

What is the Purpose of Festival of Life (FOL)?

Festival of Life (FOL) is an event sponsored by Eastern Nazarene College for senior high school students from across the Eastern NYI Region. Festival of Life has three main purposes:

1. Challenge students to a dynamic life in Christ through worship, evangelism, ministry, spiritual enrichment, and community.
2. Challenge students to use their God-given talents in competition.
3. Allow students to experience Eastern Nazarene College. Opportunities for students will include Admissions interviews and campus tours.

MTO Projects

Ministry to Others (MTO) Projects are a great way for FOLers to use their God-given gifts and talents to minister to the needs of others and share the love of Christ with them. MTO Projects vary from making pillow cases for hospitalized children to raking leaves, singing in senior citizen housing complexes, cleaning up trash, distributing flyers for agencies in Boston, and even stuffing plastic Easter Eggs with candy and toys for a Nazarene church sponsored community Egg Hunt! MTO opportunities are optional and space is limited. They are available in two time frames: Friday morning, from 9:00am-12:00pm which will conflict with some athletic competition. The second time frame is Saturday, from 2:30-5:30pm. All competition will be completed by this time and districts are planning activities for the afternoon. So, please check with your district director regarding your availability BEFORE signing up for the Saturday time frame. Indicate your choice and desire to participate in a MTO on your registration form. Students on MTOs MUST be accompanied by district chaperones.

Requirements and Participation

1. Each participant must have attended five Sunday church services or youth group meetings at a Nazarene church within the six weeks prior to Regional FOL.
2. Each participant must be in grades 9-12.
3. Registrants who participate in Regional Christian Communication and Athletic competition must be selected through their district competition. Only those complying with the Regional FOL rules may advance to the Regional FOL.
4. Individuals may represent their district in ONLY ONE of the following events: men's basketball, women's basketball, men's volleyball, women's volleyball, men's soccer, women's soccer, or Math/Science Quizzing. The Regional FOL Director or Regional NYI Representative may make an exception ONLY if a district cannot field a starting team with one substitute in both events. This may only occur in certain combinations. If this exception is made, no more than the specific number of players needed to play plus one substitute shall be allowed to participate. If an individual is participating in two events for which they were selected and there is a schedule conflict at the Regional FOL, they will be required to choose one. In Christian Communication, an individual registrant may be entered only once in each category, unless the district is unable to provide a second entrant in that event or category.
5. Cell phones are permitted only **must be turned off during competition and services**.
6. All districts must provide an insurance rider showing proof of coverage to the Regional FOL Director. The dates of Regional FOL must be included on the rider.
7. No alterations may be made to district uniforms unless made by the manufacturer. Players in altered uniforms will not be allowed to participate.

Registration & Schedule

1. The Regional FOL Director shall serve as registrar for all events at the Regional FOL. All individual registrations must be submitted through the District FOL Director so they might:
 - a. Know who is representing the district and be sure each participant is qualified.
 - b. Make housing assignments.
 - c. Make arrangements for adult leaders.
 - d. Make arrangements for transportation.
2. The schedule of events (including athletic competition game/match schedules) will be available to the District FOL Director no later than two weeks prior to the Regional FOL.
3. **For District leaders:** All registrations and competition rosters shall be complete and submitted to the Regional FOL Director no later than **February 25 2014. Registrations must include COMPLETED Competition and Rooming assignments.**

A \$3,000 District pre-payment is due **February 25, 2014.** District FOL Directors may make **minor changes** in competition rosters up until **March 6, 2014.** No changes may be made after this with the exception of approved alternates who will be added at registration at the event. All remaining registration fees are due at the completion of the Regional FOL.
4. All lodging arrangements will be coordinated through the Regional FOL Director. All registrants must lodge in the accommodations designated for their district by the Regional FOL Director. Only registrants of the Regional FOL are eligible for housing rates and occupancies of hotels. **District leaders should communicate ALL hotel inquiries directly to the Regional FOL Director.** Alternate housing is not allowed for registrants. **Lodging is not permitted on ENC's campus.**
5. All registration lists must include designated alternates for each area of competition. Undesignated alternates at the Regional FOL will not be allowed to participate in competition.
6. ENC students, faculty, and staff (not including members of families) may be admitted to the Regional FOL without charge upon presentation of current ENC issued identification cards.

Adult Leadership and Curfew

1. There shall be one adult leader (age 23 or older) for every six youth registrants. This adult is ultimately responsible for these six students throughout the Regional FOL.
2. All registrants shall be in their rooms within 30 minutes of the last scheduled event of the evening and absolutely no later than midnight. **No students are permitted in the hotel hallways after this time.**
3. All district leaders and chaperones will assume responsibility for students' adherence to the curfew. Nightly room checks by district leadership are required with disciplinary action applied to curfew offenders.

General Athletic Rules and Regulations

1. All athletic competition at Regional FOL shall be coordinated by the Regional FOL Director or the designee of the Regional FOL Director.
2. For all team events (including athletics, table tennis, chess and Math/Science Quizzing), based on the number of teams, there will be one or two mini round-robin tournaments conducted to determine play-off participants. Teams will be divided into two groups (randomly drawn prior to Regional FOL), which will play through a round-robin tournament. The first and second place teams in each group will advance to the semi-final round. The first place team in Group A will play the second place team in Group B and vice versa. Following the semi-final contests, there will be a consolation game to determine third and fourth place and a championship game to determine first and second place. If districts are unable to field teams making the round robin play ineffective, then tournament play will continue in a format best suited for the number of teams participating. Final tournament brackets and tournament play is determined by the number of teams entered in each event.

3. Tie-breakers for determining first through fourth place within each group are as follows:
 - a. Head-to-head result
 - b. Point differential
 - c. Coin flip
4. In case of an injury, an alternate may be substituted for the injured player. Upon placement of said alternate, the injured player becomes eliminated from further action for the remainder of Regional Festival of Life. If no alternate is placed, then the injured player may return to participate as soon as possible.
5. If a student has an asthma attack that is severe enough to see the physical trainer or stop the game, the student will not be permitted to participate in athletic events for the remainder of that day. If the same student has two such attacks, they will not be allowed to participate in athletic events for the duration of Regional FOL.
6. Coaches are responsible for the attitudes and actions of their players and themselves on and off the court including the locker room. Any player expelled from a game by a referee for conduct detrimental to the game is suspended from further tournament play during the remainder of Regional Festival of Life.
7. All games/matches will begin at their designated time. Warm-up is allowed between the completion of the previous game/match and the start time of the next game/match. If a team is not present at the designated start time of the game/match, they will forfeit the game they were committed to play.

Event Observers

1. A site coordinator will be appointed as an observer for each major team sport and will observe all games or matches for the purpose of ensuring Christ-like attitudes by coaches, players, and fans.
2. The observer will watch for:
 - a. Attitude problems
 - b. Inappropriate language
 - c. Harassment of officials, players, opposing teams, fans, etc... (verbal or otherwise)
 - d. Fighting
 - e. Conduct inappropriate of an athlete or coach
3. The observer will have authority to:
 - a. Call an official time-out through the game official to control a situation or offer guidance to the officials.
 - b. Give a warning to a coach or player for inappropriate behavior.
 - c. Upon a second infraction, eject a player or a coach from the game/match. If a player is ejected from a game/match during Regional Festival of Life, he or she will be suspended from further play.
 - d. Convene a meeting prior to the game with officials to discuss rule enforcement and any special existing situations.
 - e. At their discretion, issue a warning to a coach or player following an assessed technical foul by an official.
 - f. The observer shall attend all coaches meetings.
 - g. The observer will meet together with members of both teams before each game/match to review policies and lead in prayer.

Basketball

1. Each district shall provide a men's all-star team and a women's all-star team.
2. Each team is allowed a maximum of 10 players and 2 coaches.
3. Each team shall have their own uniform shirts with numbers in designated colors.
4. Licensed officials will referee all games.

Basketball Continued:

5. Each game will consist of two periods of 15 minutes running time with a 2 minute time-out between halves. The last 2 minutes of the 2nd half will be stop time. If a team takes too much time on a foul shot, the referee has the responsibility to speed things up.
6. There are 2 time-outs (1 minute) allowed for each team per game.
7. First team to score in a game will be the home team.
8. Five team fouls will be given per half. On the sixth foul, the opposing team will be in the bonus situation. All bonus foul shots will be 1-and-1.
9. Each player will be given 5 fouls per game. On the fifth foul, the player will be removed from the game.
10. In case of a tie, an overtime period of 3 minutes running time will be played (within 1 minute of the end of regulation time). The last minute of the overtime period will be stop time. Each team will receive 1 additional timeout.

Volleyball

1. Each district shall provide a men's all-star team and a women's all-star team.
2. Each team is allowed a maximum of 12 players and 2 coaches.
3. Each team shall have their own uniform shirts with numbers in designated colors.
4. Licensed officials will referee all games.
5. The first two games will be rally scoring to 15 points. Games must be won by at least two points with a cap at 17 points. If a game is tied at 16-16, the winner of the next point wins the game. The deciding third game will be to 11 points. The deciding game must be won by two points with no cap.
6. There is one timeout (1 minute) for each team per game.

Soccer

1. Each district shall provide a men's all-star team and a women's all-star team.
2. Each team is allowed a maximum of 12 players and 2 coaches.
3. Each team shall have their own uniform shirts with numbers in designated colors.
4. All soccer games will be played indoors at the Marina Bay Sportsplex in Quincy. All games will be played on a half field except the Championship game which will be played on a full field.
5. Each team shall play with 5 players and a goalie.
6. The ball used will be a standard indoor ball inflated to 9 lbs.
7. Duration of the game will be 25 minutes with a running clock. There are no time-outs. There is no overtime until the playoffs.

Soccer Continued:

8. Overtime for playoffs:
 - a. Five minute sudden-death overtime will be played. If the score is still tied after overtime, each team will select five players who will each shoot one penalty kick (alternating teams).
 - b. If the score is still tied, additional players will be selected to shoot penalty kicks in a sudden death format. A player may not shoot more than one penalty kick in overtime until all rostered players have shot once. Goalies may be substituted at any time during overtime.
9. No slide tackling will be permitted.
10. No cleats may be worn; only indoor soccer flats, turf shoes or sneakers may be worn. All players MUST wear shin guards.

Table Tennis

1. Each district may provide two singles players.
2. Each match will be best of five games with each game to 11 points. Games must be won by at least two points. Play shall be continuous throughout the match. All other rules will be in accordance with United States Table Tennis Association rules.
3. Table tennis balls will be provided by Eastern Nazarene College. Paddles are the responsibilities of the Districts.

Dodgeball

1. Each district shall provide a Co-ed District All-Star Dodgeball Team.
2. Each team is allowed a maximum of 10 players and 2 coaches. 6 Players will compete on a side, others will be available as substitutes. Substitutes may enter the line-up only during the Start of each Game or in the case of injury. Each Team must have at least 2 Females in their starting line-up, for each Game.
3. Each team shall have their own uniform shirts with numbers in designated colors.
4. Each Match will consist of three 6-minute individual games. Each Game will be played for 6 minutes, or until all Players are eliminated on one side. If time expires, all remaining Players are counted. The team with the most players remaining wins the game. The Match will be won by the team winning 2-out-of-3 Games.
5. Play begins with all players positioned behind their team's endline.
6. Upon the Official's signal, both teams rush to center court and attempt to retrieve as many balls as possible. A team may rush with as many or as few players as it wants, but at least one person from each team has to rush. Players' feet may not cross over the Center Line at any time, or they are out. The Dodgeball must be brought completely behind the endline before it may be thrown at an opponent.
7. There are no Team Time Outs.
8. A player shall be deemed "out" when:
 - a. A live Dodgeball (a Dodgeball that has not hit the ground or wall) hits any part of the player's body, clothing, or uniform.
 - b. A player is hit by a live Dodgeball rebounding off another player or ball lying on the court.
 - c. A defending player catches a live Dodgeball they have thrown.
9. Players shall return to the game when a teammate catches a live Dodgeball. (They return in the order they were put out...first out, first in)

Dodgeball Continued:

10. Players may defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed out. Any blocked Dodgeball rebounding off another ball is considered live. Any player hit by that rebounding ball is deemed out. That live rebounding ball may also be caught by another player, resulting in the thrower being out, and a teammate returning to the game.
11. Any thrower committing a "headshot" (an upright player is hit directly in the head by a high thrown Dodgeball) will be deemed out. The player hit in the head shall remain in play.
12. During play, all players must remain within the Boundary Lines. Players may leave the boundaries through their endline only to retrieve stray Dodgeballs. They must also return through their endline.
13. If an Official determines that a player or team is intentionally stalling (delaying the game), the Official will warn the Player/Team. If the stalling continues, at the Official's discretion, the Player/Team will lose possession of all Dodgeballs on their side. If both Teams are stalling a reset should occur.
14. If an equal number of players remain after regulation play, a 2-minute Sudden Death Overtime Period will be played. To reduce time required to finish an overtime game, Team Coaches may choose to add an equal number of players prior to the start of the first overtime. Sudden death still applies. Both Coaches must agree to the number of players added. If not, overtime will begin with the number of players left standing at the end of regulation time. All overtime periods will begin with an equal number of "Dodgeballs in hand" behind a team's end line. The first team to legally eliminate any one opposing player will be declared the winner.
15. Players are expected to adhere to the "Honor System," respecting that when they are legally hit, they are to leave the Court. All games will be monitored by an Official, and that Official's decision is final, with no exceptions

Chess

1. Each district shall provide a four-person team in chess. A district may compete with less than four persons.
2. Team members should be placed in board order according to how they finished in district competition. The top player is Board 1, etc.
3. Each district must provide two tournament size chess sets for use in the competition.
4. Each match will consist of games between Board No. 1 players, Board No. 2 players, Board No. 3 players, and Board No. 4 players from the two teams competing against each other (a total of four matches).
5. The Board No. 1 player on the team listed first will use white pieces. The colors given to individual players alternate from Board No. 1 down. If Board No. 1 has white, then No. 2 has black, etc.
6. In every match, each member of a team scores game points as follows: one point for a win, one-half point for a draw, and zero for a loss. A forfeit is considered a loss. A team scores a match point for a win against another team, one-half point for a draw, zero for a loss, on the basis of game points greater than, equal to, or less than the opposing team, respectively.
7. A win will be awarded if one of the following apply: a. a player checkmates an opponent; b. an opponent's time elapses; c. an opponent resigns. A draw will be awarded if one of the following apply: a. stalemate; b. mutual agreement the game is a draw; c. both time clock flags are down before a win is claimed; d. upon a claim by the player having the move, when the position (i) is about to appear, or (ii) has just appeared for the third time, the same player having the move each time; e. when the player having the move claims a draw and demonstrates that at least 25 consecutive moves have been made by each side without any piece being captured and any pawn moved.

Chess Continued:

8. In the event of a tie in match points after round-robin competition, the following tie-breakers shall apply to decide playoff seeding:
 - a. Head-to-head competition
 - b. Total game points
 - c. Coin flip
9. Each player is allowed 45 minutes per match to make their moves, beginning at the starting time of each round. If a player is not in attendance at the starting time, the event coordinator shall start their match for them. Chess clocks will be provided by ENC.
10. If a district has no registered chess representative, and it is known by the chess coordinator, a forfeit may be declared immediately instead of allowing the 45 minutes to expire.
11. Each match must be documented by each player and all records must be turned in to the coordinator at the end of each match. The outcome of all matches will be verified/determined by the Chess Coordinator.

Math/Science Quizzing

1. The Regional Math/Science Competition shall be coordinated by the ENC Math/Science Department. The competition will cover the following subject matters: Mathematics, Computer Science, Biology, Chemistry, Physics, and Physical Science.
2. Each district shall provide a team of not more than six persons for Math/Science Quizzing. Teams may compete with less than six persons, but risk forfeiting team points with less than five persons.
3. Each round will begin promptly at the stated time and place as posted. If a team is late, the judges may assess a penalty of 20 points. If a team fails to appear within 10 minutes after the starting time of a particular round, that round is forfeited to the opposing team.
4. In each round, five team members are eligible for competition: one will serve as captain and one as substitute. If it should be necessary, the substitute need not be present. At the start of each round, the team will select the specialties for each of its members, choosing from Biology, Chemistry, Math, and Physics. Teams may rearrange specialties during a round only when they call a time out.
5. Each round will consist of 20 questions. For each question, the first person to leave his/her chair is given the opportunity to answer the question. For a correct answer the team and the individual will receive 20 points.
6. The following time limits will be enforced:
 - a. For the original reading of the question, there are two different time limits which may apply regarding the amount of time given to anyone to jump. If the question is preceded by "USE SCRATCH PAPER ON THIS ONE", then 20 seconds will be given for someone to jump, counting from the moment the quizmaster completes the question. If the question is not preceded by a scratch paper message, then only 10 seconds will be given for someone to jump.
 - b. After the individual team member has been recognized as the first person to respond, that person will be allowed 5 seconds to begin a meaningful answer and a maximum of 60 seconds to complete the answer.
 - c. For a bonus question, there are two different time limits which may apply regarding the amount of time given for the quizzier to begin his/her answer. If the question is preceded by "USE SCRATCH PAPER FOR THIS ONE", then 20 seconds will be given for the quizzier to move meaningfully into his/her answer. If the question is not preceded by a scratch paper message, then only 10 seconds will be given for the quizzier to move meaningfully into his/her answer.
 - d. For a bonus question, once the quizzier has begun to state his/her answer, the quizzier has 60 seconds to complete the answer.

Math/Science Quizzing Continued:

7. If a quizzer gives an answer to a question when he/she is not the one recognized to give the answer, a foul will be called on the team. If the quizzer which was supposed to answer the question is on the opposing team, then that quizzer will be allowed to answer the question. If the quizzer which was supposed to answer the question is on the same team, then the question is treated as if an error had occurred. The appropriate quizzer on the other team will be allowed to answer the question as a bonus question. If a quizzer's light comes on after "Question XX, Question" has been announced but before the quizmaster actually begins reading the question, then a foul will be called on the team. The quizmaster will then begin the question again. For the second foul (and each subsequent foul) on a team, there is a 10 point penalty on the team.
8. A penalty will be assessed for an incorrect response as follows:
 - a. After an individual has made 3 errors, a penalty of 10 points will be assessed both to the team and the individual.
 - b. After a team has made 5 errors, a penalty of 10 points will be assessed on the team only.
 - c. For any error from the 16th question on, there is a 10 point penalty on the team.
 - d. Combinations of the above error situations can occur simultaneously. However, no individual can lose more than 10 points on a single question due to an error, nor can a team lose more than 10 points on a single question due to error.
8. When an incorrect response is given, the quizzer on the other team with the specialty corresponding to the question is given the chance to answer the same question (usually) as a bonus question. The question will be reread to that quizzer, and he/she alone will be given the chance to answer it. Ten points will be awarded to the team only for a correct answer.
9. If the captain of the team thinks that an answer to a question has been ruled right or wrong incorrectly, he/she may challenge the decision. The captain: may not confer with anyone else on the team before making a challenge, must notify the quizmaster that he/she is challenging, will have 60 seconds to make the challenge, and must give reason why the answer given should be reconsidered. The judges and quizmaster will consider the challenge and render a final decision. If a challenge is acknowledged as correct, then the team and individual scores will be adjusted appropriately. If a challenge is acknowledged as incorrect, then the challenging team may have 10 points deducted from its score, at the discretion of the judges. However, the challenge does not count as a team or individual error. If a bonus question is warranted due to a challenge, then the bonus question will be a new question. Answers to bonus questions cannot be challenged.
10. Any team member who answers 5 questions correctly will quiz out. The individual will earn 10 points for both the individual and the team if they quiz out without any errors (not counting bonus questions). The quizzer who has quizzed out must be replaced by the team substitute. If there is no substitute available, the quizzer who has quizzed out may remain to answer bonus questions only. The substitute will take the specialty of the quizzer who quizzed out unless a time-out is called and specialties are changed.
11. Each team is permitted two one-minute time-out periods per round. No time-out is allowed after the 18th question has been announced. Substitutions may be made only during a time-out period or to replace a member who has quizzed out (see #12). The team captain may request a time out by rising to be recognized by the quizmaster.
12. A time-out may only be called after the conclusion of a question and before the beginning of the next question.
13. A tie in any round except the playoffs will be resolved by using one additional question. Five additional questions will be used otherwise.
14. Each round will be supervised by a quizmaster and two judges who are faculty/students of Eastern Nazarene College. In addition, there will also be persons present to keep time and record the score.
15. The quizmaster and judges will have final authority to arbitrate any dispute.

Christian Communication

1. Categories

- a. Music: Men's and Women's Vocal Solo, Vocal Group (2-6), Vocal Choir (7 or more), Keyboard Solo, Instrumental Solo, Instrumental Group (2-6), Bands (an ensemble of two or more people featuring a combination of instrumentalists [acoustic or amplified], vocalists and a sound engineer if amplification is used)
- b. Group Drama, Group Puppetry (including ventriloquism)
- c. Interpretive Worship
- d. Creative Writing, Poetry

2. All entries shall involve the communication of the Christian message (Keyboard and instrumental may include "classical") and, when presented, shall be no more than 8 minutes in length (2000 words for creative writing). A five point penalty will be assessed for performances over the time/word limit. In those cases where lyrics are not associated with the piece of music, a written essay of not more than one page reflecting how this piece communicates some element of the Christian message to the performer must be submitted. Failure to do so will disqualify the entry.

3. Recorded instrumental accompaniment is permissible for all Christian Communication performances with the following two stipulations: 1) Such accompaniment must be an authorized reproduction (original or use of copyright authorization form), 2) No voice accompaniment (professional or otherwise) will be permitted other than "oohs and "aahs" which do not change the tone or quality of the performance or the performer. Voice accompaniment is permitted for group pantomime performances only. Participants who use a recorded accompaniment that does not meet the above guidelines will be disqualified.

4. An authorized copy of the music and/or script, where applicable, for all Christian Communication performances must be submitted to the judges at the time of performance. An authorized copy is one that is either purchased, or made as a result of a contact with a publisher of the song and either verbal or written permission is received (CCLI does not qualify) by using the Copyright Authorization Form (available from the District FOL Director or FOL Web Page). **Failure to do so will result in disqualification. Absolutely No photocopied music will be accepted without a Copyright Authorization Form.** Original compositions may be used and must provide the written score of music. Students will be judged on their "creative license" in accuracy categories (dynamics, rhythmic accuracy, pitch, and intonation). Although a musical score is not required for the category of bands, participants are encouraged to provide as much musical documentation as possible to the judges to assist them, including, if applicable, approved copies of the music and/or lyrics.

5. All awards will be given to first, second, and third place winners in each category. All judging sheets will recognize the piece on a scoring scale of 0 to 100 points.

6. A district does not have to have a contestant in each category; however, districts may have no more than two participants per category.

7. District Impact Teams are not allowed to compete in Christian Communication.

8. Guide for Music Performer and Adjudicator:

- a. Memorization – If a script or music is used, there will be a score of 0 out of 10
- b. Posture – Straight back, high chest, balanced head position
- c. Discipline – Control of nervous gestures, orderliness in entrance and exit
- d. Dynamics – Accuracy in following score dynamics, taste in any dynamics that are added but not shown in the score. Accuracy to which dynamics match style and composition
- e. Audience Contact – Communication with audience, eye contact, bowing
- f. Facial expressions – Pleasant, not dead pan, excited and anxious to perform, evidence of vital spirituality.
- g. Interpretation – Appropriate tempos, showing understanding of text and music through expression, variation, in articulation, style, tone, color, etc.; proper mood portrayed to fit musical selection; taste in improvisation is used.
- h. Phrasing – ability to begin in phrase smoothly, lift it to its climax, sustain it to the end, taper off if need be. Phrasing is closely allied with breath control. Phrases should be according to grammar of the text and the implications of the music.

Music Performer and Adjudicator Continued:

- i. Attacks – Starting the tone with an open throat without any clicking of the glottis or scooping up to the pitch. Singing the consonant on the same pitch level as the vowel. Clean and concise with tonguing appropriate to the music (instrumental).
 - j. Releases – Clear final consonants or diphthongs without dropping in pitch or closing the throat. Release with air supply, not with tongue (winds).
 - k. Tone Quality – Beautiful, rich, full, and free with ring and carrying power. Avoid forcing the tone which makes the sound hard and harsh, and devitalizing the tone with wasted breath. Ability to maintain quality of tone in extremes of register.
Good tone quality is largely affected by breath control.
 - l. Breath Control – Evidence of deep abdominal breathing (no lifting of shoulders or tensing of neck muscles). Ability to maintain an adequate flow of air for proper phrasing, good tone quality, and proper dynamic level. Efficient use of air supply giving vitality and ease to the performance.
 - m. Rhythmic Accuracy – Faithfulness to the score unless ad lib style is implied or permitted by the style of the piece. Crispness of the “dotted eighty-sixteenth” pattern, smoothness of the triplet, even eighth notes, etc.
 - n. Pitch and Intonation – Note accuracy (especially instrumental) unless improvised. Ability to match temperament.
 - o. Articulation (Diction) – Correct pronunciation, correct and uniform vowel sounds, correct handling and timing of diphthongs, beginning and ending consonants, the “R” sound, the “S” sound, etc. Clean and clear separation of notes. Appropriateness to the style of the piece (marcato, legato, subdued, dramatic, etc.)
 - p. Blend and Balance – Uniformity of tone, diction, intonation, dynamic levels, attacks, releases, etc.; sound mixing (bands)
 - q. Vibrato – Relaxed, even vibrato on sustained pitches to add color and fullness to the sound. Controlling the natural vibrato of the voice and the instrumentalist’s vibrato technique. Some instruments do not use a vibrato in which case fullness of sound and pureness of tone will be scored.
 - r. Flow and Definition – Coordination of finger and pedal movements to give smooth progression from note to note and chord to chord.
 - s. Pedal Technique-Using soft pedals and sustaining pedal properly to enhance selection.
 - t. Registration – Choice of appropriate stops to produce the most effective sound as called for in the score and the interpretation of the piece.
 - u. Coordination of Hands/Bowing (Strings) – Keeping hands precisely together and sound simultaneously. Proper movement of bow across strings, giving proper beginning and ending to phrases with true quality of tone.
 - v. Appropriateness of Selection.
 - w. Difficulty of Selection.
9. Music adjudication forms (see corresponding letters above):
- a. Keyboard events: a, b, c, d, g, h, i, j, m, o, p, r (organ), s, t (organ), u, v, w
 - b. Instrumental events: b, c, d, g, h, i, j, k, l, m, n, o, p, q, u (strings), v
 - c. Vocal events: a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, v, w
 - d. Bands: a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, v, w
10. Guide for Drama Adjudicator:
- a. Appearance – Attire that enhances the characterization; if used, any costuming or makeup should accentuate character, rather than detract from it.
 - b. Poise/Concentration – Control of nervous gestures; strength of focus upon character and action.
 - c. Intensity – Ability to hold audience attention; the depth with which emotions/feelings are portrayed.
 - d. Audience Contact – Communication with audience; sensitivity and adaptability to audience response.
 - e. Articulation – Correct pronunciation and distinct enunciation; ability to clearly express meaning through deliberate use of vocal mechanisms and fluid movements.
 - f. Voice projection – Ability to fill auditorium with vocal energy through disciplined air control; resonance, rather than loudness.
 - g. Inflection – Appropriate and expressive modulation or rise and fall of vocal intonation, accurately complementing the present mood or emotion being portrayed; dramatic vocal dynamics.
 - h. Emphasis – Appropriateness of stress placed upon selected words or actions in order to underline important ideas within the message.
 - i. Pauses – Effective use of dramatic breaks in speech or action to emphasize, intensify, or introduce important ideas.

Drama Adjudicator Continued:

- j. Characterization – The dynamic development of a character or role and the effective implementation of supporting elements for the role.
- k. Personalization – Evident projection of personal attributes into character and characterization elements.
- l. Stage business – Small, detailed actions of the body, properly delineating character.
- m. Movement – Flow and definition of each action as they convey character, motivation, and meaning.
- n. Space – Effective use and control of entire acting area.
- o. Composition – The effective placement and arrangement of characters upon the stage for a specific purpose, mainly emphasis and balance.
- p. Interpretation – Appropriate style and tone, showing understanding of text and dynamics; proper mood portrayed to fit dramatic selection; taste in improvisation is used.
- q. Creativity – The degree to which the message is uniquely, yet suitably expressed, without being distasteful.
- r. Difficulty – The success with which techniques are used and the message conveyed, in relation to the level of difficulty.
- s. Content – Appropriateness of theme and of the manner in which it is presented.
- t. Overall Presentation – The degree to which the successful communication of the message was achieved from actors to audience.
- u. Memorization – Demonstrates elements of a rehearsed, polished performance which follows a given script and is not improvised. If a script is used, there will be a score of 0 out of 10.

11. Guide for Puppetry Performers and Adjudicator:

- a. Posture
- b. Ability to hold audience attention
- c. Articulation
- d. Content and message
- e. Voice projection
- f. Effective use of medium
- g. Mechanical quality and flow
- h. Rhythm-smoothness and feeling
- i. Difficulty
- j. Originality

12. Creative Writing (including Poetry). All participants are required to submit two copies of their work in double-spaced, typed format with a readable font (e.g. Times, Helvetica, Arial). A more artistic format may also be submitted in addition to the two required copies, if the participant feels it enhances the message or mood of the writing. Submissions should not exceed 2,000 words.

13. Guide for Creative Writer adjudicator:

- a. Grammar, spelling, and word usage
- b. Content and message (communication of Christian message)
- c. Structure (sentence, poetic, composition)
- d. Appropriate use of vocabulary
- e. Originality (imagination, creativity, innovation)
- f. Concept (complete development of idea)
- g. Format (margins, neatness, readable font, spacing)
- h. Flow
- i. Presentation (overall appearance, appropriateness of medium)

14. Guide for Poetry Adjudicator:

- a. Grammar
- b. Content and message (communication of Christian message)
- c. Appropriate use of vocabulary
- d. Poetic structure (demonstrated knowledge of poetic forms – free verse, limerick, Haiku, etc.)
- e. Originality (imagination, creativity, innovation)
- f. Concept (complete development of ideas)
- g. Format (margins, readable font, neatness)
- h. Spelling and word usage

Poetry Adjudicator Continued:

- i. Flow
- j. Presentation (overall appearance, appropriateness of medium)

Arts & Crafts

1. The Regional Arts Fair shall be coordinated by the Regional FOL Director or their designee.
2. All entries will be received at a place and time designated by the Director.
3. The exhibit will be judged by invited artists in the following categories:
 - a. Painting (Acrylic, Oil, or Watercolor)
 - b. Drawing & Paints (Color Drawings are acceptable)
 - c. Still Photography
 - d. Sculpture (No kits or models permitted)
 - e. Crafts
4. A district does not have to have an entry in each category, however, districts may not have more than two (2) individual entries per category (painting, still photography, crafts, etc.). All entrants must be in attendance at the Regional FOL.
5. **All art entries must be accompanied by a typed, Arts & Crafts Information Sheet** (available from the District FOL Director or www.enc.edu/fol)
6. Guide for Artist and Adjudicator:
 - a. Originality – Does the work show individual creative talent? Is it experimental or different? Is it imaginative in choice or use of medium or subject or, is the work gimmicky? Is it trite in choice or use of subject or medium?
 - b. Technique – Does the work exhibit careful craftsmanship? Is it finished? Is the work tidy, neat, and carefully executed or, does the work evidence amateurish technical ability and/or lack of attention to detail?
 - c. Concept – Is the work expressive of an idea or emotion? Is the choice of subject focused or, is the work diffused and unfocused? Does it attempt to do too much?
 - d. Composition – Does the work exhibit a satisfying arrangement and/or use of variety, symmetry, asymmetry, space, balance, or shape? Is the work in scale? Does it represent a pleasing form? Does the work show ability to represent spatial concepts?
 - e. Color – Does the work use color effectively? Are the color choices in keeping with the subject and medium used or, are the colors garish and inappropriate?

Recognition and Scholarships

1. All first, second, and third place participants in each category will receive awards.
2. **The Festival of Life Participation and Service Scholarship** is funded by Eastern Nazarene College and will be awarded based on the following criteria:
 - a. High School Junior entering college in the Fall of 2015 or High School Senior entering college in the fall of 2014.
 - b. Evidence of Junior and Senior High School Church Leadership
 - c. Evidence of Junior and Senior High School Service to others
 - d. District NYI Involvement
 - e. Candidates **MUST** attend Festival of Life to receive this scholarship.

Students MUST BE NOMINATED for a Festival of Life Participation and Service Scholarship. Nominations must originate with a Pastor of the Nazarene church that the nominee attends or the District NYI President and include a completed Information form.

It is recommended that the nomination include a letter of recommendation from at least one of the following: District NYI President, District FOL Director, District FOL Coach, or Youth Pastor. Nominations must be received by March 14, 2014 in order to be considered for a scholarship.

Scholarship Nomination Forms are available through each District Director and at www.enc.edu/foi and must be completed and submitted to the Regional Festival of Life Director at festivaloflife@enc.edu by the deadline. No late submissions will be considered.

Scholarships are only awarded to students who enroll at ENC in the fall semester following their senior year. Scholarships will be dispersed equally over four years as long as the recipient is enrolled as a student at ENC.