanship and respect towards others. Toxic behavior, harassment, or hate speech will lead to disqualification.

CATEGORY
SPEECH

EVENTS:

Early Youth Original Oratory
Early Youth Oral Interpretation
Early Youth Impromptu Speaking
Early Youth Contextual Storytelling

Senior Youth Original Oratory
Senior Youth Oral Interpretation
Senior Youth Impromptu Speaking
Senior Youth Contextual Storytelling

DEFINITIONS

1. Original oratory is an original speech to inform, persuade, amuse, or inspire. Notes may be used, but the speech cannot be read from manuscript. Visual aids to supplement or reinforce the speech may be used.

2. Oral interpretation is a reading of a single selection of published poetry, prose, or Scripture. The reading must include an original introduction. The selection must be presented from a manuscript, with introduction from memory.

3. Impromptu speaking is an event in which entrants receive the same short quotation or excerpt of general interest from the judges, and then have seven minutes to prepare a speech based on what they have received. All topics are religious in nature. Limited notes are permitted. Minimum speaking time is four minutes. The only reference that may be used is a Bible which will be supplied during competition by judges or event coordinator.

4. Contextual storytelling is an event in which entrants receive a setting of time and place, character(s), an event, and a Biblical concept from the judges. The entrants will then be allowed seven minutes to prepare a narrative story line using the given the setting, character(s), and event received to clearly communicate the Biblical concept provided by the judges (telling a parable). Limited notes are permitted. The story must be no less than 4 minutes in total presentation. The only reference permitted is a Bible supplied during competition by the judges or the event coordinator. This is neither exposition or a speech, but an original narrative.

RULES

1. 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.

2. Time limit on each entry will be eight minutes.

3. Entrants must not use material presented in prior years.

4. Two copies of the manuscript must be presented to the judges in interpretation events. Two copies of the outline must be presented in oratory events.

GUIDELINES OF THE COMPETITION

1. Entrants make their presentation one time. Time may be rescheduled only with permission of the Speech Director, if done prior to the scheduled time and if judges are available.

2. Entries will be judged on the basis of appropriateness of selection, introduction/ transitions, sequence, clarity, articulation, mood, gestures, confidence, research, depth of thought, and creativity of ideas.

CATEGORY
VOCAL MUSIC

EVENTS:

Early Youth Female Vocal Solo
Early Youth Vocal Duet
Early Youth Male Vocal Solo
Early Youth Worship Band (3 or more)
Vocal Small Group (3-4 members)
Vocal Choir (13 or more)
Senior Youth Female Vocal Solo
Senior Youth Vocal Duet
Senior Youth Male Vocal Solo
Senior Youth Worship Band (3 or more)
Vocal Ensemble (5-12 members)
Singer / Songwriter

RULES

1. As the guidelines for our event are From God For God, entries should be classical or non-secular in nature.

2. Total memory recall is required for entrants. Accompanists who are not singing may use musical score. Clarification: someone accompanying himself/herself is not allowed to use chord charts or sheet music.

3. For all events other than choir, sheet music is not required. Three copies of a lyric sheet must be provided. Those competing in the choir competition must submit sheet music.

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

5. Time limit on all entries: 5 minutes. Entries over 5 minutes are disqualified.

6. Participation in a vocal choir does not count as a category.

7. District IMPACT teams are not eligible.

8. No entrant may compete more than once in the same event.

9. Failure to follow rules will result in a significant deduction in points awarded.

GUIDELINES OF THE COMPETITION

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

2. Performance schedule changes are discouraged for ensembles and choirs, and may be arranged only by directors with the Vocal Music Coordinator.

3. Entrants are encouraged to select music that reflects their vocal range and ability, and to give consideration to classics and hymn arrangements.

4. Due to the limited number of available auditoriums, room for all spectators at every event is not guaranteed.

5. The event of vocal duet is determined by the grade level of the oldest member. Vocal duets, groups, ensembles, and choirs are to include harmony in their presentation.

6. 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.

7. Duets, groups, ensembles, and choirs may be composed of teens from different churches, but must participate in the district TNT event. The development of local church groups, ensembles, and choirs is encouraged.

8. Consideration will be given to balance in the selection of qualified judges.

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

10. Competition procedures are announced by the Vocal Music Director at the Competition Organization Meeting prior to the beginning of the competition.

11. Accompaniment tracks may be used for all entries (except Singer/Song Writer) if desired. Only vocal solos may use tracks that include background vocals. ***All tracks must be in digital format (with the exception of worship band). CD's are not allowed. Tracks must be downloaded prior to the event (i.e. not on the cloud or Internet Site).***

12. Though sheet music is not required, it is encouraged to be provided if possible.

13. Choir and Ensemble Directors may stand on the stage or floor at their discretion.

SUBCATEGORY:
Worship Band

The worship band competition, no matter the group's skillset or preferred genre of music, is uniquely designed for individuals to combine and develop their gifts with live vocals and instrumental accompaniment to engage and lead the listeners in worship with excellent musical quality. Understanding there are many outstanding Christian songs, Worship Band emphasizes leading songs directed TO God in praise, adoration, and thanks, rather than a performance oriented presentation about God.

RULES

1. One entry per district (combined districts are allowed a second entry)

2. Maximum time limit allowed on all entries is 5 minutes.

3. Taped accompaniment is not allowed and prerecorded clicks, stem files and/or loops must be produced by the competing worship band.

4. Groups will have 10 minutes to set up for their presentation.

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

6. Entries are judged on the basis of musical quality, worship attitude, and communication.

7. Total memory recall is required for all entrants.

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

9. Visual displays of words (PowerPoint, Media Shout, Easy Worship, ProPresenter, etc.) are not allowed.

SUBCATEGORY:
Singer / Songwriter

RULES

1. As the guidelines for our event are From God For God, entries should be classical or non-secular in nature.

2. Total memory recall is required for entrants.

3. One original copy and two photocopies of an applicable chord chart and lyric sheet.

4. No entry may perform the same song in multiple years.

5. Time limit on all entries is 5 minutes. Entries over 5 minutes are disqualified.

6. All participants must provide their own instrumentation. No additional instrumentation is allowed.

7. The original vocals and instrumentation must be performed by the writer(s) who wrote the song.

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.

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. No instrumentation will be provided. All participants must bring their own appropriate instrumentation. A 5-piece drum set (kick, snare, toms, high hat, ride, crash) will be provided if needed.

CATEGORY
INSTRUMENTAL MUSIC

EVENTS:

Early Youth Keyboard Solo
Early Youth Brass Solo
Early Youth Woodwind Solo
Early Youth Strings Solo
Early Youth Percussion Solo
Instrumental Group [2 or more]
Senior Youth Keyboard Solo
Senior Youth Brass
Senior Youth Woodwind Solo
Senior Youth Strings Solo
Senior Youth Percussion Solo

RULES

1. As the guidelines for our event are From God For God, entries should be classical or non-secular in nature.

2. Memorization of music is not required for any entries.

3. Pre-recorded accompaniment is allowed only on instrumental solo entries. ***All pre-recorded accompaniment must be in other digital form; CD's are not allowed. Tracks must be downloaded prior to the event (i.e. not on the cloud or Internet Site).***

4. One original copy and two photocopies of the printed music of the arrangement being performed must be submitted to the judges prior to performing (applicable to Rhythmic Solo and Melodic Solo events). It is not mandatory for entrants in the Improvisational Solo or Accompaniment Solo events to provide sheet music.

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

6. Time limit on each entry: 5 minutes. Entries over 5 minutes will be disqualified.

GUIDELINES OF THE COMPETITION

1. Performance schedule changes are discouraged for ensembles, and may be arranged only by directors with the Instrumental Music Director.

2. Entrants are encouraged to select music that reflects adequate difficulty, and to give consideration to classics and hymn arrangements.

3. Due to the limited number of available auditoriums, room for all spectators at every event is not guaranteed.

4. 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 TNT event. The development of local church groups is encouraged.

5. Consideration will be given to balance in the selection of qualified judges.

6. Entries are judged according to poise/posture, appropriateness of selection, interpretation and technique. Please use discretion regarding appropriate dress and apparel for performance.

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

8. A 5-piece drum set (kick, snare, toms, high hat, ride, crash) will be provided for all solos. All participants will use the same set.

9.Piano/keyboard will be provided if needed.

10. Competition procedures are announced by the Instrumental Music Director in the competition organization meeting prior to the beginning of the competition.

CATEGORY
CREATIVE MINISTRIES

EVENTS:

Early Youth Video Production
Early Youth Puppets (2 or more)
Early Youth Preaching
Early Youth Drama Group (2 or more)
Early Youth Drama Monologue
Early Youth Sign Language (1 person)
Early Youth Interpretive Worship Solo
EY Interpretive Worship Group (2 or more)

Senior Youth Video Production
Senior Youth Puppets (2 or more)
Senior Youth Preaching
Senior Youth Drama Group (2 or more]
Senior Youth Drama Monologue
Senior Youth Sign Language (1 person)
Senior Youth Interpretive Worship Solo
SY Interpretive Worship Group (2 or more)

DEFINITIONS

1. Video Production is an original presentation of a pre-recorded videotape production of a music video (dramatization of a song), documentary video (theme presentation with narration or interviews), or drama video (skit or feature). Entries may be submitted by an individual or group; any number of persons may be used in the "cast." Only those entrants who are submitting the tape are allowed in the production of the tape; no adult assistance is permitted.

2. 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 and be in harmony with the doctrine of the Church of the Nazarene. Outlines are to be original; sources used must be credited. Notes may be used.

3. Puppets competition consists of a presentation of a published or original script piece by a group of two or more persons. All presentations are to be done behind a puppet stage; one person may be out front to serve as a narrator or converse with puppets. (This competition does not include ventriloquist dummies.)

4. Drama Group competition shall be the presentation of an original or published religious skit, short drama, or cutting from a play, which involves the portrayal of two or more characters by two or more entrants. Staging, costumes, and props may be used. All lines are to be memorized. A copy of the script must be provided to the judges.

5. Drama monologue 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.

6. Sign Language competition 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.

7. Interpretive Worship is an original or a commercial presentation by one (or more) entrant(s) with no vocal lines by any participant. The presentation should tell a story and/or create a picture. Emphasis on choreographed body movement as a form of mime/human video or dance that brings to life either spoken or sung words as a visual aid for the glory of God. Sign Language is not a form of mime/human video.

RULES

1. All entries must be of a non-secular nature and in harmony with the doctrine of the Church of the Nazarene.

2. Entries that exceed time limits will be disqualified.

3. Entrants in group presentations may be from more than one church; no district-sponsored groups are allowed. Each event in the Creative Ministries category is determined by grade level of oldest member participating.

4. Two copies of the script (in sermon, outline, or manuscript) must be submitted to the judges prior to the presentation.

5. Entrants must be present at the event to receive awards.

6. Only one presentation is made in each event.

7. No entry may perform the same presentation in a following year.

GUIDELINES OF THE COMPETITION

Video Production

1. Entries are to be submitted in person at the Orientation Meeting prior to the beginning of the competition

2. Entries are judged on the basis of technique, content, theme presented, and effectiveness of communication.

3. Maximum time limit allowed on all entries is 10 minutes.

Preaching

1. Presentations will be made to judges who are currently active in pastoral ministry or teaching ministry. Practical tips and encouragement are given.

2. Entries are judged on the basis of organization, content, delivery, theological perspective, and appropriateness.

3. Copies of the sermon outline and/or manuscript is to be presented to the judges prior to the presentation.

4. Maximum time limit allowed on all entries is 10 minutes.

Puppets

1. Pre-recorded music, scripts, and/or live presentation are allowed. ***All pre-recorded accompaniment must be in other digital form; CD's are not allowed. Tracks must be downloaded prior to the event (i.e. not on the cloud or Internet Site).***

2. Puppet groups must provide their own equipment. Any necessary set-up must be done prior to the beginning of the competition; a stage may be moved into place prior to presentation.

3. Entries are judged on the basis of technique, clarity of presentation, theme presented, and effectiveness of communication.

4. Maximum time limit allowed on all entries is 10 minutes (set-up and break-down included).

Drama Group / Drama Monologue

1. Presentations are made on a stage. A three-minute time limit is observed for the setting of the stage; costumes, props, or stage furniture needed should be brought along, or arranged for, prior to the beginning of the competition by the entrants.

2. Accompaniment music cannot be used.

3. Entries are judged on the basis of appearance, voice projection and articulation, characterization, movement, interpretation, creativity, audience contact, content and overall presentation.

4. Maximum time limit allowed on all entries is 12 minutes.

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. ***All pre-recorded accompaniment must be in other digital form; CD's are not allowed. Tracks must be downloaded prior to the event (i.e. not on the cloud or Internet Site).***
4. Two written translations 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.

Interpretive Worship

1. A 3- minute time limit is observed for the setting of the stage if needed.
2. Pre-recorded music can be used only if religious in nature. Pre-recorded music, scripts, and/or live presentation are allowed. ***All pre-recorded accompaniment(s) must be in other digital form; CD's are not allowed. Tracks must be downloaded prior to the event (i.e. not on the cloud or Internet Site).***
3. Time limit on all entries is 8 minutes.
4. All movement should be done in an atmosphere of praise and worship directed towards God.
5. 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.
6. Entrants should provide judges, either introduction or in writing, what the entrant is trying to communicate to the audience if an instrumental piece in being used (2 copies). This should describe your purpose of the presentation. If the purpose is self explanatory by Scripture being read or by the words of the song, this is not necessary.

7. Entries are judged by appropriateness of selection and 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.
8. Only small props may be used due to limited space at venue.

CATEGORY
ART

EVENTS:

Early Youth Oil/Acrylic
Early Youth Pencil
Early Youth Pen/Ink
Early Youth Water
Early Youth Chalk/Pastels
Early Youth Mixed Media
Early Youth Photography
Early Youth 3-D
Early Youth Graphic Design

Senior Youth Oil/Acrylic
Senior Youth Pencil
Senior Youth Pen/Ink
Senior Youth Water
Senior Youth Chalk/Pastels
Senior Youth Mixed Media
Senior Youth Photography
Senior Youth 3-D
Senior Youth Graphic Design

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. Entries must be the same piece presented at the District Event with only reasonable changes recommend from the District Judges' feedback.

5. Entrants must be present at the event to receive awards.

DEFINITIONS

3-D
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, fabric, etc. Each entry must be mounted or matted for display.

Pencil
Entries must be created with common instruments that include graphite pencils, wax color pencils, charcoals, or graphite. Each entry must be matted 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.

Mixed Media
Entries should be visual art pieces in which more than one medium has been employed. Mediums include paint, pen & ink, pencil, found objects, etc. Each entry must be matted or displayed within a frame.

Photography
Entries may be created with digital or film, in color or black & white. Images may be color corrected, cropped, or cleaned up. Photo-manipulation is also welcome, but entries may be placed within the "Mixed Media" category if an additional medium is used or in the "Graphic Design" category if done through electronic means. Each entry must be matted or displayed within a frame.

Graphic Design
Entries must be created using electronic software from a computer or other electronic device. Each entry must be printed and matted or displayed within a frame.

GUIDELINES OF THE COMPETITION

1. A card with the name of the artist, district, age level, and event entered is to be placed in the lower right hand corner of each entry.

2. Entrants must attend the art competition orientation meeting. Any exceptions must be cleared by the Art Director. Two judging sheets are to be filled out by each entrant and placed with their entry.

3. Entries are judged according to selection, originality, presentation, craftsmanship, composition, design, interpretation, and style.

4. Separate judges serve the early youth and senior youth events.

5. Entries may be left at the registration area at the beginning of the event, to be held at the Orientation Meeting.

6. Any art work submitted which does not fit into a TNT@TNU event may be judged and displayed, but cannot receive an award.

7. Mixed Media is an entry that utilizes a combination of distinct media and/or media not already defined to express an artistic theme and still remain in a 2-dimensional framework.

CATEGORY
CREATIVE WRITING

EVENTS:

Early Youth Poetry
Senior Youth Poetry
Early Youth Prose
Senior Youth Prose

RULES

1. As the guidelines for our event are From God For God, entries must be in harmony with the doctrines and lifestyle standards of the Church of the Nazarene. Pieces containing explicit language/themes and/or extreme political views will be disqualified from competition.

2. All entries must be original. Each piece may only be entered one year.

3. Entries must be the same piece presented at the District Event with only reasonable edits recommend from the District Judges' feedback.

4. Entrants must be present to receive awards.

5. Entries are to be typewritten, on 8 1/2 x 11 inch typing paper, double-spaced, single-sided, Times New Roman Font at 12pt, limited to 5 pages in length. Pages are to be numbered, and must be contained in a cover. The name, district, age level, and category of the entrant is to be included at the top right hand corner of the first page, followed by any title of the piece centered underneath.

6. No piece can be submitted in both speech and creative writing categories.

GUIDELINES OF THE COMPETITION

1. Fiction or non-fiction pieces may be submitted. Quoted sources must be properly cited. All pieces must be narrative in structure.

2. Initials of the author should be typed in the bottom corner of each page in case the text becomes separated.

3. Only one copy must be submitted to judges, and the entrant should keep an extra copy in possession in case of loss.

4. Entrants must attend the creative writing competition orientation meeting. Any exceptions must be cleared by the Creative Writing Director. Three judging sheets are to be filled out by each entrant and placed inside the entry cover.

5. Entries are judged on the basis of organization, content, style, grammar, logical flow, creativity, and depth of thought.

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

CATEGORY
MATH & ACCOUNTING

EVENTS:

Early Youth Math

Senior Youth Math
Senior Youth Accounting

RULES

1. Entrants are not allowed to leave the room or talk to others during the math or accounting tests.

2. Tests are not returned to individuals.

3. Calculators can be used during the tests**.**

4. The math and accounting competitions are open, meaning that districts may enter as many persons as wish to participate, who have participated that year in the district competition.

Math and Accounting

1. The math and accounting competitions are operated on the basis of standardized tests taken by each entrant. Sixty minutes are 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.

TNT@TNU ART EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Selection	1	2	3	4	5	6	7	8	9	10
B. Originality	1	2	3	4	5	6	7	8	9	10
C. Presentation	1	2	3	4	5	6	7	8	9	10
D. Craftsmanship	1	2	3	4	5	6	7	8	9	10
E. Composition	1	2	3	4	5	6	7	8	9	10
F. Design	1	2	3	4	5	6	7	8	9	10
G. Interpretation	1	2	3	4	5	6	7	8	9	10
H. Style	1	2	3	4	5	6	7	8	9	10

RATING SCALE

Gifted	80-68
Proficient	67-56
Competent	55-40
Effective	39-32
Novice	31-00

TOTAL RATING:_____
JUDGE NUMBER:_____

TNT STILL PHOTOGRAPHY EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Selection	1	2	3	4	5	6	7	8	9	10
B. Originality	1	2	3	4	5	6	7	8	9	10
D. Presentation	1	2	3	4	5	6	7	8	9	10
F. Lighting	1	2	3	4	5	6	7	8	9	10
G. Technique	1	2	3	4	5	6	7	8	9	10
H. Setting/Composition	1	2	3	4	5	6	7	8	9	10
I. Overall Quality	1	2	3	4	5	6	7	8	9	10

RATING SCALE

Gifted	70-60
Proficient	59-49
Competent	48-38
Effective	37-27
Novice	26-00

TOTAL RATING:_____
JUDGE NUMBER:_____

CREATIVE MINISTRIES
TNT PREACHING EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

SERMON TEXT_____SERMON TITLE_____

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. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

Bible Engagement – Did you deeply engage and faithfully interpret the primary Biblical Text?

1 2 3 4 5 6 7 8 9 10

Sermon Flow – Is your sermon structure clear, coherent, and creative?

1 2 3 4 5 6 7 8 9 10

Life Application – How might your audience respond to and embody your proclamation?

1 2 3 4 5 6 7 8 9 10

Passion – Does this message matter to you? Do you believe what you have preached?

1 2 3 4 5 6 7 8 9 10

Delivery – Is your communication (tone, pacing, eye contact body gestures) compelling?

1 2 3 4 5 6 7 8 9 10

RATING SCALE

Gifted	45 - 50
Proficient	40 - 44
Competent	35 - 39
Effective	30 - 34
Novice	0 - 29

TOTAL RATING:_____
JUDGE NUMBER:_____

CREATIVE MINISTRIES

TNT INTERPRETIVE WORSHIP EVALUATION FORM

NAME_____ **AGE LEVEL**_____

CATEGORY_____ DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

PRESENTATION:

A.	Appropriateness of selection	1 2 3 4 5 6 7 8 9 10 (Glorifies God, within groups ability, relates to audience)
B.	Clarity of presentation	1 2 3 4 5 6 7 8 9 10 (well thought out, purposeful, etc.)
C.	Movement	1 2 3 4 5 6 7 8 9 10 (Flow, timing of movement, etc.)
D.	Interpretation	1 2 3 4 5 6 7 8 9 10 (movement communicated message, use of facial expression, etc.)
E.	Creativity	1 2 3 4 5 6 7 8 9 10 (creative use of movement and expression to communicate)
F.	Transition	1 2 3 4 5 6 7 8 9 10 (moving from one segment to another, change of moods, etc.)
G.	Attitude of worship	1 2 3 4 5 6 7 8 9 10 (did song communicate worship, passion, etc.)
H.	Overall Presentation	1 2 3 4 5 6 7 8 9 10

RATING SCALE

Gifted	80-72
Proficient	71-63
Competent	62-54
Effective	53-46
Novice	45-00

TOTAL RATING:_____

JUDGE NUMBER:_____

CREATIVE MINISTRIES

TNT DRAMA MONOLOGUE EVALUATION FORM

Each entrant must submit a script to the judges prior to the presentation. Accompaniment music cannot be used.

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Selection	1	2	3	4	5	6	7	8	9	10
B. Appearance	1	2	3	4	5	6	7	8	9	10
C. Voice Projection and Articulation	1	2	3	4	5	6	7	8	9	10
D. Characterization	1	2	3	4	5	6	7	8	9	10
E. Movement	1	2	3	4	5	6	7	8	9	10
F. Interpretation	1	2	3	4	5	6	7	8	9	10
G. Creativity	1	2	3	4	5	6	7	8	9	10
I. Audience Contact	1	2	3	4	5	6	7	8	9	10
I. Overall Presentation	1	2	3	4	5	6	7	8	9	10

RATING SCALE

Gifted	90-77
Proficient	76-63
Competent	62-46
Effective	45-36
Novice	35-00

TOTAL RATING:_____

JUDGE NUMBER:_____

CREATIVE MINISTRIES
TNT DRAMA GROUP EVALUATION FORM

Each group must submit two copies of the script to the judges prior to the presentation.

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Selection	1	2	3	4	5	6	7	8	9	10
B. Appearance	1	2	3	4	5	6	7	8	9	10
E. Voice Projection and Articulation	1	2	3	4	5	6	7	8	9	10
F. Characterization	1	2	3	4	5	6	7	8	9	10
E. Movement	1	2	3	4	5	6	7	8	9	10
F. Interpretation	1	2	3	4	5	6	7	8	9	10
G. Creativity	1	2	3	4	5	6	7	8	9	10
J. Audience Contact	1	2	3	4	5	6	7	8	9	10
I. Overall Presentation	1	2	3	4	5	6	7	8	9	10

RATING SCALE

Gifted	90-77
Proficient	76-63
Competent	62-46
Effective	45-36
Novice	35-00

TOTAL RATING:_____
JUDGE NUMBER:_____

CREATIVE MINISTRIES
TNT PUPPETS EVALUATION FORM

NAME_____AGE LEVEL_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Memorization of Script	1	2	3	4	5	6	7	8	9	10
B. Lip Synchronization	1	2	3	4	5	6	7	8	9	10
C. Vocal Expressiveness	1	2	3	4	5	6	7	8	9	10
D. Pronunciation and Articulation	1	2	3	4	5	6	7	8	9	10
E. Distinction/Differentiation Among Various Characters	1	2	3	4	5	6	7	8	9	10
F. Meaningful/Helpful Puppet Gestures	1	2	3	4	5	6	7	8	9	10
G. Achievement of Rapport With Audience	1	2	3	4	5	6	7	8	9	10
H. Consistency/Accuracy of Puppet Body Positions	1	2	3	4	5	6	7	8	9	10
I. Selection of Material/Thematic Emphasis Appropriate to Audience and Occasion	1	2	3	4	5	6	7	8	9	10
J. Bonus	1	2	3	4	5	6	7	8	9	10

<u>RATING SCALE</u>

Gifted	100-87
Proficient	86-73
Competent	72-56
Effective	55-46
Novice	45-00

TOTAL RATING:_____
JUDGE NUMBER:_____

CREATIVE MINISTRIES
TNT SIGN LANGUAGE EVALUATION FORM

To be eligible for awards, entry must be typed on 8.5 x 11 paper, double spaced, and contained in a plastic cover.

NAME_____AGE LEVEL_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Accuracy 1 2 3 4 5 6 7 8 9 10
(Correctness of translation, Conceptually correct, etc.)

B. Execution 1 2 3 4 5 6 7 8 9 10
(Fluidity, Comfortable during presentation)

C. Appearance 1 2 3 4 5 6 7 8 9 10
(Facial Expression, clothing, eye contact)

D. Overall Presentation 1 2 3 4 5 6 7 8 9 10
(Did presenter communicate well, etc.)

RATING SCALE

Gifted	40-34
Proficient	33-27
Competent	26-20
Effective	19-13
Novice	12-00

TOTAL RATING:_____
JUDGE NUMBER:_____

CREATIVE MINISTRIES
TNT VIDEO PRODUCTION EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Technique	1	2	3	4	5	6	7	8	9	10
B. Content	1	2	3	4	5	6	7	8	9	10
C. Theme Presented	1	2	3	4	5	6	7	8	9	10
D. Effectiveness of Communication	1	2	3	4	5	6	7	8	9	10

RATING SCALE

Gifted	40-34
Proficient	33-28
Competent	27-21
Effective	20-16
Novice	15-00

TOTAL RATING:_____
JUDGE NUMBER:_____

INSTRUMENTAL MUSIC
TNT BRASS SOLO EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

PRESENTATION

A. Poise	1 2 3 4 5 6 7 8 9 10
	(overt attitude, personal presentation, recovery)
B. Posture	1 2 3 4 5 6 7 8 9 10
	(personal carriage, position on bench, platform decorum)
C. Appropriateness	1 2 3 4 5 6 7 8 9 10
	(contest caliber, within the performer's ability, relatedness to audience)

INTERPRETATION

D. Phrasing	1 2 3 4 5 6 7 8 9 10
	(precise attack and release, proper use of musical sentence/thought)
E. Dynamics	1 2 3 4 5 6 7 8 9 10
	(crescendo, decrescendo, balance between parts)
F. Worship Attitude	1 2 3 4 5 6 7 8 9 10
	(the message coming through, mood set, conveyance of understanding)

TECHNIQUE

G.. Intonation	1 2 3 4 5 6 7 8 9 10
	(accuracy and consistency of pitch)
H. Tone Quality	1 2 3 4 5 6 7 8 9 10
	(clarity, evenness of tone, control)
I. Rhythmic Stability	1 2 3 4 5 6 7 8 9 10
	(consistent, steady beat, tasteful determination of tempo)
J. Precision	1 2 3 4 5 6 7 8 9 10
	(accuracy of notes, clarity of scale)
K. Specific Technique	1 2 3 4 5 6 7 8 9 10
	(mastery in specific category, skill, effectiveness, secure memory)

RATING SCALE

Gifted	110-94
Proficient	93-77
Competent	76-56
Effective	55-44
Novice	43-00

TOTAL RATING:_____
JUDGE NUMBER:_____

INSTRUMENTAL MUSIC
TNT INSTRUMENTAL MUSIC GROUP EVALUATION FORM

No vocal back-up allowed on accompaniment tapes. Groups do not have to memorize music.

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

PRESENTATION

A. Poise	1 2 3 4 5 6 7 8 9 10 (overt attitude, personal presentation, recovery)
B. Posture	1 2 3 4 5 6 7 8 9 10 (personal carriage, position on bench, platform decorum)
C. Appropriateness	1 2 3 4 5 6 7 8 9 10 (contest caliber, within the performer's ability, relatedness to audience)

INTERPRETATION

D. Phrasing	1 2 3 4 5 6 7 8 9 10 (precise attack and release, proper use of musical sentence/thought)
E. Dynamics	1 2 3 4 5 6 7 8 9 10 (crescendo, decrescendo, balance between parts)
F. Worship Attitude	1 2 3 4 5 6 7 8 9 10 (the message coming through, mood set, conveyance of understanding)

TECHNIQUE

G. Intonation	1 2 3 4 5 6 7 8 9 10 (accuracy and consistency of pitch)
H. Tone Quality	1 2 3 4 5 6 7 8 9 10 (clarity, evenness of tone, control)
I. Diction	1 2 3 4 5 6 7 8 9 10 (consistent, steady beat, tasteful determination of tempo)
J. Precision	1 2 3 4 5 6 7 8 9 10 (accuracy of notes, clarity of scale)
K. Blend	1 2 3 4 5 6 7 8 9 10 (balance, oneness of sound, cooperation)

RATING SCALE

Gifted	110-91
Proficient	90-75
Competent	74-56
Effective	55-44
Novice	43-00

TOTAL RATING:_____
JUDGE NUMBER:_____

INSTRUMENTAL MUSIC
TNT KEYBOARD EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

PRESENTATION

A. Poise 1 2 3 4 5 6 7 8 9 10
(overt attitude, personal presentation, recovery)

B. Posture 1 2 3 4 5 6 7 8 9 10
(personal carriage, position on bench, platform decorum)

C. Appropriateness 1 2 3 4 5 6 7 8 9 10
(contest caliber, within the performer's ability, relatedness to audience)

INTERPRETATION

D. Phrasing 1 2 3 4 5 6 7 8 9 10
(precise attack and release, proper use of musical sentence/thought)

E. Dynamics 1 2 3 4 5 6 7 8 9 10
(crescendo, decrescendo, balance between parts)

F. Worship Attitude 1 2 3 4 5 6 7 8 9 10
(the message coming through, mood set, conveyance of understanding)

TECHNIQUE

G. Intonation 1 2 3 4 5 6 7 8 9 10
(accuracy and consistency of pitch)

H. Tone Quality 1 2 3 4 5 6 7 8 9 10
(clarity, evenness of tone, control)

I. Rhythmic Stability 1 2 3 4 5 6 7 8 9 10
(consistent, steady beat, tasteful determination of tempo)

J. Precision 1 2 3 4 5 6 7 8 9 10
(accuracy of notes, clarity of scale)

K. Specific Technique 1 2 3 4 5 6 7 8 9 10
(mastery in specific category, skill, effectiveness, secure memory)

RATING SCALE

Gifted	110-94
Proficient	93-77
Competent	76-56
Effective	55-44
Novice	43-00

TOTAL RATING:_____
JUDGE NUMBER:_____

INSTRUMENTAL MUSIC
TNT PERCUSSION EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

All Percussion events are adjudicated from the following possible criteria (see adjudication columns for event-specific criteria):

Rhythm: accurate rhythms & subdivisions of notes & rests

Tempo: appropriate tempo, steadiness maintained, accurate meter changes

Technique: proper grip, stick height, evenness of hands, sound production, playing position, proper execution of rudiments, rolls, stickings, 4-mallet skill (if applicable)

Musicianship: dynamic range, expressive markings, phrasing, stylistic elements, articulations

Melody: pitches are accurate, key is properly demonstrated, accidentals observed

Improvisation: proper groove/pattern, fills/accompaniment, color (use of cymbals/toms), creativity

Accompaniment: blend, not overpowering, song contribution, relevance to worship

Match one of the following four adjudication columns to the ***event*** (**use only <u>one</u> column**); maximum point values are noted for each criterion, note the score in section 1 - Maximum Noted:

<u>Rhythmic Solo:</u>
Rhythm 30 _____
Tempo 30 _____
Technique 30 _____
Musicianship 10_____

Totalscore_____

<u>Melodic Solo:</u>
Rhythm 30_____
Tempo 30_____
Technique 10_____
Musicianship 10_____
Melody20_____
Totalscore_____

<u>Improvisation Solo:</u>
Rhythm 30_____
Tempo 30_____
Technique 10_____
Musicianship 10_____
Improvisation20_____
Total Score_____

<u>Accompaniment Solo</u>:
Rhythm 30_____
Tempo 30_____
Technique 10_____
Musicianship 10_____
Improvisation 10_____
Accompaniment 10____
Total Score _____

Rating Scale

Gifted	100-87
Proficient	86-73
Competent	72-56
Effective	55-46
Novice	45-00

Total Rating _____
Judge Number_____

INSTRUMENTAL MUSIC
TNT STRINGS SOLO EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

PRESENTATION

A. Poise 1 2 3 4 5 6 7 8 9 10
(overt attitude, personal presentation, recovery)

B. Posture 1 2 3 4 5 6 7 8 9 10
(personal carriage, position on bench, platform decorum)

C. Appropriateness 1 2 3 4 5 6 7 8 9 10
(contest caliber, within the performer's ability, relatedness to audience)

INTERPRETATION

D. Phrasing 1 2 3 4 5 6 7 8 9 10
(precise attack and release, proper use of musical sentence/thought)

E. Dynamics 1 2 3 4 5 6 7 8 9 10
(crescendo, decrescendo, balance between parts)

F. Worship Attitude 1 2 3 4 5 6 7 8 9 10
(the message coming through, mood set, conveyance of understanding)

TECHNIQUE

G. Intonation 1 2 3 4 5 6 7 8 9 10
(accuracy and consistency of pitch)

H. Tone Quality 1 2 3 4 5 6 7 8 9 10
(clarity, evenness of tone, control)

I. Rhythmic Stability 1 2 3 4 5 6 7 8 9 10
(consistent, steady beat, tasteful determination of tempo)

J. Precision 1 2 3 4 5 6 7 8 9 10
(accuracy of notes, clarity of scale)

K. Specific Technique 1 2 3 4 5 6 7 8 9 10
(mastery in specific category, skill, effectiveness, secure memory)

RATING SCALE

Gifted	110-94
Proficient	93-77
Competent	76-56
Effective	55-44
Novice	43-00

TOTAL RATING:_____
JUDGE NUMBER:_____

INSTRUMENTAL MUSIC
TNT WOODWIND SOLO EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

PRESENTATION

A. Poise 1 2 3 4 5 6 7 8 9 10
(overt attitude, personal presentation, recovery)

B. Posture 1 2 3 4 5 6 7 8 9 10
(personal carriage, position on bench, platform decorum)

C. Appropriateness 1 2 3 4 5 6 7 8 9 10
(contest caliber, within the performer's ability, relatedness to audience)

INTERPRETATION

D. Phrasing 1 2 3 4 5 6 7 8 9 10
(precise attack and release, proper use of musical sentence/thought)

E. Dynamics 1 2 3 4 5 6 7 8 9 10
(crescendo, decrescendo, balance between parts)

F. Worship Attitude 1 2 3 4 5 6 7 8 9 10
(the message coming through, mood set, conveyance of understanding)

TECHNIQUE

G. Intonation 1 2 3 4 5 6 7 8 9 10
(accuracy and consistency of pitch)

H. Tone Quality 1 2 3 4 5 6 7 8 9 10
(clarity, evenness of tone, control)

I. Rhythmic Stability 1 2 3 4 5 6 7 8 9 10
(consistent, steady beat, tasteful determination of tempo)

J. Precision 1 2 3 4 5 6 7 8 9 10
(accuracy of notes, clarity of scale)

K. Specific Technique 1 2 3 4 5 6 7 8 9 10
(mastery in specific category, skill, effectiveness, secure memory)

RATING SCALE

Gifted	110-94
Proficient	93-77
Competent	76-56
Effective	55-44
Novice	43-00

TOTAL RATING:_____
JUDGE NUMBER:_____

CREATIVE WRITING

TNT PROSE EVALUATION FORM

To be eligible for awards, entry must be typed on 8.5 x 11 paper, double spaced, and contained in a plastic cover.

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Organization 1 2 3 4 5 6 7 8 9 10
Are ideas and transitions clear? Pay attention to structure: beginning-middle-end/intro-body-conclusion.

B. Content 1 2 3 4 5 6 7 8 9 10
Look for characterization, setting, details, messages, etc. Does the piece work? Exposition/dialogue/information—necessary/unnecessary?

C. Style 1 2 3 4 5 6 7 8 9 10
Consider word choices/diction, tone/voice, and sentence structure/rhythm within the work.

D. Grammar 1 2 3 4 5 6 7 8 9 10
Are the rules of grammar upheld throughout the work, eliminating confusion/misunderstanding?

E. Logical Flow 1 2 3 4 5 6 7 8 9 10
Does the writing remain focused/make sense? Are plots/thoughts explained thoroughly?

F. Neatness 1 2 3 4 5 6 7 8 9 10
Observe presentation of the work. Are pages clean and easy to read (font/printing)? Has entrant followed the competition's formatting rules?

G. Creativity 1 2 3 4 5 6 7 8 9 10
Is the work fresh, original, and compelling? Focus on description, structure of the work, and invention of interesting characters/plots/thoughts.

H. Depth of Thought 1 2 3 4 5 6 7 8 9 10
Is it evident that the writer spent time working with themes, symbolism, character development, foreshadowing, etc.?

RATING SCALE

Gifted	80-68
Proficient	67-56
Competent	55-40
Effective	39-32
Novice	31-00

TOTAL RATING:_____

JUDGE NUMBER:_____

CREATIVE WRITING
TNT POETRY EVALUATION FORM

To be eligible for awards, entry must be typed on 8.5 x 11 paper, double spaced, and contained in a plastic cover.

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

A. Organization	1	2	3	4	5	6	7	8	9	10
B. Content	1	2	3	4	5	6	7	8	9	10
C. Style	1	2	3	4	5	6	7	8	9	10
D. Grammar	1	2	3	4	5	6	7	8	9	10
E. Logical Flow	1	2	3	4	5	6	7	8	9	10
F. Neatness	1	2	3	4	5	6	7	8	9	10
G. Creativity	1	2	3	4	5	6	7	8	9	10
H. Depth of Thought	1	2	3	4	5	6	7	8	9	10

RATING SCALE

Gifted	80-68
Proficient	67-56
Competent	55-40
Effective	39-32
Novice	31-00

TOTAL RATING:_____
JUDGE NUMBER:_____

TNT SPEECH EVALUATION FORM

Each entrant must submit a copy of the manuscript or outline to the judges prior to the presentation.

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

SELECTION	
A. Appropriateness	1 2 3 4 5 6 7 8 9 10
	(universality, relatedness to audience, treatment)
B. Introduction/Transitions	1 2 3 4 5 6 7 8 9 10
	(before and between major points or selections)
ORGANIZATION	
C. Sequence	1 2 3 4 5 6 7 8 9 10
	(logical flow of thought)
D. Clarity	1 2 3 4 5 6 7 8 9 10
	(understandable presentation of thesis or selections)
DELIVERY	
E. Articulation/Rate	1 2 3 4 5 6 7 8 9 10
	(diction, control, proper, speed)
F. Mood	1 2 3 4 5 6 7 8 9 10
	(use of emotions, sensitivity, empathy, relatedness to topic)
G. Gestures/Emphasis	1 2 3 4 5 6 7 8 9 10
	(justifiable and clear emphasis, use of hands and facial gestures, nature)
H. Confidence	1 2 3 4 5 6 7 8 9 10
	(posture, poise, overall demeanor)
CONTENT	
I. Evidence of Research	1 2 3 4 5 6 7 8 9 10
	(use of sources, quality of supportive material)
J. Depth of Thought	1 2 3 4 5 6 7 8 9 10
	(logic used, challenge, intrigue)
K. Creativity*	1 2 3 4 5 6 7 8 9 10
	(use of ideas)(*not applicable in interpretation events)

RATING SCALE

Gifted	110-94
Proficient	93-77
Competent	76-56
Effective	55-44
Novice	43-00

TOTAL RATING:_____

JUDGE NUMBER:_____

TNT CONTEXTUAL STORYTELLING EVALUATION FORM

Each entrant must submit a copy of the manuscript or outline to the judges prior to the presentation.

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

STRUCTURE

A. Narrative Plotline 1 2 3 4 5 6 7 8 9 10
(development of character, setting, and plot in relation to given concept)

B. Introduction/Transitions 1 2 3 4 5 6 7 8 9 10
(before and between major points or selections)

ORGANIZATION

C. Sequence 1 2 3 4 5 6 7 8 9 10
(logical flow of narrative)

D. Clarity 1 2 3 4 5 6 7 8 9 10
(understandable presentation of thesis or selections)

DELIVERY

E. Articulation/Rate 1 2 3 4 5 6 7 8 9 10
(diction, control, proper, speed)

F. Mood 1 2 3 4 5 6 7 8 9 10
(use of emotions, sensitivity, empathy, relatedness to topic)

G. Gestures/Emphasis 1 2 3 4 5 6 7 8 9 10
(justifiable and clear emphasis, use of hands and facial gestures, nature)

H. Confidence 1 2 3 4 5 6 7 8 9 10
(posture, poise, overall demeanor)

CONTENT

I. Evidence of Reflection 1 2 3 4 5 6 7 8 9 10
(reflection of concept is evidence throughout the narrative)

J. Depth of Thought 1 2 3 4 5 6 7 8 9 10
(logic used, challenge, intrigue)

K. Creativity 1 2 3 4 5 6 7 8 9 10
(originality of storyline vs. reshaping of a more common story)

RATING SCALE

Gifted	110-94
Proficient	93-77
Competent	76-56
Effective	55-44
Novice	43-00

TOTAL RATING:_____
JUDGE NUMBER:_____

VOCAL MUSIC

TNT SOLO, GROUP, CHOIR, AND WORSHIP BAND EVALUATION FORM

NAME_____**AGE LEVEL**_____

CATEGORY_____DISTRICT/CHURCH_____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

PRESENTATION

A. Poise/Posture 1 2 3 4 5 6 7 8 9 10
(overt attitude, personal presentation, recovery, platform decorum)

B. Appropriateness 1 2 3 4 5 6 7 8 9 10
(song selection, within the performer's ability, relatedness to audience)

INTERPRETATION

C. Worship Attitude 1 2 3 4 5 6 7 8 9 10
(telling the "story" of the song, strong sense of visual worship)

D. Connection 1 2 3 4 5 6 7 8 9 10
(connection with audience, response, communication through music)

E. Communication 1 2 3 4 5 6 7 8 9 10
(the message coming through, mood set, conveyance of understanding)

TECHNIQUE

F. Intonation/Tone Quality 1 2 3 4 5 6 7 8 9 10
(accuracy and consistency of pitch, clarity, evenness of tone, control)

G. Expression 1 2 3 4 5 6 7 8 9 10
(appropriate use of hands, facial expression, performance)

H. Dynamics/Diction 1 2 3 4 5 6 7 8 9 10
(consistent, steady beat, tasteful determination of tempo, crescendo, decrescendo, appropriate use of diction for understanding)

I. Precision/Phrasing 1 2 3 4 5 6 7 8 9 10
(accuracy of notes, clarity of scale, balance between parts, precise attack and release, proper use of musical sentence/thought)

J. Blend (Group only) 1 2 3 4 5 6 7 8 9 10
(balance, oneness of sound, cooperation)

RATING SCALE		GROUP
Gifted	90-77	100-87
Proficient	76-63	86-73
Competent	62-46	72-56
Effective	45-36	55-46
Novice	35-00	45-00

TOTAL RATING:_____
JUDGE NUMBER:_____

VOCAL MUSIC

TNT SINGER/SONGWRITER EVALUATION FORM

NAME: _____ **AGE LEVEL:** _____

CATEGORY: SINGER/SONGWRITER DISTRICT/CHURCH: _____

Note to the judge: Please indicate your evaluation by circling a number on each line. Each line is graded 1 through 10, with 10 being the best possible. Total all lines at the bottom. Use the back for comments and notes of encouragement. Failure to adhere to the rules of the TNT@TNU Handbook will result in a significant deduction of points form the student's overall score.

PRESENTATION

A. Stage Presence/Communication 1 2 3 4 5 6 7 8 9 10
(Poise/Posture, communicates and conveys message to audience, recovery)

B. Song Delivery 1 2 3 4 5 6 7 8 9 10
(Within performer's ability, confidence level within performance, clarity of lyric)

INTERPRETATION

C. Worship Attitude 1 2 3 4 5 6 7 8 9 10
(telling the "story" of the song, strong sense of visual worship)

D. Lyrical Phrasing 1 2 3 4 5 6 7 8 9 10
(Completeness in thought & pattern, consistent in rhyme)

E. Dynamics 1 2 3 4 5 6 7 8 9 10
(Balance between all parts in both singing and playing)

F. Connectivity 1 2 3 4 5 6 7 8 9 10
(Successful song structure, lyrically comprehensive)

G. Creativity 1 2 3 4 5 6 7 8 9 10
(Uniqueness of thought, melody, and idea)

TECHNIQUE

H. Intonation/Precision 1 2 3 4 5 6 7 8 9 10
(Accuracy/consistency of pitch and notes, scale clarity)

I. Tone Quality 1 2 3 4 5 6 7 8 9 10
(Evenness of tone and control)

J. Diction 1 2 3 4 5 6 7 8 9 10
(Consistency of delivery in tempo with regards to voice and instrument)

RATING SCALE

Gifted	100-87
Proficient	86-73
Competent	72-56
Effective	55-46
Novice	45-00

TOTAL RATING:_____

JUDGE NUMBER:_____