

Guidelines

for

CTS

Ministry Expo

from

Revised 2019

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114 Bush Road

Nashville, TN 37217

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Official Changelog

The official changelog will serve as an informational tool to quickly identify important changes that have been made to the CTS Guidelines from the previous version.

- Under *I. Rules and Regulations, D. Entry Requirements*
 - Updated pricing/cost per various event type in order to help offset expenses for additional audio and visual enhancement for larger audiences and other conference expenses.
- Under *I. Rules and Regulations, D. Entry Requirements*
 - Updated Language to reflect the VIII Adult Fee price increase. The price has not increased *again* but rather this reflects a price increase that was already in effect. Added language to explain the price increase.
- Under *I. Rules and Regulations, E. Conduct & Dress Code, Number 2*
 - Removed the tie requirement for boys and men. Updated language to specify which collared shirts are considered acceptable dress under the dress code.
- Under *Future Vertical Three Conference Sites*
 - Updated all sites for the next 5 years. Corrected the location for 2021 (previous Guidelines incorrectly stated it was Birmingham, AL).
- Under *Music and Arts Categories*
 - Category X – Exhibition Events. Added X.SN, a Special Needs Exhibition Category
- Under *II. Bible Category Guidelines, Number 4, points d & e*
 - Clarified the language to be consistent regarding one-fifth (2/10) of a point deduction.
- Under *II. Bible Category Guidelines, Bible Memorization, Printed Text*
 - Updated the specific Bible used for competition.
- Under *II. Bible Category Guidelines, Bible Millionaire, Number 6. Game Procedure, point b. Rules*
 - Updated the format. Bible Millionaire has returned to Single Elimination.
 - Two Wildcards will be granted, rather than one.
- Under *III. Music Category Guidelines, A. Music Rules, Number 4.*
 - Changed the rule to better allow for expression in music/worship, while still maintaining that excessive movement or choreography is prohibited.
- Under *III. Music Category Guidelines, A. Music Rules, Number 6*
 - Removed “homemade” from the requirement of accompaniment soundtracks. A soundtrack must only be single-instrument.
- Under *V. Creative Arts Category Guidelines, C. Computer Generated Art Divisions, 7.43 T-Shirt Design*
 - Reworded the rule to better explain how an entry should be submitted.
 - Clarified language regarding to licensing/rights of submitting a t-shirt design for use by VIII in reference to a conference t-shirt.
- Under *V. Creative Arts Category Guidelines, D. Photography Divisions*
 - Removed the restriction on “photoshop” in reference to digital alterations. Photoshop is now allowed, with restrictions outlined in the rule.
- Under *V. Creative Arts Category Guidelines, D. Photography Divisions, 7.52 Photo Essay*
 - Added a minimum size for photos in this category.
- Under *VII. Digital Media Category Guidelines*
 - Removed Commercial and Infomercial. They have been merged into 9.10 Video Production.
- Under *VIII. Exhibition Category Guidelines*
 - Updated the fee from \$10 to \$15.

WHAT IS VERTICAL THREE?

Our History

The roots of the Vertical Three Conference (formerly National Youth Conference) can be traced back to the *Free Will Baptist League*, which held its first Nationwide Conference in 1948, in Nashville, Tennessee. The FWB League and the WNAC sponsored a teen banquet and youth rally at the 1962 National Convention. The newly organized *Church Training Service* (CTS) expanded the FWB League Sword Drill and Declamation competition in 1965, adding Bible Bowl and Bible Tic Tac Toe. The “National Youth Conference” is first mentioned in *CONTACT* magazine in conjunction with the 1968 National Convention of Free Will Baptists that met in Oklahoma City. Based on this record, 2018 marks the 50th anniversary of the conference. The Music and Arts Festival began in 1972. The goal of all of these activities was to train young people in Christian service.

Our Name

Daniel 3 records the account of three young men who faced a trial of their faith. These young men were removed from their homes and the influence of their family and peers. In a hostile environment, they determined not to conform or compromise. They chose to be faithful to their God no matter the cost and trusted Him with their lives. These young men stood tall. They were the Vertical Three.

Our Mission

Much has changed with student & children’s ministries over the years. The Vertical Three Conference has grown to be far more than just competition. But the purpose has not changed. The goal has always been and will continue to be *ministry training*. The programs and activities of Vertical Three—Truth and Peace, YET, Buck-A-Week, and the CTS Ministry Expo—are all geared to further this mission.

Vertical Three exists to help students discover their talents, develop their leadership, and dedicate their hearts for faithful service to God.

Core Values:

1. The Bible is our guide for faith and practice.
2. No one is too young to be used by God.
3. Leadership training is valuable for every individual.
4. Standing against culture can honor God.
5. Leading is service.
6. We are to be involved in God’s global mission.
7. The two vehicles God ordained for passing on faith and values are the family and the church.

WHAT IS CTS?

CTS stands for *Church Training Service* and is a program that has existed among Free Will Baptists for more than 50 years. It is organized as a way for churches to help students develop a deeper knowledge of Scripture while also identifying and honing talents for use in the local church. The program is designed to be a ministry development tool and should be used as part of an overall discipleship plan.

The *CTS Ministry Expo* (often called “competition”) is the national element of this program provided by Randall House that takes place at the Vertical Three Conference. This event allows students from across the country to participate in competitive activities as a fun way to encourage study and proficiency across many disciplines.

It is the goal of this program to encourage perspective and community among Free Will Baptist young people while also driving home the importance of discipline and development. Although much of the instruction and evaluation will be coordinated through the church, the involvement of parents at home is crucial. For this reason, much of the study material for Bible categories now aligns loosely with the D6 curriculum from Randall House.

How Can I Get Involved?

Involvement in the national *CTS Ministry Expo* is not a requirement for participation in *CTS*, but it does provide a wonderful outlet for those who are able to attend. This book provides the framework for the various categories available to students from K5 through 12th grade. Please check with your local FWB church or district association for details about entering or contact Randall House at cts@verticalthree.com.

The mission of the CTS Program is to provide an opportunity for students to identify and develop their God-given abilities for use in service to Him and His church.

Value Statements:

1. Every child is capable of worship.
2. All worship does not look the same.
3. The Bible is our guide for faith and practice.
4. Scripture memory and understanding is vital for a lifelong faith.
5. Music and the Arts are appropriate expressions of worship.
6. We must surrender our giftedness to God for His purpose and His glory.
7. I am not gifted to bring honor to myself.
8. A student's participation or placement in the CTS Ministry Expo does not value one person's gift over the other.

I. RULES AND REGULATIONS

A. GENERAL RULES

[Specific rules for individual categories may be listed in each section.]

1. These guidelines are specifically designed for the national CTS Ministry Expo. Regional competition leaders may adapt these guidelines as needed, as long as all eligible contestants have been informed or have reasonable and reliable access to any changes in the rules well in advance of the regional competition. No change or adaptation can be made that affects a contestants eligibility to advance to the national competition as stated in these guidelines.

2. A national level contestant may enter any four (4) of the entries in categories 1-6. (Categories 2.50–Ensemble, and 2.60–Choir are excluded from this limitation.) In addition to those four entries, a contestant may also have multiple entries in categories 7-9, and Bible events. This limit may be expanded on the regional level, with the understanding that not all entries are likely to advance.

3. Entries may not compete using the same selection (song, composition, etc.) in the same category two consecutive years.

4. A selection may not be used by more than one entry from the same local church.

5. A church having four (4) or more entries in the Music and Arts Competition Categories 1-9 must have at least one Bible entry [i.e., Bible Memorization, Bible Millionaire, Bible Sword Drill, Bible Tic Tac Toe, or Bible Bowl] at its first level of competition (i.e., district or state competition). (This is not a ratio of one Bible entry for every four events, merely a minimum of one Bible event from the church if there are more than three entries at the first level of competition.) [A *TruthQuest* entry may NOT be used to meet this qualification, since TruthQuest is not part of the regional competition.]

6. Since the purpose of CTS is to encourage the worship of our Lord through the presentation of music, speeches, arts, writing, and biblical knowledge, students should seek to uphold that which is true, pure, honorable, lovely, just, commendable, praiseworthy, and of excellence (as evidenced by Philippians 4:8) through their entries.

7. When participants in two or more age levels compose the group entry, competition must be on the higher age level.

8. All entries advancing to the next level of competition may improve on their work, even to the point of changing a song, script, or altering a drama entry. Art entries may be improved by incorporating recommendations from the judges, but the art piece must be basically the same work (e.g., a photo may be retouched, cropped, reprinted, and rematted, but the picture cannot be retaken.)

9. License: The participant, by submitting any artistic, photographic, dramatic, musical, or written presentation in the national CTS Ministry Expo program, grants permission to Randall House and the National Association of Free Will Baptists, Inc. to photograph, reproduce, edit, publish, and record said work without compensation to the author or creator of the work. The author or creator of the entry will retain ownership of the copyright in any work.

10. To maintain consistent sound level, microphones, when available, will be set and managed only by CTS personnel, to ensure that judges will be able to hear the contestants as they make their evaluations. It is up to the participants to move their microphones to accommodate blend and volume and make sure the microphone is turned on. Special sound settings or adjustments cannot be accommodated for participants, coaches, or audience requests.

11. Video recording for archival or personal use is allowed, however, any use of a recording device or attempting to copy the questions to gain a competitive advantage will result in the disqualification of the offending team.

12. *Appealing a Rule Violation*—If during competition, a coach/director believes a rule has been violated, he/she must appeal to the M.C./quizmaster before the final decision of the judges has been announced. The ruling cannot be appealed unless the coach/director can clearly show that a WRITTEN RULE has been violated. If the M.C./quizmaster is unable to resolve the situation, the M.C./quizmaster will present the appeal to the national CTS Ministry Expo officials.

13. *Judging* will be based upon a standardized system of measurement and will be totally objective and impartial. The judges will be fully instructed in advance as to the judging criteria and rules. Judges at the national competition should attend the Judges Reception on Sunday evening after the worship service to check in and get updated information. Check the *VIII* Directory for the location.

14. Scoring the Entry

a. The contestant's entry is to be evaluated according to the specific factors listed on the judging sheet. Point deductions should reflect the degree of departure from the ideal. Minor errors and infractions should receive minor deductions. Each item on the judging sheet is to be properly checked. (Leave nothing blank.) If certain criteria do not apply to an entry, no points should be deducted for that element. (For instance, if a student cannot reach the piano pedals, points should not be deducted for "pedaling." Full value should be given for that criterion.)

b. Judging must be totally objective and impartial. Personal preferences not included in the criteria should not be a factor.

c. Audience response will not be considered.

d. Each judge will use a separate judging sheet for each contestant and will mark his/her scores without conferring with another judge.

e. The combined score of three (3) judges will be averaged and rounded off to the nearest 1/100th point. This average will be considered the final score, provided there are no time limit violations. In the event of a tie, competition officials may determine an objective and equitable means to break the tie. Additional entries may not be advanced to the National CTS Ministry Expo. At the National CTS Ministry Expo, only entries receiving a score of a 90 or above will be eligible to receive first place awards. States may opt to advance all first place (and second place Bible) entries to the national level.

f. Refer to Time Limits, Conduct and Dress Code (p. 10-11), and Entry Requirements (p. 9) for penalties and limitations. Judges do not deduct penalty points for time limits. The office staff will assess point deductions for time limit violations.

g. Space is provided on each judging sheet to write comments and suggestions for the entry as an evaluation of the performance and as a guide for future development. All comments should be worded in such a way as to inspire an interest in self-improvement and continuing development of talent.

h. All judges, quizmasters, and M.C.s are requested to refrain from voicing personal opinions regarding the placement of any contestant that might reflect disapproval or show disagreement with the official decision of the judges. Any such questions should be brought to the attention of the CTS Competition Coordinator or *VIII* office manager.

i. Participants must wear name badges to compete. Notify the M.C. if a contestant does not have a badge. Drama contestants may wear name badges under their costumes or temporarily remove the name badge, if it detracts from the costume. Sign Language contestants may also remove their name badges during their performance. However, the name badge must be shown upon request of the M.C. or a judge and must remain in the room (e.g., with a parent or coach that is present in the competition room).

j. No contestant is disqualified for missing a performance time. But contestants must be available before the competition event is completed. The M.C. should be informed if a contestant is unable to be present at the time specified in the schedule.

k. Judges should refer questions to the M.C. for referral to the CTS Competition Coordinator. Avoid discussing competition scores and decisions with contestants, parents, coaches, or anyone other than the *VIII* Staff.

l. _Judges are requested to conform to the dress and conduct codes of the *CTS Ministry Expo Guidelines*.

B. LEVELS OF COMPETITION

1. All participants compete in divisions of their respective age group (except Bible Memorization, Group Memorization, and Sword Drill, which compete on individual grade levels). The age divisions are listed below:

A—Grades K5, 1, 2, and 3

C—Grades 7, 8, and 9

B—Grades 4, 5, and 6

D—Grades 10, 11, and 12

Grade level refers to the school year completed prior to the Vertical Three Conference. (Homeschool students that may be “in between” grade levels will compete at the student’s grade level completed prior to June 1.) In the event that the student’s grade level fluctuates from year to year, a student may compete in Bible Memorization, Group Memorization, and Bible Sword Drill only once in each particular grade level and no more than three years in any particular Bible game competition.

2. **Local Competition:** The local church is encouraged to plan a program of ministry development to encourage students to prepare; provide opportunity for them to demonstrate what they are learning; and gain experience in performance.

3. **Regional Competition:** Each association is encouraged to develop opportunities for the contestants to gain experience and instructional critique. Regional competitions may include district and state level competitions or only state competition. Regional competitions are encouraged to receive two entries in each age group for all Bible events, including Bible Memorization and Group Bible Memorization.

4. If a district does not have a competition, competitors should contact their state leaders in charge of the competition (e.g., youth board, CE board, etc.) to find out how to register for the state competition.

5. If a state does not have an organized system of competition, competitors may represent their state in the national competition as long as there is only one entry per age group in categories 1-7; and no more than two entries in each age group of Bible events. Notification of the state entries should be sent to the *VIII* office prior to June 1, from a representative of the state to verify there are no conflicting entries from the state in that event.

6. **National Competition:** National competition is scheduled in conjunction with the *VIII* Conference as a ministry of Randall House. All first place finalists can advance to the national competition. Second place finalists in all Bible events may also advance to the national competition. All entries for national level competition must be received by June 1 of the current competition year. Due to publication deadlines, entries not received by June 1 will not be included in the *VIII* Directory.

C. EVENT ENTRY

1. All competition directors (district through state) are expected to plan and announce the date, location, and time of each contest well in advance (at least nine months advance notice is recommended for the state competition). Please inform the *VIII* staff of the date, location, and contact person for district and state level competitions. A *Regional CTS Ministry Expo Procedures Manual* is available to download in Firebox at firebox.verticalthree.com.

2. **All event entry registration** on all levels shall be done on the official CTS Ministry Expo Event Entry Form (page 58) or an Excel version of the same. (Forms and Excel templates may be downloaded at firebox.verticalthree.com. Please do not send judging forms, music, or scripts from regional competitions.

3. **District Regional:** District competitions should be scheduled in March or April.

4. **State Regional:** State competitions are recommended to be held in April or May.

5. **National Level:** State winners advance to the national level and must be registered with the *VIII* Conference by submitting the proper CTS Ministry Expo Event Entry forms and fees, received by June 1. Each state may enter one contestant (or one group) in each of the categories and divisions. First and second place may advance to the national in all Bible events. (State competition officials/board, at their discretion, may choose not to send a second place entry that has not demonstrated sufficient knowledge of the study material.)

6. Participants in every category except Creative Arts, Writing, and Digital Media, must attend the national CTS Ministry Expo in order to participate.

7. State leaders are encouraged to send the entry forms to Randall House within one week after the state competition. Please do not wait until the deadline. We are compiling the information and making it available online as quickly as possible to help churches and parents finalize travel plans. Excel files that include the category code, student or group name, church name, state, and age group code are appreciated. Also please note first and second place for Bible entries so appropriate seeding can be determined.

8. **Promptness** to declare intentions on the part of the winners at each level of competition is required. If a winner on any level is unable to compete on the next level, the director in charge must be contacted as soon as possible. When the director is notified, he/she will alert the first runner-up of the eligibility to compete.

D. ENTRY REQUIREMENTS

1. Entry into the *CTS Ministry Expo* is open to all young people in the local Free Will Baptist church (Sunday School, life group, youth ministry, church member, etc.). Formal church membership is not required, but contestants may only represent one church in a particular year of competition.

_Children of FWB missionaries (MKs) are welcome to represent their home church from their field of ministry or their stateside "home church." MKs may represent their field of ministry before they go to the field, providing final approval from the board has been granted prior to January of the year of competition. North American Missions MKs will need to coordinate their Event Entry registration through any district or state competition that may exist. As with all other contestants, MKs may only represent one church per year.

2. *Age requirements*—to participate in the CTS Ministry Expo, the contestant must be in a grade between (or including) K5 and 12th in the year preceding the *VIII* Conference. This age ruling does not apply to the accompanist if he/she is not a member of the competing entry.

3. *Group entries* must be from the same church and remain as originally entered if possible. In the event contestants are unavailable to attend the national competition, substitutions may be made providing at least two-thirds of the original group remains (i.e., no substitution for a duet, one substitution for a trio or quartet, more for an ensemble or choir) and substitutions do not result in a change of age division group. New members may also be added to ensembles and choirs, providing all other entry requirements and rules are observed. As many as two substitutions may be made for a Bible team. Substitutions and additions must be submitted in writing on the CTS Ministry Expo Event Entry form to the *VIII* office by the **June 1** deadline to be included in the *VIII* Directory. Please inform the *VIII* office onsite at the convention if other substitutions, alternates, or additions are made.

4. *Fees*—In addition to the CTS Ministry Expo fee, every person who attends the *VIII* Conference activities must pay a *VIII* Conference fee to receive a security badge, which is required for admission to any youth conference event.

CTS Ministry Expo Event Entry (national level):

\$15.00 per exhibition event

\$30.00 per single entry category

\$60.00 per group entries of 2-4 people

\$100.00 per group entries of 5 or more people

Submit CTS Ministry Expo Event Entry forms and fees to:

Vertical Three Conference or submit online at:

PO Box 17306 www.verticalthree.com

114 Bush Road

Nashville, TN 37217

VIII Conference Student Fee

This fee is paid by every student (competitor or visitor) in K5–12th grade who attends any VIII activity (e.g., youth services, seminars, service projects, etc.) and by children ages 3-5 who register for Preschool Worship. This is an addition to any CTS Ministry Expo entry fee and is paid through the FWB Executive office during registration.

\$25 per student (K5-12th grade) if pre-registered by the deadline.

\$35 per student (K5-12th grade) after the deadline or at the convention.

VIII Conference Adult Fee (\$20)

This fee is paid by adults who attend the student worship services or participate in VIII activities to help offset expenses for additional audio and video enhancement for larger audiences and other conference expenses.

5. Participation in the competition program and attendance to the VIII Conference grants permission for photos and videos taken of the individual participants and groups during the event to be used by Randall House in promotional media during the conference and online, unless Randall House is notified in writing that an individual or group does not grant permission.

E. CONDUCT & DRESS CODE

Every aspect of the VIII Conference, including the competitive activities, seeks to achieve a level of professionalism and excellence that is consistent with our goal of developing Christian leadership and service. For this reason we strive to maintain a high standard of conduct, appearance, and Christian testimony. This event is the highest level of activity for Free Will Baptist students in the nation. All participating students and adults are expected to display the utmost respect for and strict adherence to the following standards:

1. Code of Conduct

The conduct of participants is expected to meet the standard for believers in 1 Timothy 4:12, “be an example of the believers, in word, in conversation, in charity, in spirit, in faith, in purity.” Behavior that does not exemplify a Christian will be grounds for disqualification from competition or expulsion from the conference.

2. Competition Dress Code

While we do not equate a particular style of dress with holiness, and we do not make judgments of character based on outward appearance, we do recognize the impact that appearance has on behavior, testimony, and influence. The Word of God provides principles to guide us.

- _Dress and appearance should be modest and promote purity (1 Timothy 2:9-10; 2 Timothy 2:22).
- _Dress and appearance should not reflect conformity with unholy fashions and patterns of the world (Romans 12:1-2).
- _Dress and appearance should complement masculinity in men and femininity in women (Genesis 1:27; Deuteronomy 22:5).
- _Dress and appearance should be appropriate to the occasion, avoid offense, and demonstrate respect for excellence (1 Corinthians 10:23; 1 Timothy 4:12; Philippians 1:9-10).
- _Dress and appearance should avoid identification with cultural groups that reject Christian teaching (2 Corinthians 6:14-17).

It is understood that Christians may interpret these principles by varying degrees. Our intent is not to define the only standard of Christian dress and appearance, but to uphold a standard that is consistent with the high expectations of performance, conduct, and professionalism that is appropriate for an event of this significance. Specific applications drawn from the principles above include the following policies:

- _All clothing should fit properly: no tight pants on men or boys; pants should be worn at the natural waist line and with a belt (no underwear exposed or shirt tails hanging out); no tight dresses, skirts, blouses, or sweaters on ladies or girls.

- _Boys and men are to wear a collared button-up shirt, and slacks (coats are optional). Tank tops, T-shirts, and Polos are unacceptable.
- _Girls and ladies are to wear dresses that extend to the knee or longer. Dresses must not be low cut or revealing in style or material. Tops should not expose the waist or midriff. Slacks or pantsuits are unacceptable.
- _Boys and men shall groom their hair to follow natural hairline without covering the ears or extending to the eyes or collar.
- _Facial piercings, body art, unnatural-colored hair should not be displayed.

Costumes are permitted in specific drama categories. Some flexibility is permitted in the dress code to enable the presentation of a particular character. Use discretion to insure that modesty is maintained. Be creative without compromising this principle. Costumes that do not meet regular Dress Code guidelines, including denim jeans, may be worn only for competition and reasonable time before and after the competition event. Costumes are not an excuse to ignore the dress code. Judges will evaluate the appropriateness of costumes and may award points based on how well a costume fits the character and to the degree that a particular costume is required to portray the character.

3. Activity Dress Code

Participants in certain VIII Conference sponsored off-site or physical activities may find it more modest to wear attire other than that stated above. Male participants may wear jeans and T-shirts (provided they do not contain secular slogans). Female participants may wear loose-fitting T-shirts (provided they do not contain secular slogans), knee-length attire, or slacks. Tops should not expose the waist or midriff. Clothing should not be tattered, ripped, cut, torn, or tied in a revealing manner.

4. Worship Dress Code

Participants are expected to wear modest attire to worship services.

5. Awards Ceremony Dress Code

Participants and contestants are expected to follow the competition dress code to be on stage for the Awards Ceremony.

6. Penalties

Judges will deduct points for incidental dress code infractions. Flagrant violation of the above rules, as determined by a unanimous decision of the judges, will result in the group or individual not being allowed to compete until compliance with the dress code is achieved.

Future Vertical Three Conference Sites

2020	Oklahoma City, OK	July 19-22
2021	Memphis, TN	July 18-21
2022	Birmingham, AL	July 17-20
2023	Raleigh, NC	July 16-19
2024	Tampa, FL	July 21-24

BIBLE CATEGORIES

- 0.K5 0.12 Bible Memorization Grades K5 12
- 0.K5g 0.12g Group Memorization Grades K5 12
- 0.40 Bible Millionaire Grades 4 6
- 0.44; 0.55; 0.66 Bible Sword Drill Grades 4 6
- 0.70 Bible Tic Tac Toe Grades 7 9
- 0.80 Bible Bowl Grades 10 12
- 0.91; 0.92 TruthQuest Grades 7 9; 10 12

MUSIC & ARTS CATEGORIES

Category 1 Vocal Solo

- 1.10 Ages A & B
- 1.20 Male (Ages C & D)
- 1.30 Female (Ages C & D)

Category 2 Vocal Ensemble

- 2.20 Duet
- 2.30 Trio
- 2.40 Quartet
- 2.50 Ensemble (5-12 members)
- 2.60 Choir (13 members or more)

Category 3 Instrumental Solo (non-keyboard)

- 3.10 Woodwinds
- 3.20 Brass
- 3.30 Bowed Strings
- 3.40 Plucked Strings
- 3.50 Pitched Percussion

Category 4 Instrumental Ensemble

- 4.10 Duet, Trio, or Quartet
- 4.20 Five or more members
- 4.30 Praise Band

Category 5 Keyboard

- 5.10 Manual/Electronic Solo
- 5.20 Keyboard Ensemble

Category 6 Communication Arts

- 6.1x Sign Language (6.11; 6.12)
- 6.20 Christian Literature Recitation
- 6.30 Illustrated Storytelling
- 6.40 Human Video
- 6.5x Drama (6.51; 6.52; 6.53)
- 6.6x Puppetry (6.61; 6.62)

Category 7 Creative Arts

- 7.10 Painting
- 7.20 Drawings
- 7.30 Mixed Media
- 7.4x Computer Generated Art (7.41; 7.42; 7.43)
- 7.5x Photography (7.51; 7.52)

- 7.6x Textiles (7.61; 7.62; 7.63)

- 7.7x Ceramics (7.71; 7.72)

- 7.80 Conceptual Art

Category 8 Writing

- 8.1x Article (8.11; 8.12)
- 8.20 Personal Experience Essay
- 8.30 Book Review
- 8.40 Interview
- 8.50 Biography
- 8.60 Original Script
- 8.70 Devotion
- 8.80 Bible Lesson

Category 9 Digital Media

- 9.10 Video Production
- 9.20 Slideshow Presentation
- 9.30 Web Design

Category X Exhibition Events

- X.10 Preaching
- X.20 Event / Outreach Planning
- X.30 Mobile App
- X.40 Bible Lesson Presentation
- X.50 New Ministry Idea
- X.SN Special Needs

II. Bible Category Guidelines

Bible Memorization 0.K5 0.12

0.K5–0.12 Individual Memorization: Individual students recite selected passages of Scripture for the particular grade. Students may recite from one of two Bible translations: the King James Version (KJV) or the English Standard Version (ESV). The translation to be used must be noted on the CTS Ministry Expo Event Entry Form.

0.0K5g–0.12g Group Memorization: Multiple students from the same grade recite any three of the selected passages of Scripture for their particular grade. See p. 16-17 for weight of selected passage. The group can recite in unison or choral style. Every student must participate in reciting a significant portion of each passage. The emphasis is on reciting the Scripture. Coach or individual member of group will announce Scripture reference before beginning. This is not a drama entry. Gestures, synchronized movements, or other dramatic elements should not be included. Students may recite from one of two Bible translations: the King James Version (KJV) or the English Standard Version (ESV). The translation to be used must be noted on the CTS Ministry Expo Event Entry Form.

The memorization judge will have the printed text for the translation selected by the contestant on the CTS Ministry Expo Event Entry Form. The contestants will be grouped together regardless of which translation is used.

1. *Purpose of the Program*

The Bible Memorization program contains rote and devotional selections. Its purpose is twofold: to acquaint children and students with Bible memory and basic Bible precepts; and to prepare them for their walk with the Lord. The complete cycle includes 72 major passages of Scripture, over 600 individual verses.

2. *Levels of Competition*

The Bible Memorization program is a competitive activity for children and students in grades K5 through twelve. The contest begins in the local church. An individual or group may advance to the national level by placing first or second at the regional level.

To enter national competition, a contestant must have completed grades K5 through twelve in school during the year preceding the VIII Conference.

The national Bible Memorization program is held each year during the VIII Conference. First and

second place in individual and group memorization will be accepted from each state in each school grade level.

3. *Method of Competition*

Each level of competition (local, district, state, and national) should use the same basic procedure in the actual contest. Contestants should be divided according to grade. Each individual contestant or group should be listed in a program or assigned a number consecutively, which indicates his/her order of competition. Competitors who have not yet competed must remain outside the competition room. A coach or parent may accompany competitors in the waiting area, but must remain there until the competitor is called.

For individual memorization, the Bible Memorization leader (Quizmaster) pre-selects three passages or sections for each grade to recite from the material for each particular grade level. The leader may request the selections in any order, but each contestant of a particular grade must be asked to quote the same selections. Contestants are brought into the competition room one at a time. The leader announces the title or reference to be recited. If a contestant fails to begin quoting within 15 seconds after the leader states a selection, the leader should move on to the next selection and the memorization judge should deduct 25 points for each selection completely missed. This process should be repeated for each contestant in each grade.

For group memorization, the team chooses to recite any three of the passages for their age group. Teams are not required to recite the same passages as other teams in their age group. Judges will assess difficulty points for the degree of difficulty of the passages selected (see page 16) by the team. All other Bible Memorization rules apply.

4. Scoring

a. The program is judged by three judges selected in advance. Each judge should be assigned to judge one of the three criteria listed on the judging sheet. The memorization judge should judge memorization exclusively, by marking a copy of the required information and noting errors. The other judges should do likewise in their respective areas.

b. Factors to be considered are as follows:

- 1) Memorization
- 2) Articulation
- 3) Communication

c. Three passages will be recited. One-fifth (2/10) of a point will be deducted for each memorization error, with a maximum of a twenty-five (25) point deduction for any passage attempted (i.e., a total of 250 errors is the maximum deducted if the contestant attempts to recite a passage).

d. If a contestant misses a section, or any part thereof, but wishes to go back and recite it, he or she is encouraged to do so if it will make continuing easier. However, One-fifth (2/10) of a point deduction, up to a twenty-five (25) point maximum, will be given for each word originally skipped.

e. If a contestant pauses during the recitation, the coach or memorization judge may give a short prompt. If word prompts are given, it will be a One-fifth (2/10) deduction for each word of the prompt.

f. The combined scores of all judges will be considered the final score. The contestant with the highest combined score in each grade shall be declared the winner. The contestant with the second highest combined score in each grade shall be declared second place finisher. The contestant with the third highest combined score will be declared

third place finisher. In the event of a tie, the contestant with the higher memorization score will be declared the winner. If the tie remains, the competition officials will determine an objective and equitable manner to break the tie. The decision of the judges is final. Video replay cannot be considered.

g. Each person competing should receive proper recognition, and the winner should receive the appropriate award. A program of awards to recognize the achievement of each individual winner is available.

h. Judging sheets can be downloaded at firebox.verticalthree.com, and are in the CTS Bible Study Pack CD, which may be ordered through Firebox or from Randall House at 800-877-7030.

i. Winning entries are scored based on how accurately the contestant presents memorized material regardless of Bible version used.

5. Suggestions From the Judges

a. Memorization

- Material must be delivered without stuttering or stumbling over the words.

- There should be no repetition or addition of any words or any part of a word. Example: What-whatsoever..., but who-whether there be..., etc. (There is no penalty if the contestant repeats the title of the passage (bold print) announced by the quizmaster at the beginning or ending of a recitation of the passage. There will be a deduction if the contestant does not recite the italicized reference. See example on pages 16-18.)

- Word endings must be distinct enough for a judge who is not looking at the contestant, but rather at the material, to hear them. Example: plural, ing, and ed endings should be clear.

- The contestant should deliver the material at a speed slow enough for each word to be clearly distinguished by the judge who is not looking at the contestant; e.g., words should not be run together. If the judge cannot hear the words, it will be marked as a miss.

- b. Articulation
- Every word must be clear and distinct, so there is no question about whether a contestant said shall or shalt, rejoices or rejoiced, etc.
 - While the articulation judge cannot count off for a contestant's accent, coaches should be aware of teaching the accurate pronunciation and clear diction of every word. If a judge deems a word to be unclear, it will affect the contestant's overall score.
 - Word endings must be clearly and easily heard.
 - The delivery of the material must be unrushed for clarity's sake.
 - Deductions will not be taken for obvious, legitimate speech impediments or handicaps; however, it should be understood that a contestant with such an impediment be carefully taught to speak as clearly and accurately as possible. Coaches should also be aware that it would be more difficult for such a contestant to receive first place if another contestant gives an outstanding delivery.
- c. Communication
- The material should be delivered in a very natural, flowing manner. This is not a dramatic selection; therefore it should in no way reflect a performance type of delivery. Coaches should encourage their contestants to talk just as they would in everyday speaking.
 - The delivery should flow smoothly, as opposed to being delivered with hesitation or in a choppy, halting, or singsong manner.
 - The material should provide appropriate emphasis, with the phrases spoken from the heart. This reflects an understanding by the contestant of what he or she is saying. This can best be accomplished by being aware of commas, periods, and phrases. Care should be taken that the recitation does not sound like a dramatic performance.
 - The contestant should give particular attention to looking out at the entire audience, as opposed to staring at the same location in the room or staring at the floor. Deductions will not be taken for obvious vision or other physical limitations.
 - It is helpful if the contestant not develop a pattern of eye contact, e.g., a rotating gaze from left to right, then back again in a sweeping, lighthouse effect.

***Selected Passages:**

Kindergarten ³Old Testament Books; ³New Testament Books; ¹Genesis 1:1; ¹John 1:1; ²John 3:16.

Grade 1 ³*Books of the Bible*; ³Psalm 23; ²*Model Prayer*—Matthew 6:9-13 (prayer only); ²John 3:16-17; ¹*Fruit of the Spirit*—Galatians 5:22-23.

Grade 2 ³OT Books; ²NT Library; ¹*Ten Commandments*—Exodus 20:3-17 (excerpts only); ²Psalm 1; ³*Beatitudes*—Matthew 5:3-12; ¹*Twelve Apostles*—Luke 6:14-16 (names only); ²*Armor of God*—Ephesians 6:13-17.

Grade 3 ³OT & NT Bible Library; ³Psalm 98; ¹*Great Commission*—Matthew 28:18-20; ²*Romans' Road to Salvation*; ³1 Corinthians 13.

Grade 4 ¹Genesis 1:1-5; ³Genesis 2:1-7; ³Psalm 46; ¹Psalm 100; ²Proverbs 8:12-21; ³*Incarnation of Christ*—John 1:1-5, 10-14; ²Ephesians 2:4-10; ¹1 Timothy 4:12-16.

Grade 5 ¹Deuteronomy 6:4-9; ¹Joshua 24:14-15; ³Psalm 19; ²Psalm 37:23-31; ²Proverbs 16:1-9; ³Colossians 3:12-17; ³Galatians 6:1-10.

Grade 6 ²Psalm 40:1-8; ¹Psalm 121; ³Luke 2:1-20; ¹2 Corinthians 5:17-21; ³Philippians 4:4-13; ²1 Thessalonians 4:13-18.

Grade 7 ³Psalm 32; ³Isaiah 11:1-10; ²Jeremiah 1:4-9; ³Romans 6:1-14; ³1 Thessalonians 5:1-11; ²1 John 1:5-10.

Grade 8 ³Psalm 90:1-12; ³Proverbs 3:1-12; ¹Isaiah 61:1-3; ³1 Corinthians 9:19-27; ²2 Corinthians 6:14-18; ³Philippians 3:7-14; ³James 1:2-8.

Grade 9 ²Psalm 8; ²Psalm 37:1-11; ³Psalm 139:1-18; ¹Isaiah 40:27-31; ²Philippians 2:5-11; ²Hebrews 12:1-4; ³1 Peter 5:1-11.

Grade 10 ³Psalm 42; ¹Psalm 127; ¹Proverbs 1:1-7; ²Joel 2:28-32; ²1 Corinthians 15:51-58; ³2 Corinthians 5:1-11; ²2 Timothy 4:1-8.

Grade 11 ³Psalm 84; ³Isaiah 53; ¹Malachi 3:8-12; ³1 Corinthians 1:18-31; ²Colossians 2:8-14; ²James 1:21-27.

Grade 12 ¹Psalm 53:1-3; ³Psalm 103; ³Isaiah 55; ³Colossians 1:13-23; ²Revelation 20:11-15; ³Revelation 21:1-8.

Superscript denotes points added to score for degree of difficulty (used for Group Memorization only)

Printed Text:

Memorization will be judged following the text of the *Official Competition Bibles*, (KJV: Holman, 2014, KJV Drill-Pew Bible, or ESV: Crossway, 2011 Pew Edition; available through Randall House). A free download of the memorization text is available for each grade level at firebox.verticalthree.com. Memorization study material is also packaged in the CTS Bible Study Pack CD.

The following passages use specific excerpts instead of the complete passage. This is the official text that will be used in competition. Any deviation from this printed text will result in a deduction by the memorization judge on the judging form. In all recitations, the Quizmaster will announce the title or passage to be recited (bold print); there is no deduction if the contestant repeats the bold print title or omits it. Contestants must recite the *italicized* references and titles.

Bible Library (cite the testament and section title before listing the books)

Old Testament

<u>Books of Law</u>	<u>Books of History</u>	<u>Books of Poetry</u>
Genesis	Joshua	Job Hosea
Exodus	Judges	Psalms Joel
Leviticus	Ruth	Proverbs Amos
Numbers	1 Samuel	Ecclesiastes Obadiah
Deuteronomy	2 Samuel	Song of Solomon Jonah
	1 Kings	Micah
	2 Kings	<u>Books of Prophecy</u> Nahum
	1 Chronicles	Isaiah Habakkuk
	2 Chronicles	Jeremiah Zephaniah
	Ezra	Lamentations Haggai
	Nehemiah	Ezekiel Zechariah
	Esther	Daniel Malachi

New Testament

<u>Books of Gospels</u>	<u>Books of Letters</u>
Matthew	Romans 2 Thessalonians 2 Peter
Mark	1 Corinthians 1 Timothy 1 John
Luke	2 Corinthians 2 Timothy 2 John
John	Galatians Titus 3 John
	Ephesians Philemon Jude
<u>Book of History</u>	Philippians Hebrews
Acts	Colossians James <u>Book of Prophecy</u>
	1 Thessalonians 1 Peter Revelation

NOTE: Underlined section titles are omitted for the *Books of the Bible* recitation (grades K5 & 1) and *OT Books* (grade 2).

King James Version (KJV)

Model Prayer KJV (cite reference before and after the passage; recite prayer only)

Matthew 6:9-13. Our Father which art in heaven, Hallowed be Thy name. Thy kingdom come. Thy will be done in earth, as it is in heaven. Give us this day our daily bread. And forgive us our debts, as we forgive our debtors. And lead us not into temptation, but deliver us from evil: For Thine is the kingdom, and the power, and the glory, for ever. Amen. *Matthew 6:9-13.*

Ten Commandments KJV (cite reference before and after the passage, recite only the excerpts listed)

Exodus 20:3-17.

Thou shalt have no other gods before Me.
Thou shalt not make unto thee any graven image.
Thou shalt not take the name of the LORD thy God in vain.
Remember the Sabbath day, to keep it holy.
Honor thy father and thy mother.
Thou shalt not kill.
Thou shalt not commit adultery.
Thou shalt not steal.
Thou shalt not bear false witness against thy neighbor.
Thou shalt not covet. *Exodus 20:3-17.*

Twelve Apostles KJV (cite reference before and after the list; recite list of names only)

Luke 6:14-16. Simon, Andrew, James, John, Philip, Bartholomew, Matthew, Thomas, James the son of Alphaeus, Simon called Zelotes, Judas the brother of James, and Judas Iscariot. *Luke 6:14-16.*

Romans Road to Salvation KJV (only cite the reference before each verse, no penalty if cited twice)

Romans 3:23. For all have sinned, and come short of the glory of God.

Romans 6:23. For the wages of sin is death; but the gift of God is eternal life through Jesus Christ our Lord.

Romans 5:8. But God commendeth His love toward us, in that, while we were yet sinners, Christ died for us.

Romans 10:9. That if thou shalt confess with thy mouth the Lord Jesus, and shalt believe in thine heart that God hath raised Him from the dead, thou shalt be saved.

Romans 10:10. For with the heart man believeth unto righteousness; and with the mouth confession is made unto salvation.

Romans 10:13. For whosoever shall call upon the name of the Lord shall be saved.

English Standard Version (ESV)

Model Prayer ESV (cite reference before and after the passage; recite prayer only)

Matthew 6:9-13. Our Father in heaven, hallowed be your name. Your kingdom come, your will be done, on earth as it is in heaven. Give us this day our daily bread, and forgive us our debts, as we also have forgiven our debtors. And lead us not into temptation, but deliver us from evil. *Matthew 6:9-13.*

Ten Commandments ESV (cite reference before and after passage, recite only the excerpts listed)

Exodus 20:3-17.

You shall have no other gods before me.
You shall not make for yourself a carved image.
You shall not take the name of the Lord your God in vain.

Remember the Sabbath day, to keep it holy.
Honor your father and your mother.
You shall not murder.
You shall not commit adultery.
You shall not steal.
You shall not bear false witness against your neighbor.
You shall not covet. *Exodus 20:3-17.*

Twelve Apostles ESV (cite reference before and after the list; recite list of names only)

Luke 6:14-16. Simon, Andrew, James, John, Philip, Bartholomew, Matthew, Thomas, James the son of Alphaeus, Simon called the Zealot, Judas the son of James, and Judas Iscariot. *Luke 6:14-16.*

Romans Road to Salvation ESV (only cite the reference before each verse, no penalty if cited twice)

Romans 3:23. For all have sinned and fall short of the glory of God.

Romans 6:23. For the wages of sin is death, but the free gift of God is eternal life in Christ Jesus our Lord.

Romans 5:8. But God shows his love for us in that while we were still sinners, Christ died for us.

Romans 10:9. Because, if you confess with your mouth that Jesus is Lord and believe in your heart that God raised him from the dead, you will be saved.

Romans 10:10. For with the heart one believes and is justified, and with the mouth one confesses and is saved.

Romans 10:13. For “everyone who calls on the name of the Lord will be saved.”

Bible Millionaire 0.40

1. Purpose of the Game

Bible Millionaire is a team Bible competition for participants in grades 4-6, based on the popular game show format. It is designed to introduce students to team Bible games and challenge them to study the Scriptures.

2. Method of the Game

Teams of 2-4 players compete in rounds against as many as three other teams during a game, answering multiple-choice questions from specified study material. After quietly discussing the options, each team secretly records or selects its answer. The team with the most correct answers at the end of the game is the winner. The winner of each round advances and the losing teams will move to the consolation bracket. A game consists of 25 questions.

3. Quiz Panel

a. Quizmaster

- Has general oversight of the contest.
- Explains the rules and procedures.
- Sets the tone for a proper atmosphere.
- Reads the questions clearly and fairly.
- Determines if answers given are correct.

b. Scorer

- Serves under the direction of the quizmaster.
- Records the answers given by each team.
- Keeps a running tally of the correct answers for each team.

c. Timekeeper

- Serves under the direction of the quizmaster.
- Starts timing when a question has been read once.
- Calls time after 10 seconds of conferring and after 5 seconds for answer selection.

d. Judges (three)

- Serve under the direction of the quizmaster.
- Rule on the correctness of any answer or unique circumstance during the game referred to them by the quizmaster, over which they have final authority.
- Responsible for determining compliance with entry requirements.

4. Participants

a. Team

• Must be composed of at least two, but not more than four members from the same local church. (A team may have alternates who can be substituted if a regular team member is unavailable to participate. Substitutions can only be made prior to the beginning of a game and must be approved by the quizmaster.)

• Members must have completed grade 4, 5, or 6, during the school year preceding the VIII Conference. Younger or older students are not eligible.

b. Coach

- Each team will have at least one coach.
- The coach will direct the team in preparation for contests.
- The coach or a sponsor will be responsible for the behavior of the team at all levels of competition at all times.
- Each coach must be a member in good standing of the church whose team he/she coaches.

5. Materials

a. Explorer's Guide (verses from the Bible study sections only)

- Summer Quarter of previous year
- Fall Quarter of previous year
- Winter Quarter of previous year
- Spring Quarter of current year
- Example: A team competing in 2020 will study the Summer, Fall, and Winter Quarter of 2019, and the Spring Quarter of 2020.

b. Bible Memorization material for grades 1-6

(Memorization is not required, but questions will be drawn from the passages.)

c. FWB Catechism

The catechism provides brief questions and answers about important Bible doctrines.

All study materials are included in the Bible Millionaire Study Pack, which includes the text of the Explorer's Guide study material, memorization passages, and catechism pages. It is part of the CTS *Bible Study Pack CD*: to order a copy call 800-877-7030 or go to firebox.verticalthree.com.

6. Game Procedure

a. Setup

Contestants sit on stage so all can easily see and hear the quizmaster.

b. Rules

The quizmaster explains the rules of the game to the contestants and the audience.

- The quizmaster reads a question and four multiple-choice answers for all teams to consider.
- Question and answer choices are projected on a screen for all teams to see and review.
- Each team has 10 seconds to privately discuss the answers.
- When time is called, each team is given 5 seconds to select an answer by writing A, B, C, or D on

a note card or selecting the A, B, C, or D card provided.

- The correct answer is revealed and each team with the correct answer receives a point.
- At the end of the designated time, the team with the most points is the winner.
- In the event of a tie, questions are asked until a team answers incorrectly. In the event that a tie remains after the tiebreaker questions have been asked, the quizmaster randomly chooses numbers of the previous questions (e.g., question number 5, 8, 17, etc.). The win goes to the team that answered the first question correctly. Repeat the process as needed to determine a winner. If a tie remains, the competition officials will determine an objective and equitable manner to break the tie. The winner of each game advances to playoff rounds with the winners of other rounds. Each game will include up to four teams. See page 36 for double elimination bracket example.

- This is a single elimination tournament. There are no lifelines.
- Of the teams that have been defeated, the two teams with the highest scores in the round (not including tie-breaker questions) will be awarded wild card positions and advance to the next round.
- Teams, alternates, or coaches may not watch any other game, other than the one they are playing, unless they have been eliminated from competition.

c. Appeal

- Appeals are limited to three (3) per game.
- Each team will have an “appeal” card that the coach may use during the game to bring an appeal to the judges on a ruling by the quizmaster.
- To make an appeal, the coach must be seated on the front row, ready to stand with the appeal card in hand visible to the quizmaster.
- An appeal must be made immediately after the quizmaster declares an answer to be “incorrect” or “correct,” as the case may be; and before the quizmaster begins to repeat or read the next question.
- No appeal will be acknowledged after the quizmaster begins reading the next question.
- Game time is suspended when the quizmaster acknowledges an appeal.
- Team members may not confer or talk during the appeal process.
- The quizmaster meets the two coaches at the Judges’ table.
- The quizmaster states the answer to the judges as he heard it, then asks the coach to explain the appeal. The coach presents the appeal for the judges’ ruling.
- If there is a discrepancy in what was heard, the quizmaster will ask the team member who gave the answer to repeat the answer as originally stated. If the answer is changed in any significant manner the appeal is void.
- The judges discuss the matter and make appropriate response. The ruling of the judges is final.
- A coach must have permission from the quizmaster to approach the team table during an appeal.

Team members must remain at their tables, unless granted permission to leave by the quizmaster.

Bible Sword Drill 0.44; 0.55; 0.66

1. Purpose of the Drill

The purpose of Bible Sword Drill is to teach young people to handle the Word of God effectively. It is called Bible Sword Drill because the Bible is spoken of as the Christian’s sword in Ephesians 6:17.

Bible Sword Drill is an exhibition activity for grades four through six. The contest begins in the local church; first and second place of each grade may advance from the regional to the national competition.

2. Drill Commands

- **Attention** heels together, shoulders up, hands at side, face the leader.

- **Salute** Regular military salute in two counts: a) right hand brought quickly to forehead over right eye; b) hand brought quickly to side. [Typically, the first two drill commands are only given at the beginning of each type of drill.]

- **Draw Swords** Bring Bible to waistline immediately in front of the body. Hands must be placed on the front and back covers of the Bible. At no time, prior to the charge, may the thumbs or fingers of either hand extend over the edge of the covers. Either hand may be on top, as the Bible is held parallel to the floor.

- **Assignment** The leader announces the drill. The assignment is given twice, slowly and distinctly (example, Character drill. Jonathan. Jonathan).

- **Charge** At this command, every member of the group begins to search for the Scripture and time begins. When the passage is located, the contestant takes one step forward. The Bible is to be held parallel to the ground and the correct passage marked with the index finger. (Contestants stepping forward should avoid unnecessary stomping that could distract other contestants still searching for the Scripture.)

- **Time** The timekeeper allows 15 seconds before calling time. This is the signal for all to stop searching, and the score is taken. The leader then selects one contestant to give the correct answer.

3. Types of Drills

- **Scripture Searching Drill** A Scripture reference is given by the leader. The contestants must find that exact passage.

- **Unfinished Quotation Drill** The leader quotes the first part of a verse of Scripture. The contestants must know its location and turn to it in the Bible.

- **Character Drill** The name of a Bible character is given by the leader. The contestants must find the name of that person in a Bible verse.

- **Book Drill** The name of a book in the Bible is given by the leader. Contestants must find the book and be ready to tell which book comes before and after it.

- **Topical Drill** The leader gives a word or phrase and the contestants must find that exact word or phrase contained in a verse of Scripture. Each may have a different passage.

- **Doctrinal Drill** The leader asks the group to find a verse in the Bible setting forth a specific Bible doctrine. For example, find a verse that states faith in Christ saves; or find a verse that teaches all have sinned. The contestants must locate a specified proof verse.

In each drill, with the exception of the book drill, the Scripture reference must be stated before and after a verse.

4. Scoring

- Five points shall be awarded to the first contestant to step forward; three points to the second; and one point to each of the others who step forward before time is called.

- The contestant must have his/her index finger on the correct passage (or book) before stepping forward and should remain at attention with Bible open and index finger on the correct passage (or book) until the drillmaster directs the contestants to step back to their original position. An infraction of this rule draws a five-point penalty.

- If a contestant steps forward but realizes he/she does not have the correct verse and steps back, he/she may not again step forward. An infraction of this rule draws a five-point penalty.

- If a Bible is held improperly, a penalty of five points will be incurred.

- A continuous infraction of the rules or unbecoming conduct will disqualify a contestant from further participation. The decision rests with the judges.

- If two contestants step forward simultaneously, the judges shall award both contestants an equal share of the points that would have been awarded to the two places. (I.e., If contestants tie on first place, both are awarded four [4] points since first is worth 5 points and second is worth 3. There is no second place position. All other contestants that step forward would receive one [1] point. If contestants tie for second place: both receive two [2] points since second place is worth 3 points and third place is worth 1 point.)

- The contestant with the highest number of points shall be declared the winner. The contestant with the second highest number of points shall be declared the runner-up. In the event of a tie, both contestants will advance to the next round or share final placing. (Regional level competitions must resolve a tie for second place, since only two contestants can advance to the next level.)

- Bible Sword Drill is properly judged with a minimum of three judges. A fourth judge is suggested for placement behind the contestants to determine the correctness of the passage.

- The timekeeper should use a regular stopwatch.

Bible Tic Tac Toe 0.70

1. Purpose of the Game

Bible Tic Tac Toe is a special variation of the familiar game of tic tac toe. The game is designed to expose young teens to the benefits of teamwork as well as in-depth study of the Word of God. A related purpose of Bible Tic Tac Toe is to develop a spirit of sportsmanship and fair play with other Christian teens. The contest begins in the local church; first and second place may advance from the regional to the national competition.

2. Method of the Game

The game is played by opposing teams marking one square alternately on a nine-square Tic Tac Toe board, in an attempt to place three marks in a straight line. The first to do so is the winner. The players must correctly answer a Bible question before marking the square chosen. Detailed rules are listed below.

3. Quiz Panel

a. Quizmaster

- Has general oversight of the contest.
- Explains the rules and procedures.
- Sets the tone for a proper atmosphere.
- Reads the questions clearly and fairly.
- Determines if answers given are correct.

b. Scorer

- Serves under the direction of the quizmaster.
- Records the square selected by the team prior to the reading of the questions.
- Marks the appropriate square as the quizmaster indicates that the question was correctly answered.

- Clears the tic tac toe board of all markers at the end of each game.

c. Timekeeper

- Serves under the direction of the quizmaster.
- Starts timing when a question has been read once.
- Calls time at the end of 15 seconds.

d. Judges (three)

- Serve under the direction of the quizmaster.
- Rule on the correctness of any answer or unique circumstance during the game referred to them by the quizmaster, over which they have final authority.
- Responsible for determining compliance with entry requirements.

4. Participants

a. Team

- Must be composed of at least two but not more than four members from the same local church.

(A team may have alternates who can be substituted if a regular team member is unavailable to participate. Substitutions can only be made prior to the beginning of a match and must be approved by the quizmaster.)

- Members must have completed grade 7, 8, or 9, during the school year preceding the VIII Conference. Younger or older students are not eligible.

b. Coach

- Each team will have at least one coach.
- The coach will direct the team in preparation for contests.
- The coach or a sponsor will be responsible for the behavior of the team at all levels of competition at all times.
- Each coach must be a member in good standing of the church whose team he/she coaches.

5. Materials

a. Bible Tic Tac Toe study material

- Contains known questions and answers prepared from a specific list of books in the Bible. Available on the CTS Bible Study Pack CD or CTS online subscription through Randall House.
- Includes a list of Bible verses for memorization.

b. Bible Tic Tac Toe Board

- May be any board or screen on which the tic tac toe lines, numbers for the squares, and markers can be placed.
- An Excel version of the board is available on the CTS Bible Study Pack CD, or Firebox at firebox.verticalthree.com. A projector or large screen could be used to display the board so the players and audience can see it.

6. Game Procedure

a. Pre-game Preparation

- The quizmaster will use some fair means of determining which team receives the first question. For example, a number is selected and the team captain who guesses closest to the number wins and is first to receive a question in the first game. After the first game, teams will alternate in receiving the first question. (The regular question/new question cycle will remain constant for each team.) Teams are positioned so they can see the tic tac toe board and hear the quizmaster.

b. Play Begins

- The captain of the team, prior to receiving a question, will indicate to the quizmaster and scorer which square is to be marked. Team members may confer before giving their choice of numbered squares, but the captain will be the spokesman in this case. The first square called is the square selected. The captain cannot change the decision, even if an immediate change is desired.

- A question is pulled at random from the question box and read carefully to the team one time. A request to repeat the question may be honored, but it will be counted as part of the 15 seconds for answering.

- The timekeeper begins a 15-second count as soon as the question has been read one time. If the quizmaster commits an error in reading and starts over, the timing will begin when the quizmaster has correctly read the question one time.

- After the question has been read entirely, team members may confer before giving an answer. Only one member may answer any question. Other team members must remain silent while the answer is being given. It is not necessary for the same member to answer every time.

- Only the first answer will be considered and must be correct in its entirety to be counted as a right answer.

- Incorrectly answered questions are given to the opposing team. (The opposing team cannot confer about an answer until the question has been directed to their table.) The quizmaster will re-read the question to the opposing team. After the question has been read, the opposing team has 15 seconds to answer. The team may confer after the question has been read entirely. They may request to have the question read again, but it will be part of the 15-second count. Score for a correctly answered question in this case is given in the square chosen by the team originally receiving the question.

- Questions are alternately introduced to each team during the game. (For example, Team A is given a question and fails to answer. Team B is then given an opportunity to answer the question. If Team B answers correctly, their score will be in the square chosen by Team A. Team B is then asked the next question. Play does not revert back to Team A. This method speeds up the playing time and reduces the possibility of tie games.)

- Fifteen seconds are allowed in which to answer a question. If a contestant starts answering immediately after the question is asked, he or she may be permitted to finish the answer provided he or she does not stumble, halt, or restart the answer, even if he or she goes over 15 seconds. In this case, the timekeeper should not interrupt the contestant who is answering. When time is called, the quizmaster will determine if sufficient information has been provided for a correct answer.

- A Scripture reference is required only for the memory verse question, in which case the reference is to be given both before and after quoting the verse.

- Memory verse questions must be answered with an exact word-for-word quotation according to the Competition Study Guide material.

- All answers must satisfy the quizmaster as being correct. Answers to new questions may be given more latitude than questions the students have studied.

- Questions should be answered loud enough for the quizmaster and judges to hear clearly. If the quizmaster asks a contestant to repeat an answer, the contestant may not change the answer in any significant manner.

- Team members must be available for competition throughout the contest period until the team has been eliminated.

- Teams or coaches may not watch any other match, other than the one they are playing, unless they have been eliminated from competition.

- It is recommended that the same set of “new” questions be used for each match in the first round of the tournament. Another set of “new” questions can be used for subsequent rounds as feasible. (Just be sure that one team in a particular match has not already heard this set of “new” questions, if the other team has not heard them.) This practice will preserve some “new” questions for later rounds and make it more likely that teams in the final rounds will have heard the same “new” questions if they are repeated.

c. Appeal

- Appeals are limited to three (3) per game.

- Each team will have an “appeal” card that the coach may use during the game to bring an appeal to the judges on a ruling by the quizmaster.

- To make an appeal, the coach must be seated on the front row, ready to stand with the appeal card in hand visible to the quizmaster.

- An appeal must be made immediately after the quizmaster declares an answer to be “incorrect” or “correct,” as the case may be; and before the quizmaster begins to repeat or read the next question.

- No appeal will be acknowledged after the quizmaster begins reading the question.

- Game time is suspended when the quizmaster acknowledges an appeal.

- Team members may not confer or talk during the appeal process.

- The quizmaster meets the two coaches at the Judges’ table.

- The quizmaster states the answer to the judges as he heard it, then asks the coach to explain the appeal. The coach presents the appeal for the judges’ ruling.

- If there is a discrepancy in what was heard, the quizmaster will ask the team member who gave the answer to repeat the answer as originally stated. If the answer is changed in any significant manner the appeal is void.

- The judges discuss the matter and make appropriate response. The ruling of the judges is final.

- A coach must have permission from the quizmaster to approach the team table during an appeal. Team members must remain at their tables, unless granted permission to leave by the quizmaster.

d. Scoring

- A game is won when either team has placed three markers in a straight line diagonally, horizontally, or vertically. When three in a row is unattainable, the game is declared a draw (cat) and a new game begins. The final square is not covered. The team that played second in the current game will start the next game with the appropriate old or new question. (See Game Procedure, Item A.)

- The team winning two games out of three is the winner of the match.

- In the event a winner has not been determined at the end of five games, the quizmaster will declare sudden death overtime. Only Bible memory verse questions will be asked, and the first team to win one game will be declared the winner of the match regardless of what occurred during the first five games. The winner of a match will move ahead to engage another team. In a double elimination playoff, a team must lose two matches before it is counted out of the running.

- In the consolation bracket, if the quizmaster deems necessary, there will be a match time limit of thirty (30) minutes.* At the end of the thirty minutes the team with the most games won will be declared the winner (i.e., 1-0). If the teams have the same number of wins (i.e., 0-0; 1-1), then the team that has the most squares covered in the game that is in progress when the time limit expires will be declared the winner. If a winner cannot be determined by the game in progress then the match will go into non-quote sudden death. In non-quote sudden death each team will be asked alternating “old” questions until one team successfully answers a question without the other team answering its question. The match will also end if a team successfully answers a question the other team missed.

*_The purpose of this rule is to have a means to finish a match when the two teams involved are having difficulty answering an adequate number of questions to finish a match by standard rules. The quizmaster will use his/her judgment when to invoke this rule. If both teams are adequately answering questions then the match should continue by standard rules.

Bible Tic Tac Toe Cycle

<u>Volume 1</u>	<u>Volume 2</u>	<u>Volume 3</u>	<u>Volume 4</u>	<u>Volume 5</u>	<u>Volume 6</u>
Genesis	Exodus	1 Samuel	1 Kings	Jonah	Ezekiel
Job	Numbers	2 Samuel	2 Kings	Philemon	Esther
John	Joshua	1 Chronicles	2 Chronicles	Isaiah	Ezra
Acts	Judges	Ruth	Proverbs	Jeremiah	Nehemiah
	Matthew	Psalms	Ecclesiastes	Daniel	Zechariah
	James	1 Corinthians	Romans	Mark	Colossians
	1 Thessalonians	Galatians	Luke	Philippians	2 Timothy
	2 Thessalonians	2 Corinthians	Ephesians	1 Timothy	Hebrews
					1 & 2 Peter
					1, 2, 3 John
					Revelation

*Six year cycle aligns with D6 Curriculum Scope and Sequence. Study information for Bible Tic Tac Toe *Unknown* (New) Questions will be announced on an annual basis. Each team is responsible for studying through the selected chapters of the books and develop their own questions and system of study.

Tic Tac Toe Question Ratio

In Bible Tic Tac Toe the ratio of additional questions to regular questions is as follows:

District Level	–	1 unknown	2 known
State Level	–	1 unknown	1 known
National Level	–	2 unknown	1 known

These ratios apply to the questions given each individual team. Thus, at the district level, both teams in competition will receive one new question for every two known questions asked to them. Sample of play: game is started by quizmaster asking each team two known questions, followed by asking each team one unknown question. This cycle is then repeated until the end of the match. The quizmaster should only start the cycle once at the start of the first game of the match and not restart at the beginning of each game.

Unknown questions will be drawn from specified study books.

Bible Bowl 0.80

1. Purpose of the Game

The purpose of Bible Bowl is to develop the student's ability to understand thoroughly and quickly recall Bible knowledge, drawing from every source of instruction that the teens have experienced. Principles of sportsmanship and fair play are also developed as the teens compete with other teens from other churches. The contest begins in the local church; first and second place may advance from the regional to the national competition.

2. Method of the Game

Bible Bowl is a quiz in which accurate Bible knowledge and speed of recall are tested in a competitive atmosphere. Two opposing teams are challenged by the reading of a question, and the team member responding first is given opportunity to answer. Questions are read for a predetermined time period, and ten points are scored for each correct answer with certain penalties given for an incorrect or incomplete answer. The team with the highest score wins. Rules for Bible Bowl are given below.

3. Quiz Panel

a. Quizmaster

- Has general oversight of the contest.
- Explains rules and procedures.
- Sets the tone for a proper atmosphere.
- Reads the questions clearly and fairly.
- Determines if correct answers are given.

b. Scorer

- Serves under the direction of the quizmaster.
- Places the names of the two competing teams on the scoreboard in the order they are facing the

audience.

- Keeps a cumulative total for each team throughout the contest period.
- An Excel version of the board is available on the CTS Bible Study Pack CD or through Firebox at firebox.verticalthree.com. A projector or large screen could be used to display the board so the players and audience can see it.

c. Timekeeper

- Serves under the direction of the quizmaster.
- Records the beginning time of the contest and calls time at the end of the designated time period.
- Allows fifteen seconds for an answer when a question is interrupted or has been read through

one time. Calls time at the end of the 15 seconds.

d. Judges (three)

- Serve under the direction of the quizmaster.
- Determine which team member responds first when mechanical aids are not used.
- Rule on correctness of any answer referred to them by the quizmaster.
- Consider and rule with final authority on contested decisions or unique circumstances that may arise during the game.
- Responsible for determining compliance with entry requirements.

4. Participants

a. Team

• Must be composed of at least two but not more than four members. (A team may have alternates who can be substituted if a regular team member is unavailable to participate. Substitutions can only be made prior to the beginning of the match and must be approved by the quizmaster.)

• Team members must be regular attenders of the same local church.

• Members must have completed grade 10, 11, or 12 in the year immediately preceding the VIII Conference. Younger students are not eligible.

b. Coach

• Each team will have one or more coaches.

• The coach will direct the team in preparation for contests.

• The coach or a sponsor will be responsible for the behavior of the team at all levels of competition.

• Each coach must be a member in good standing of the church whose team he/she coaches.

5. Materials

a. Bible Bowl Study Information

• The books to be studied are listed in the CTS Bible Study Pack CD or by subscription to Firebox at firebox.verticalthree.com.

• The Bible Bowl study material is included on the CTS Bible Study Pack CD, available for purchase from Randall House. It includes questions, quotations, and Bible Survey content, which may be used in the various levels of competition.

b. Bible Bowl Electronic Quiz Set

• Optional, but preferred.

• Used to determine which team responds first.

• Always used in national contests.

6. Game Procedure

a. Pre-game Preparation

• Teams are arranged behind tables to the right and left of the quizmaster. Tables should be angled to partially face the quizmaster, but also to face the audience.

• The scoreboard, which may be a large whiteboard or projector screen, is arranged so team members and the audience can easily see it. An Excel version of the board is available on the CTS Bible Study Pack CD or Firebox at firebox.verticalthree.com. A projector or large screen could be used to display the board so the players and audience can see it.

• Timekeeper and judges are in the front, facing the quizmaster and the teams.

• Fifteen-minute games are widely used, but shorter or longer periods may be decided upon by the judges. The length of the contest period is announced prior to the beginning of the competition. Once the time period has been determined, the game may begin.

• Overtime periods (if needed) are three minutes.

• If time runs out while a question is being read, the game is over. If time runs out while a question is being answered, the contestant will be allowed to finish the answer.

b. Play Begins

• A question is selected and read through one time, by the quizmaster, unless interrupted.

• The team member who responds first is called to answer the question. Other team members and the opposing team must remain silent.

• If the correct answer is given, ten points are recorded for that team.

• When a question is read in its entirety, the first team member responding will have opportunity to answer. In the event no answer or an incorrect answer is given, five points will be deducted from the team score. The opposing team will then receive an opportunity to answer the question within 15 seconds. In this case, no points are deducted for an incorrect answer.

- When a question is interrupted, the team member who has interrupted must answer the question. A correct answer scores ten points. A wrong answer or no answer deducts ten points.
- If a wrong answer is given, the opposing team will then hear the entire question read and be given 15 seconds in which to answer.
- Team members may confer on any question prior to a response for answering. Team members may not confer or assist in answering the question after a member has been recognized to give an answer.
- Fifteen seconds are allowed in which to answer a question. If a contestant starts answering immediately after the question is asked, he or she may be permitted to finish the answer provided he or she does not stumble, halt, or restart the answer, even if he or she goes over 15 seconds. In this case, the timekeeper should not interrupt the contestant who is answering. When time is called, the quizmaster will determine if sufficient information has been provided for a correct answer.
- A Scripture reference is required only for Bible memory questions, in which case the reference is to be given both before and after the quotation of the verse.
- Memory verse questions must be answered with an exact word-for-word quotation according to the Competition Study Guide material.
- All answers must satisfy the quizmaster to be considered correct.
- Questions should be answered loud enough for the quizmaster and judges to hear clearly. If the quizmaster asks a contestant to repeat an answer, the contestant may not change the answer in any significant manner.

c. Appeal

- Appeals are limited to three (3) per game.
 - Each team will have an “appeal” card that the coach may use during the game to bring an appeal to the judges on a ruling by the quizmaster.
 - To make an appeal, the coach must be seated on the front row, ready to stand with the appeal card in hand visible to the quizmaster.
 - An appeal must be made immediately after the quizmaster declares an answer to be “incorrect” or “correct,” as the case may be; and before the quizmaster begins to repeat or read the next question.
 - No appeal will be acknowledged after the quizmaster begins reading the question.
 - Game time is suspended when the quizmaster acknowledges an appeal.
 - Team members may not confer or talk during the appeal process.
 - The quizmaster meets the two coaches at the Judges’ table.
 - The quizmaster states the answer to the judges as he heard it, then asks the coach to explain the appeal. The coach presents the appeal for the judges’ ruling.
 - If there is a discrepancy in what was heard, the quizmaster will ask the team member who gave the answer to repeat the answer as originally stated. If the answer is changed in any significant manner the appeal is void.
 - The judges discuss the matter and make appropriate response. The ruling of the judges is final.
 - A coach must have permission from the quizmaster to approach the team table during an appeal.
- Team members must remain at their tables, unless granted permission to leave by the quizmaster.

d. Scoring

- Ten points are given for each correct answer.
- Ten points are deducted from a team when a wrong answer is given to an interrupted question.
- Five points are deducted from a team for a response on a completed question when the wrong answer or no answer is given.
- The game is won by the team with the highest number of points at the end of the designated time period.

- The winner of a game will move ahead to engage another team until all but one team has been eliminated. In a double-elimination playoff, a team must lose twice to be out of the running.
- Team members must be available for competition throughout the contest period until the team has been eliminated.
- Teams, alternates, or coaches may not watch any other game, other than the one they are playing, unless they have been eliminated from competition.

Bible Bowl Study Book Cycle

<u>Volume 1</u>	<u>Volume 2</u>	<u>Volume 3</u>	<u>Volume 4</u>	<u>Volume 5</u>	<u>Volume 6</u>
Genesis	Exodus	1 Samuel	1 Kings	Jonah	Ezekiel
Job	Numbers	2 Samuel	2 Kings	Philemon	Esther
John	Joshua	1 Chronicles	2 Chronicles	Isaiah	Ezra
Acts	Judges	Ruth	Proverbs	Jeremiah	Nehemiah
	Matthew	Psalms	Ecclesiastes	Daniel	Zechariah
	James	1 Corinthians	Romans	Mark	Colossians
	1 Thessalonians	Galatians	Luke	Philippians	2 Timothy
	2 Thessalonians	2 Corinthians	Ephesians	1 Timothy	Hebrews
					1 & 2 Peter
					1, 2, 3 John
					Revelation

*Six year cycle aligns with D6 Curriculum Scope and Sequence.

Study information for Bible Bowl will be announced on an annual basis. Each team is responsible for studying through the selected chapters and developing their own questions and system of study.

TRUTHQUEST 0.91; 0.92

1. *Purpose of the Game*

The purpose of *TruthQuest* is to involve individual contestants, in grades seven through twelve, in an in-depth study of Bible content and FWB distinctives (see materials below).

2. *Method of the Game*

TruthQuest is a game in which accurate knowledge of the TruthQuest materials and speed of recall are tested. Each competitor will be given a preliminary test at the VIII Conference. The highest scorers on the test will advance to compete on the actual TruthQuest board. (See example on page 34). The winner of the final round is the national winner. There are two levels of competition: grades 7-9 and grades 10-12. Rules and game procedure for TruthQuest are given below.

3. *Quiz Panel*

a. *Quizmaster*

- Has general oversight of the contest.
- Explains the rules and procedures.
- Sets the tone for a proper atmosphere.
- Reads the questions clearly and fairly.
- Determines if the correct answers are given.

b. *Scorer*

- Serves under the quizmaster.
- Places the names of the competitors on the scoreboard in the order they are facing the audience.
- Adds the predetermined points of each question to the score of the competitor answering the question correctly.

- Deducts the predetermined points of each question from the score of the competitor answering the question incorrectly.

- Keeps the cumulative total for each competitor throughout the contest period.

c. Timekeeper

- Serves under the direction of the quizmaster.
- Allows up to 10 seconds to begin answering any question.
- Calls time if no contestant has started answering a question after 10 seconds.

d. Judges (three)

- Serve under the direction of the quizmaster.
- Rule on correctness of any answer referred to them by the quizmaster.
- Consider and rule with final authority on contested decisions or unique circumstances that may

arise during the game.

4. Participants

a. Competitor

- Must meet all the requirements listed under the eligibility section of the *CTS Ministry Expo Guidelines*.

lines.

- Must be in grades seven through twelve prior to the VIII Conference in order to compete.

b. Representative

Each competitor is allowed, but not required to have, a coach or other person as a designated representative.

- This representative is authorized to request explanation or appeal decisions made by the quiz-

master.

- Any request for explanation or appeal must be directed to the quizmaster, must be presented in a Christian manner, and must occur before the quizmaster begins reading the next question (see details below).

The representative for each contestant must be a member in good standing of the church that is sponsoring the contestant.

5. Materials

a. TruthQuest Packet

- Available on the CTS Bible Study Pack CD, available at firebox.verticalthree.com.
- It contains all materials that will be needed for study (e.g., missionary profiles, FWB History & Doctrine, Velocity/Forward Bible study passages, Bible Survey Content, etc.).

Junior High: consists of excerpts from Footwashing Pamphlet, Free Will Baptist Doctrines, Free Will Baptist Handbook, Free Will Baptist Treatise, North American Missionaries, International Missionaries, Velocity magazine Scriptures.

Senior High: consists of excerpts from Free Will Baptist Doctrines, Free Will Baptist Handbook, preselected ONE magazine articles, Free Will Baptist Treatise, North American Missionaries, International Missionaries, Forward magazine Scriptures.

6. Game Procedure

a. Preliminary Qualifying and Competition

Each competitor will be given a preliminary test at the VIII Conference. The test, comprised of 50 one-point multiple-choice questions from the categories listed above, will have a one-hour time limit.

- Verbal tests will be given if requested on the event entry form.
- Contestants must be in compliance with the dress code to be able to take the test.

The highest nine scorers, of both age groups, will be divided into three groups and will compete in the semifinal round on the actual TruthQuest board.

The competitors in each match of the semifinal round will be determined based on scores from the preliminary test. The names of the competitors in each match will be announced following the tabulation of test scores.

° The semifinal round will be played as follows:

1st match: 1 6 9

2nd match: 2 5 8

3rd match: 3 4 7

with 1 representing the highest scorer on the test, 2 representing the second highest scorer, etc.

° In the event that there are fewer than nine competitors, all competitors will advance to play in the semifinal round. The preliminary test will be taken to determine placement in the round. The semifinal round will be played as above, with the lower position left vacant based on the number of competitors.

Examples: 7 Competitors 5 Competitors

1st Match 1 6 1 (#1 will receive a bye)

2nd Match 2 5 2 5

3rd Match 3 4 7 3 4

- The winner of each semifinal match will advance to play in the final round.
- The winner of the final round is the national winner.

b. Rules of Play

• Competitors and representatives are not allowed to observe any TruthQuest match other than the one in which they are involved unless they have been eliminated from competition.

• A match consists of two games. Each game has five questions from each of five categories based on the materials listed above. The categories in the second game shall be different from those in the first game.

• To begin the first game, a question is selected by the quizmaster and given as a toss-up question. No points will be awarded for this question, but the contestant who buzzes in with the correct answer will receive first control of the board.

• The contestant with control of the board may select any question on the TruthQuest board.

• When a question has been chosen, the quizmaster will announce the category and point value from the board and read the question.

• After a question has been read completely, any competitor has the right to buzz in and answer the question. Any competitor who buzzes in before a question is read completely will be ineligible to answer that question, and the quizmaster will repeat the question in its entirety to the remaining competitor(s).

• Competitors will be given 10 seconds after the question is read to buzz in.

• The first competitor to buzz in with the correct answer will receive the announced number of points as well as control of the board.

• If a competitor(s) answers incorrectly, the announced number of points will be deducted from his score and the quizmaster will repeat the question. The remaining competitor(s) will then have an opportunity to answer the questions, with points added for a correct answer and points deducted for an incorrect answer.

• The opportunity to answer a question will be given until a competitor answers correctly, until all competitors have answered incorrectly, or until the 10 seconds to buzz in has expired. If a question is not answered correctly, control of the board will return to the competitor who gave the last correct answer.

• All answers must satisfy the quizmaster to be considered correct.

• Questions should be answered loud enough for the quizmaster and judges to hear clearly. If the quizmaster asks a contestant to repeat an answer, the contestant may not change the answer in any significant manner.

• Game play continues until the board is cleared. After the categories are changed, the second game will begin with initial control of the board being given to the competitor with the lowest score. If there is a tie for the lowest score, a toss-up question will be asked to the tied competitors as in Rule 3.

- The match is completed when the board is cleared in the second game. The player with the highest score at this time will be declared the winner of the match.

- If there is a tie at the end of the match, a sudden-death period will begin. The quizmaster will ask a question from a special set of tiebreaker questions that are not used in testing or in normal play. Playing under Rules 6, 7, 9, 10, and 11, the first competitor to buzz in with the correct answer will be awarded ten points, and will be declared the winner. (Exception to rule 9: No points will be deducted for an incorrect answer; a competitor must answer a question correctly to win.) If a question is not answered correctly by any competitor, another question will be asked under the same rules.

c. Appeal

- Appeals are limited to three (3) per game.

- Each contestant will have an “appeal” card that the coach may use during the game to bring an appeal to the judges on a ruling by the quizmaster.

- To make an appeal, the coach must be seated on the front row, ready to stand with the appeal card in hand visible to the quizmaster.

- An appeal must be made immediately after the quizmaster declares an answer to be “incorrect” or “correct,” as the case may be; and before the quizmaster begins to repeat or read the next question.

- No appeal will be acknowledged after the quizmaster begins reading the question.

- Game time is suspended when the quizmaster acknowledges an appeal.

- Contestants may not talk during the appeal process.

- The quizmaster meets the coaches at the Judges’ table.

- The quizmaster states the answer to the judges as he heard it, then asks the coach to explain the appeal. The coach presents the appeal for the judges’ ruling.

- If there is a discrepancy in what was heard, the quizmaster will ask the contestant who gave the answer to repeat the answer as originally stated. If the answer is changed in any significant manner the appeal is void.

- The judges discuss the matter and make appropriate response. The ruling of the judges is final.

- A coach must have permission from the quizmaster to approach the contestants during an appeal. Contestants must remain at their stations, unless granted permission to leave by the quizmaster.

TruthQuest Scoreboard

Note to Regional Leaders

State CTS leaders are requested to send the state finals to the VIII office as soon as possible after the state competition so compilation of the VIII schedule can be accomplished in a timely manner.

***_Please register as a state/regional CTS coordinator through the link at www.verticalthree.com/CTS to allow us to send you important information regarding Vertical Three programs.**

Bible Competition Kits

Bible Competition Kits for regional competitions are available through Randall House and may be ordered by regional competition leaders.

Bible Competition Kits must be ordered at least 14 days prior to the competition. Failure to do so will result in an additional \$20 processing fee. Kits will be sent by email the week of the competition; however, all other supplies (e.g., Sword Drill Bibles, etc.) can be shipped immediately upon request. The pages of questions will need to be cut after printing. The questions are formatted to facilitate uniform cutting of multiple pages.

Regional leaders are to destroy the additional questions immediately after the competition.

Videoting competition is allowed, however, any use of a recording device or attempting to copy the questions to gain a competitive advantage will result in the disqualification of the offending team.

If a state does not have an organized system of competition, a local church Bible team may order a *Bible Competition Kit*. Contact 800-877-7030 for further information.

Program of Awards

Recognition through the use of appropriate awards is important for building and maintaining interest in the competitive activities. Contestants in the Bible entries especially deserve to be rewarded for their diligent work. Recognition should begin at the local level and continue through the district, state, and national levels. Medals are available from Randall House.

The use of medals as awards is designed to provide individual awards to the largest number of participants. Randall House offers three colors of medals: gold for first place, silver for second place, and bronze for third place. Variations in the color and design of the ribbon indicate the particular event. The table below identifies each ribbon.

<u>Activity</u>	<u>Color</u>
Bible Memorization	Green
Bible Millionaire	White
Bible Sword Drill	Blue
Bible Tic Tac Toe	Red
Bible Bowl	Maroon
Music & Arts	Purple

Double Elimination

It is suggested that a method of double elimination be used in determining Bible Millionaire, Bible Tic Tac Toe, and Bible Bowl winners at regional and national levels of competition.

A diagram of a series of hypothetical games played by eight teams is shown on the following page. Variations of the outline will be necessary to accommodate more or fewer teams competing.

In the hypothetical series of games, eight teams are entered in the competition. All of them appear in the winner's bracket to begin competition. Teams A, C, F, and H win. Teams B, D, E, and G lose and go into the consolation bracket (Bible Millionaire will have multiple teams in each game, so two or three teams will move to the consolation bracket in each first-round game). This ends the first round of play in the winner's bracket. At this time, the second round in the winners bracket is played, which matches team A against team C and team F against team H. The second round in the winner's bracket must be played before the second round in the consolation bracket can be determined. The loser of the third round in the winners bracket goes to the fourth round of the consolation bracket.

When any team loses a game, they go into the consolation bracket until there is only one undefeated team left in the winner's bracket. At this point, the consolation bracket is played until there is a winner of the consolation bracket, which then plays the winner of the winners bracket. If the winner of the winner's bracket wins, the competition is completed; however, if the winner of the consolation bracket wins the game, a second game (or match if in Tic Tac Toe) must be played between them to complete the competition because a team must lose twice to be eliminated.

III. Music Category Guidelines

A. *Music Rules*

1. All selections are to be memorized, except Category 4, Instrumental Ensemble.
2. All music entries must provide at least one copy of the music to the judges prior to the performance. Music is not forwarded from the state competition. The music played by the accompanist is not required. The music submitted to the judges must indicate what the contestant will perform. It should include the following:
 - ° Printed or handwritten music notation with modern musical symbols (lines, bars, notes, flats, sharps, etc.)
 - ° Must show the number of beats per measure (example: 4/4, 2/4, 6/8, etc.)
 - ° Must show flats, sharps, and accidentals
 - ° Vocal music must show at least the melody or vocal notes with lyrics written in line with the notes
 - ° Instrumental music must be written for the instrument that is being played and if the instrument is playing chords only, the chords and chord changes must be noted at the appropriate measure
 - ° Notations should be made to indicate how the music will be performed if any deviation is made from the printed sheet music.
3. It is understood that many contestants learn by ear. Nevertheless, one goal of the competition is to help students develop and improve their skills. Learning to read and write musical notation may be challenging, but will be beneficial in their musical career and ministry.
4. Appropriate expression is acceptable, however, choreography, extreme, or unnecessary body movement is unacceptable. (Gestures in children's action songs are not considered choreography.) Judges may award points based on the stage presence of the performers.
5. A single instrument may accompany categories 1, 2, 3, and 4: manual, electronic, or recorded. The accompanist is not considered part of any group, unless so specified on the entry form. The accompanist must sing if part of a vocal group. The accompanist is expected to follow the Conduct/Dress Code.
6. Recorded accompaniment must be a recording of a single instrument. Multi-tracked soundtracks are not acceptable. Vocals are not permitted on the recorded accompaniment.
7. *VIII* will provide a 3.5 mm input (a.k.a headphone jack) in each room. Contestants are required to connect to the sound system provided by *VIII* and should bring an audio device (iPad, Smart Phone, computer, etc.) with the appropriate output in order to guarantee audio support.
8. Electronic instruments can use only one voice or instrument sound.
9. Divisions 2.50 (Ensemble), 2.60 (Choir), and 4.20 (Instrumental Ensemble) may have a director. The director may not be a part of the competing group. It is permissible for the director to mouth the words in the course of directing an ensemble or choir.
10. The competition organizers will provide one (1) piano or professional keyboard. The contestants must provide any other instrument.
11. Practice times are only available in the designated Practice Room.

B. *Time Limits*

1. All music entries have a maximum time limit of five (5) minutes with the exception of Praise Band.
2. Timing for an entry begins at the first sound of voice or music. (An introduction is not necessary since the MC announces the name of the entry. Any introduction given by a contestant or director will be counted as part of the performance time.) Timing ends at the close of the last word or note of music in the entry.
3. The total time of an entry is to be indicated on the official judging form.
4. One point will be deducted from the final averaged score for each 15 second violation (or fraction thereof) of the specified time limit. (Ex. 17 seconds over time = 2 point deduction.) Office staff will calculate time limit penalties. Judges do not alter the score on the judging form.

C. Music Categories & Divisions

Category 1 Vocal Solo

1.10 *Vocal Solo* (A & B)*

1.20 *Male Vocal Solo* (C & D)*

1.30 *Female Vocal Solo* (C & D)*

*(Each age group is judged separately)

Category 2 Vocal Ensembles

2.20 *Duet*

2.30 *Trio*

2.40 *Quartet*

2.50 *Ensemble*

(Minimum of five (5) and maximum of twelve (12))

2.60 *Choir*

(Minimum of thirteen (13) and no maximum)

Category 3 Instrumental Solo

3.10 *Woodwind*

Instruments are limited to: clarinet, saxophone, oboe, English horn, bassoon, contra bassoon, flute, piccolo, harmonica.

3.20 *Brass*

Instruments are limited to: French horn, trumpet, cornet, trombone, tuba, euphonium, baritone.

3.30 *Bowed Strings*

Instruments are limited to viola (double bass or string bass), violin, cello. Instruments should be categorized by the way they will primarily be played during the performance.

3.40 *Plucked Strings*

Instruments are limited to: viola, violin, harp, lute, guitar, ukulele, banjo, mandolin. Instruments should be categorized by the way they will primarily be played during the performance.

3.50 *Pitched Percussion*

Instruments are limited to: kettledrum, xylophone, marimba, chimes, bells.

Category 4 Instrumental Ensemble

4.10 *Duet, Trio, or Quartet*

4.20 *Small Ensemble*

(minimum of five (5) and no maximum)

4.30 *Praise Band*

A combination of vocal and instrumental music, including two or more instruments and two or more vocalists performing a song in a manner appropriate for leading worship. *VIII* provides drums, bass amp, 1 guitar amp, keyboard, and microphones.

Setup and tuning time limit is 3 minutes. Song time limit is 6 minutes. If set up and time limit is exceeded (9 minutes total), a deduction will be given.

Category 5 Keyboard

5.10 *Manual/Electronic Solo*

Standard Instruments include: piano, organ (pipe), harpsichord, clavichord, accordion, celesta, and reed organ.

Electronic Instruments include: organs, synthesizers, electric keyboards.

5.20 *Keyboard Ensemble*

Two (2) or more players on any number of instruments.

Any keyboard instrument other than a piano must be furnished by the contestant.

Any keyboard ensemble needing more than one piano must provide the extra instruments.

IV. Communication Category Guidelines

A. *Communication Arts Rules*

1. All selections except puppetry entries are to be memorized. Verbatim memorization is not expected for drama or storytelling, but the basic story of the script must be followed.

2. All communication art entries must submit a copy of the script to the judges prior to the performance. *Scripts are not forwarded from the state competition.*

3. Selected materials should be carefully chosen or written for Communication Art events to ensure that evil characters are not glorified and that the student rehearsing (or the audience) would not be forced to dwell on negative or harmful ideas or thoughts.

4. Costumes are to be simple, appropriate, and modest. (See Dress Code, page 10.) Some flexibility is permitted in the dress code to enable the presentation of a particular character. Use discretion to insure that modesty is maintained. Be creative without compromising this principle. Costumes that do not meet regular Dress Code guidelines may be worn only for competition and reasonable time before and after the event.

5. Costumes are not an excuse to ignore the dress code. They should remain modest and appropriate to the message of the performance. Judges will evaluate the appropriateness of costumes and may award points based on how well a costume fits the character and to the degree that a particular costume is required to portray the character.

6. Special lighting conditions can be requested (such as dimming lights) but will be limited to the feasibility of the request. In some facilities, occupants in the room may not even have access to light switches. Rarely can a room be made completely dark for black light effect. Fire codes prohibit blocking doors and darkening Exit lights.

B. *Time Limits*

1. The following entries have a five-minute time limit: 6.11; 6.12; 6.20; 6.30; 6.51. The following entries have a ten-minute maximum time limit: 6.40; 6.52; 6.53; 6.61; 6.62.

2. Timing for an entry begins at the first sound of voice, music, sound effect, or action. (An introduction is not necessary since the MC announces the name of the entry. Any introduction given by a contestant or director will be counted as part of the performance time.) Timing ends at the close of the last word, sound, or action of the entry.

3. The total time of an entry is to be indicated on the official judging form.

4. One point will be deducted from the final averaged score for each 15-second violation (or fraction thereof) of the specified time limit. (Ex. 17 seconds over time = 2 point deduction.) Office staff will calculate time limit penalties. Judges do not alter the score on the judging form.

C. *Communication Arts Divisions*

6.11 Individual Sign Language: one person signing to a song.

6.12 Group Sign Language: two or more people signing to a song. All signing does not have to be in unison. Solos and parts are allowed. A director may not be used.

- The judging forms have been developed according to American Sign Language criteria. ASL is a legitimate language, and as such has certain criteria that define it. Competitors should translate their song selections into ASL to the best of their ability. The goal of this program is to develop signing skills for the purpose of Deaf ministry. Signing is an expressive language to help the deaf and hard of hearing better understand the message of the gospel. The presentation should not hinder the communication.

- This is a communication category, the competitors are to sign an ASL translation of their song selection, not just make dramatic movements. Conveying the meaning of the English lyrics in ASL is paramount. Word-for-word transliterating is not desired. Legitimate signs commonly accepted by the Deaf community are required. Vocabulary resources are available online at websites like aslpro.com and signingsavvy.com. Visual dictionaries are superior to dictionaries in book format because the movement of the sign can be more readily understood, thereby increasing sign accuracy and precision.

- Mouthing the lyrics is not required. ASL does not depend on English to convey meaning. The signer's facial features and posture are necessary to convey its grammar. Facial features are primarily needed for correct grammatical expression. If the signer chooses to mouth portions of the lyrics, it should never replace grammatical expression.

- Competitors are encouraged to wear clothing that would not be distracting or inhibit members of the audience being able to clearly see the signs. The dress code should be followed, with the exception that ties should not be worn since ties could interfere with some signs. Name badges may also be removed during the performance; however, the name badge must be available in the room if requested by the MC or a judge.

- Competitors will need to provide a script to be given to the judges. It should include the English lyrics as they appear in the song along with the ASL translation that will be used in the performance. (Note the word or concept being signed, not an image of the sign.) The ASL translation portion should be typed out in the same format as the lyrics. For example, the verses should be separated from the chorus and the bridge.

- Live or recorded music may be used. Contestants must provide any instruments or audio player used to provide accompaniment.

- Props, black light, or other lighting and special effects that would detract from the audience being able to clearly see the hands and face of the contestants should not be used. This is a communication category, not drama.

- The total time of an entry is to be indicated on the official score sheet.

- Time Limit 5 minutes maximum.

6.20 Christian Literature Recitation

- Contestants may choose a selection from any form of Christian literature including, but not limited to poetry, prose, fiction, non-fiction, sermons, and Scripture.

- Selected recitation must be 400 600 words in length.

- Selected recitation may be an excerpt of a longer work, but may not be edited, altered, or paraphrased. A grouping of excerpts or paragraphs from the same work is permissible as long as the compilation does not distort the author's original work.

- The recitation is to be memorized.

- Contestants must submit a printed copy of the selected recitation to the judges prior to the performance. Excerpt must be highlighted.

- Contestants may wear a costume that reflects the style of dress of the author, but props are not permitted.

- The recitation should be consistent with biblical teaching and Free Will Baptist doctrine.

- Time Limit 5 minutes maximum.

6.30 Illustrated Storytelling

- The entrant tells a Bible-based story from memory, not necessarily verbatim from the script, (e.g., missions adventure, historical, fiction, etc.). The story must have an appropriate moral or Christian application.

- The script must have the basic elements of a story—beginning, plot, climax, and conclusion.

- Each contestant must indicate to the judges to which age group he/she is speaking.

- Entrants must use at least one hand-held illustration (picture, tools, books, etc.), but puppets may not be used.

- The entrant may not use a recording of his/her own voice in place of live speaking.

- No other person may assist.

- This event is not a speech, drama, etc. The emphasis is to be on telling an effective story.

- Time Limit 5 minutes maximum.

6.40 Human Video: tells a story by incorporating music, drama, and pantomime.

- The actors do not speak or sing, but act out the story of the song.
- Message of performance must express an appropriate Christian theme and be consistent with biblical doctrine.
- Limited hand-held props and costumes may be used, but no backdrops or freestanding props.
- Live or recorded music may be used. *VIII* will provide a 3.5 mm input (a.k.a. headphone jack) in each room. Contestants are required to connect to *VIII* provided sound system.
- The script must be provided (stage direction, lyrics, etc.) and be given to the judges prior to the performance.
- Time limit 10 minutes maximum.

B. Drama

Dramatic, inspirational, or comedy skits (not interpretive dance). Each entry in the Drama categories must include spoken parts.

6.51 Individual Drama: Dramatic reading or monologue

6.52 Dramatic Duo: Two players

6.53 Group Drama: Three or more players

- Costumes and makeup are permitted. (See dress code on page 41, A-4.)
- The entire presentation must be memorized, including Scripture quotations.
- Props and staging are limited to what can be carried onto the stage at the time of performance and carried off again at the conclusion of the performance, without causing undue delay in the competition. No flats (background scenery) will be allowed.
- Emphasis in judging shall be placed upon character portrayal, vocal expression/enunciation, costuming/appearance, stage presence, and overall effectiveness of performance.
- The use of instrumental music (without voices or background vocals) and sound effects is permitted for drama entries. *VIII* will provide a 3.5 mm input jack. Contestants are required to connect to *VIII* provided sound system.
- Time Limit 5 minutes maximum for individual; 10 minutes maximum for duo and group.

C. Puppetry

6.61 Live Puppetry

6.62 Recorded Puppetry

- Memorization is not required, however, contestants should be very familiar with the material and should avoid allowing the audience to hear rustling of paper when pages of the script are turned.
- In order to be considered a live puppetry entry, all aspects of the performance must be produced live.
- When using recordings, emphasis should be placed on youth application, biblical context, and presentation. Music must be used with discretion and in good taste. It is within the judges' discretion to award points on the choice of music.
- All puppet entries must use the provided stage. See diagram on following page.
- All characters in the presentation must remain within the boundaries of the puppet stage. Characters and contestants cannot be outside the border of the curtains or behind the third tier. The third tier may be used for props and backgrounds.
- Setup must be completed within three minutes. Any additional setup time will be deducted from allowed performance time. Non-competitors may assist with setup. If desired, contestants or coach, etc., will be allowed to control lights and sound.
- Time limit 10 minute maximum.

V. Creative Arts Category Guidelines

A. *Creative Arts Rules*

1. All entries must have been created since the close of the previous VIII Conference.
2. Reproductions of existing art will not be accepted. Entries may not use copyrighted figures, logos, slogans, jingles, designs, registered trademarks, symbols, or otherwise protected designs, either all or in part, for any CTS Ministry Expo submissions.
3. All art entries should be clearly marked on the back with the contestant's name, city, and state.
4. It is not necessary to have a Scripture verse written on the entry. Any text added to an entry should not detract from the overall aesthetics of the entry. It will be judged as part of the entry.
5. The work must be the original work of one contestant.
6. Assistance may be received only in the way of advice or instruction.
7. Each entry should include a 25-50 word description printed or written on a 3 x 5 notecard. This description should include purpose, meaning, or background of entry and is provided to aid judges in evaluation and understanding of each work of art.
8. Entries are to be delivered to the VIII Conference Office by noon Monday at the site of the annual convention.
9. Improvements may be made on art advancing to the next level of competition (e.g. adding or changing mat, touching up details, correcting mistakes, or repairing damage). Contestants may not enter a different piece of work. The artwork submitted on the local level should be basically the same work that is advanced.
10. Category 7.80 entries must incorporate the current VIII theme, but other categories are not bound by this limitation. There should be nothing depicted that is offensive to Christian principles.
11. It is understood there may not be a category for every type of craft or art. Our intent is to focus on specific art forms that have a practical application and promote the development of key skills that may be transferable to other art forms and applications.

B. *Creative Arts Divisions*

7.10 Painting: Any single medium of oil, acrylics, watercolor, gouache, etc. Entries should be submitted in a two-dimensional (flat-surface) format on canvas, illustration board, or artist paper. Artwork should be finished: gallery wrapped, matted, or framed. (If framed, no glass is preferred.) (Paint by number kits or patterns may not be used.)

7.20 Drawings: Any single medium of pastels, colored pencil, pencil, charcoal, ink, markers. Entries should be submitted in a two-dimensional (flat-surface) format, matting required. (Drawings should not be framed, only matted.)

7.30 Mixed Media: Use of any combination of mediums. Entries should be submitted in a two-dimensional (flat-surface) format on canvas, illustration board, or artist paper. (If framed, no glass is preferred.) (Paint by number kits or patterns may not be used.)

C. *Computer Generated Art Divisions*

Logos, posters, illustrations (including comic illustrations), t-shirt designs. Entries should display a printout of the work mounted on mat board or foam core.

7.41 Original Computer Art: Every element is the original work of the contestant. No clip art or preexisting graphics are used.

7.42 Graphic Design: May use clip art, photos, and other graphic images in the development of an original work. Copyrighted art, trademarks, logos, slogans, etc. may not be used.

7.43 T-shirt/Sweatshirt Design: A printed image of a t-shirt design (not the actual t-shirt). The design may be evangelistic, inspirational, or promotional. Design concepts should be submitted as a .png situated on a t-shirt template as it would appear on a physical shirt.

T-shirt Design is focused solely on graphic design. Participants wishing to create physical t-shirts should enter them in Category 7.63 Fabric Art. Designs related to the *VIII* theme may also be sent to the Vertical Three office (by May 1) for consideration as the official t-shirt design for the conference. By submitting a t-shirt design idea to the *VIII* Conference, the individual is granting license to the *VIII* Conference for the use of the concept or any variation.

D. *Photography Divisions*

Must include information, on a card attached to the back of the entry, about the camera (and film if applicable), aperture settings, f-stop, resolution, megapixels, etc. Photos may be cropped. Color or tinting may be adjusted. Digital alteration (photoshop) is allowed to remove distracting elements, such as utility lines, lens glare, lint, etc. New elements may not be added to the image. Multiple images may not be combined to create a single image.

7.51 Single Photo: Includes black & white or color photography, digital or manual, entries should be submitted 8 x 10 prints, matting required. (Photography should not be framed, only matted.)

7.52 Photo Essay: (6-10 [4x6 minimum] photos with captions telling a story) Includes black & white or color photography, digital or manual. Entries are to be submitted in a ring binder with prints in protective sleeves.

E. *Textiles Division*

Any materials or construction process is acceptable. Both the concept and the finished work are evaluated as part of the competition. Professional production is not acceptable.

7.61 Banners: Church worship banners. Banners are to be actual size and functional.

7.62 Needlework: Any form of needlework including crewel, cross-stitch, needlepoint, embroidery, knitting, etc. Participant should avoid use of commercial machines (embroidery machine, sewing machine) for this category.

7.63 Fabric Art: Fabric painting, quilting, etc. (Commercial preprinted designs or kits are not acceptable.)

F. *Ceramics Division*

Any form of clay, ceramic, porcelain, etc. Professional firing is acceptable, and in category 7.72, commercial molds and greenware may be used. All other work must be the work of the contestant.

7.71 Sculpted Clay: Clay that has been thrown, formed by hand, or sculpted with an original design that has been painted, glazed, or incised. (Decals are not permitted.)

7.72 Molded Clay: Clay molds, figurines, or designs applied to pre-molded clay that has been painted, glazed, or incised. (Commercial molds and greenware may be used.)

G. *Conceptual Art*

7.80 Entries will be evaluated by their effectiveness in visually communicating the annual *VIII* theme. All mediums or combinations of mediums are permitted. Entries may be two-dimensional or three-dimensional. (If the art entry does not specifically fit the other categories, it should be entered as Conceptual Art.)

VI. Writing Category Guidelines

A. *Writing Rules*

1. Incorporating the conference theme is not required. But each entry must have an obvious Christian theme.
2. Entries that exceed the maximum word count or fall below the minimum word count will be penalized one point for every twenty-five words above or below the required word count, based on the Microsoft Word calculation.
3. Direct quotations may only be used from Public Domain sources.
4. Full credit should be given for quotations and references of published sources.
5. Entries must use the following format:
 - 12-point Times New Roman or Arial font
 - One inch margins on top, bottom, and sides, ¼" paragraph indent
 - Left justified, double-spaced, without hard returns (except at the end of a paragraph), single space after punctuation
 - Contestant's last name, event category, event code, grade, and title should be included, single-spaced, in the header of the first page (in the order as listed).
 - Contestant's last name, number of words, and page number should be included in the footer of each page. Separate each item by a comma.
6. All written entries must include a one-paragraph, single-spaced, author's bio on the last page. Bio should not be included in word count.
7. Entries are to be submitted in Microsoft Word format with a digital copy of the CTS Ministry Expo Event Entry Form to CTS@verticalthree.com or by online form at www.verticalthree.com by June 1 of the competition year. The name of the entry listed on the form should be the name of the contestant, not the title of the work.
8. File names for creative writing should be submitted according to the following pattern, which includes the CategoryCode.AgeCode.LastName.FirstInitial.Year (for example, 8.40.B.Randall.B.15.doc).
9. Appropriate payment must also be submitted to the VIII office no later than June 1.
10. Payment memo must include the Name, Comp Code, Age Group, and State of the entry. Call 800-877-7030 to pay by credit card, visit verticalthree.com or mail payment to:

Vertical Three Conference
PO Box 17306 / 114 Bush Road
Nashville, TN 37217

11. Failure to comply with any of the guidelines will result in a deduction of points.

B. *Writing Divisions*

8.11 Short Article: A one-page article from a Christian perspective about any topic related to culture, faith, or biblical teaching.

Length: Age Group A: 300–400 words
 Age Group B: 400–500 words
 Age Group C & D: 500–600 words

8.12 Long Article: A two-page article from a Christian perspective about any topic related to culture, faith, or biblical teaching.

Length: Age Group C & D: 1,000–1,200 words

8.20 Personal Experience Essay: A nonfiction account of a personal experience of the author related to Christian faith, ministry, or testimony.

Length: Age Group A: 200–300 words
 Age Group B: 300–400 words
 Age Group C & D: 400–500 words

8.30 Book Review: A review of a nonfiction book related to the Christian life.

Length: Age Group A: 200–300 words
 Age Group B: 300–400 words
 Age Group C & D: 500–600 words

8.40 Interview: The edited transcript of an interview with a Christian leader, celebrity, musician, athlete, author, or humanitarian. The interview may be conducted in person, by phone, email, or social media.

Length: Age Group B: 500–600 words
 Age Group C & D: 1,000–1,200 words

8.50 Biography: A biographical report about a Christian that has made a significant impact in history.

Length: Age Group C & D: 1,000–1,200 words

8.60 Original Script: A script for two or more characters that illustrates a biblical principle.

Length: Age Group B, C, & D: 1,000–3,000 words

8.70 Devotion: A brief inspirational thought drawn from a biblical principle or verse of Scripture. Scripture reference is to be included, but the actual verse should not be considered part of the word count.

Length: All Age Groups: 150–250 words

8.80 Bible Lesson: A complete manuscript of the introduction, exegesis, illustration, application, and conclusion of a Bible lesson.

Length: Age Group C & D: 1,200–1,500 words

VII. Digital Media Guidelines

A. *Digital Media Rules*

1. All entries must have been developed since the previous Vertical Three Conference.
2. Entries may include the work of more than one person. But each person must meet the entry requirements listed on page 9. The name of the entry listed on the form should be the name of the contestant or the group, not the title of the work.
3. All aspects of the finished product must be the work of eligible contestants for the appropriate grade level. All participants must be listed on the entry form. (Actors or subjects in the presentations may be non-contestants.) Adult assistance is limited to advice and instruction only.
4. A title slide is required at the beginning of each work and shall include at least the following: the title of the work; the name of the participants and their respective responsibilities; names of all performers and characters; and credit given to the creator(s) of any material used (when applicable).
5. All media must include Name, Age group, Category, Grade, Church, and Phone number on the CD or DVD.
6. The entry must be consistent with the teaching of the Free Will Baptist Treatise. When applicable, denominational programs and ministries may be used as the theme (e.g., *VIII*, STC, T&P, Buck-A-Week, E-Team, MM, WNAC, Welch College, *ONE* magazine, Impact, IM, NAM, etc.).
7. Model release forms must be included for all models or actors recognizable in any photograph or video recording. The form is available on page 59 or online at www.verticalthree.com.
8. File names for digital media should be submitted according to the following pattern, which includes the CategoryCode.AgeCode.LastName.FirstInitial.Year (for example, 9.20.C.Randall.B.14)
9. Entries are to be submitted to the CTS@verticalthree.com or online at verticalthree.com no later than June 1 of the competition year. Be sure to include a completed CTS Ministry Expo Event Entry Form and appropriate fees. Submit entries at verticalthree.com or mail entries and fees to:

Vertical Three Conference
PO Box 17306 / 114 Bush Road
Nashville, TN 37217
10. Submit entry by providing an accessible link through an online storage site (ie. Dropbox, Google Drive, etc.) to cts@verticalthree.com. Be sure to test all files before sending.

B. *Digital Media Divisions*

9.10 Video Production

- May be live action, motion graphics, 2D animation, 3D animation, or stop motion animation.
- Entries should exemplify quality in all aspects of production: story, scripting, production design (set dressing, costumes, props, etc.), direction, cinematography (shot composition, lighting, etc.), video capture, sound capture, acting, editing, graphics, color editing, and sound editing.
- Competitors should be solely responsible for the creative concept, and should oversee all aspects of production. Students can recruit help of adults to participate throughout the production, but at least half of the final video should be the direct work of competitors.
- Competitors are encouraged to model their video production on an existing style or video format. Examples include but are not limited to: narrative short film, commercial, sketch comedy, testimonial (talking head), video essay, vlog (topical, demonstration, personal story, etc.), sermon bumper, church announcements, or music video.
- All video production entries must have a maximum time limit of five (5) minutes.

9.20 Slideshow Presentation

- May be evangelistic, instructional, inspirational, or promote denominational programs & ministries.
- Length: 5-10 minutes
- Supported software: Microsoft PPT or Keynote
- The entry is to be a user-directed, stand-alone presentation.
- Any element that PowerPoint or Keynote will support may be used.
- No more than two contestants may participate in the design and development of the presentation.

- PowerPoint files should be designed to work properly on Mac and PC computers.

9.30 Web Design

- May be instructional, evangelistic, or promotional.
- No more than two contestants may participate in the design and development of the site.
- The website will be judged real-time over the Internet using either Safari, Chrome, or Firefox

browsers.

- The CTS Ministry Expo Event Entry Form with the actual URL must be received by the VIII Office by June 1, along with appropriate fees. This entry form can be emailed to CTS@verticalthree.com. Call 800-877-7030 to pay entry fee by credit card. The site must be in complete working order by that date. Improvements cannot be made on the website after midnight on June 1—the Event Entry registration deadline. (Digital or paper copies of the web pages do not need to be submitted.)

- Hints from the Judges—Size is not a part of the judging criteria. More content is not necessarily better. It is important that an entry distinguish itself through quality and value to the user as compared to other sites being viewed by the same audience. Judging criteria emphasizes structural organization, which is essential to site functionality and usefulness. Poor content is changeable, but poor design is the death of a site.

VIII. Exhibition Category Guidelines

The purpose of the Exhibition Division is to explore opportunities to develop new ministries or find creative ways to promote existing ministries. Exhibition entries will be evaluated and critiqued, but will not receive ratings, awards, or recognition in the awards ceremony. Presentations will be evaluated based on ministry effectiveness.

Exhibition events must be presented on the regional level and evaluated for ministry effectiveness in order to advance to the next level. We welcome recommendations for events to include in the exhibition category.

There is a \$15 entry fee for Exhibition events.

A. *Exhibition Rules*

1. All Exhibition entries must be presented at the regional competition and be evaluated for ministry effectiveness to advance to the national level.
2. Make sure the entry does not fit within any other existing category.
3. More than one entry in any Exhibition category may be sent if the entries are deemed appropriate and possess a practical ministry value.
4. A time limit of five (5) minutes for each presentation will be allowed, except for Preaching, which will have a ten (10) minute time limit.
5. Group Exhibition events may include up to 10 participants (except Preaching and Bible Lesson Presentation, which are individual events). (All participants must meet the official age requirements to be included in the presentation.)
6. All other rules apply to the Exhibition Division.

B. *Exhibition Categories*

X.10 Preaching (C & D Male Only)

The purpose of this category is to provide an opportunity for young men who have an interest in preaching to gain experience and instruction in sermon preparation and delivery. It is not a preaching competition. Every contestant in the preaching category may advance to the next level.

- An entrant must prepare and deliver an original sermon following the announced theme for the VIII Conference. The presentation must be in harmony with the Free Will Baptist Treatise and doctrine.
- Each sermon will be critiqued on biblical content, outline, and effective delivery, as well as on the general guidelines given. *Biblical Preaching: The Development and Delivery of Expository Messages*, by Haddon W. Robinson, (Baker, 2001) is a highly recommended resource for preachers. (See Biblical Preaching outline in the CTS Bible Study Pack CD or online at firebox.verticalthree.com.)
- Sermons must include Scripture. Scripture may be read from the Bible, it does not have to be memorized.
- The sermon must be original material, not a recitation of someone else's message. Entrants are, however, permitted to use illustrations that are not from their own personal experience (with proper recognition) as well as those from their own experience. Direct quotations should cite the source.
- The sermon does not have to be memorized. The participant is allowed to use notes.
- Props are not to be used. A lectern will be available for the contestant to place his Bible and notes.
- The wearing of costumes is not permitted, however, the wearing of a suit or sport coat is acceptable.
- The use of audiotapes, PowerPoint, or other audio/visual devices is not permitted.

- Time limit 10 minutes. The format of this event is different from a formal worship service. While prayer and an invitation are usually included in a worship service, this presentation focuses on the preparation and delivery of the outline of the sermon. Contestants may consider that it is understood that prayer and an invitation would normally be included, but the time limit permits these elements to be implied, not necessarily stated.

X.20 Event/Outreach Planning

All details from funding, scheduling, and budgeting of a church event/outreach trip.

- Entries in this category should be submitted as a proposal. This can be done through a word document, PDF, or slideshow.

- Three specific attributes of the event should be addressed:

- Preplanning
- Execution
- Expected Outcome and Follow Up

X.30 Mobile App

Individuals are encouraged to develop a functional application for either Android, iOS, or both. The app must be compatible with existing software. It should have some practical value and ministry application.

X.40 Bible Lesson Presentation

A student will provide an expanded outline for a lesson that includes the target age for the lesson (children or teen), objectives, Scripture passage, the main points of the lesson, and a brief, one paragraph explanation of each outline point, which includes suggested application and response.

A five-minute time limit is allotted for a student to present one point of the lesson as if teaching a class.

X.50 New Ministry Idea

Entries in this category should answer the question: What ministry need exists that should be developed?

There are three qualifications:

- It cannot duplicate an area of competition that already exists.
- It cannot be an activity that is already restricted in the CTS Ministry Expo Guidelines.
- It must have a practical ministry application.

Note: special room arrangements and lighting options will be limited. Setup time is limited to a maximum of five minutes.

X.SN Special Needs

A student in this category can compete in any existing category as an exhibition event. These students will be recognized at the Awards Ceremony on Wednesday night at the V/// Conference.

IX. Miscellaneous

A. Corrections, Updates, and Changes

The CTS Ministry Expo staff will make corrections, additions, deletions, and changes to these guidelines as needed to facilitate and enhance the ongoing development of the competition program. Corrections and changes, if any, will be posted on the VIII Conference website www.verticalthree.com. Suggested changes may be submitted to cts@verticalthree.com.

B. Training Modules

Instructional modules for select events are being developed and will be accessible through links at firebox.verticalthree.com. These modules provide basic principles and instructional tips from professionals to help an adult teach an introductory course on these events.

The modules may also be used as an outreach tool to offer various art electives through the local church to the children in the community.

Youth Evangelistic Team

The Youth Evangelistic Team (YET) is a ministry team selected from among the top-scoring contestants in Bible memorization, music, drama, and sign language. This team is brought together for training and rehearsal then sent out as a ministry team during the summer to missions, youth camps, and churches. YET also serves as the worship team during the teen services of the VIII Conference.

High school students who are interested in being considered for YET selection are encouraged to complete the YET application included in the CTS Guidelines on page 60.

The application is not required, but it provides the opportunity for students to list other instruments and skills that may not have been demonstrated at the CTS Ministry Expo, which can be helpful in the selection process.

To be eligible, students must participate in the competition program and be in grades 8-11. (Graduating seniors are not eligible since YET will travel the summer after being selected, at which time the graduates will no longer be high school students.)

Truth & Peace Leadership Conference

Truth & Peace Leadership Conference is the premier leadership training conference for Free Will Baptist high school students. Each year, students from across the country, in grades 9-12, meet for two weeks of intensive leadership training. The culmination of the conference is at the VIII Conference where the Truth & Peace students put their training into practice as the staff of the CTS Ministry Expo.

Any high school student interested in applying for Truth & Peace should complete the online application at www.verticalthree.com by October 15.

Randall House Model Photo Release Form
PO Box 17306, Nashville, TN 37217
800-877-7030 / CTS@verticalthree.com

By signing this release I give **Randall House** and the **Vertical Three Conference** my permission to use the image(s) in any manner which may include, among others: advertising, promotion, publication, and online publication. I agree that the image(s) may be combined with other images, text and graphics, cropped, altered, or modified. I agree that I have no artistic rights to the image(s), and all rights to the image(s) belong to Randall House.

Please check one:

I am at least 18 years of age and have the full legal capacity to execute this release.

I am the parent with full rights to sign this form on behalf of my child (who is under 18 years of age).

Model means me and includes my appearance, likeness, and form.

Images refers to all photographs, videos, artistic rendering, or recording of me.

Parent means the parent and/or legal guardian of the Model. Parent and Model are referred to together as we and us in this release.

Model (print) _____
Address _____ City _____
State/Province _____ Country _____ Zip/Postal Code _____
Phone (with area code) _____ Email _____
Date of Birth _____ Signature _____ Date _____

Parent(s) or Guardian(s) (if person is a minor or lacks capacity) Parent warrants and represents that Parent is the legal guardian of Model, and has the full legal capacity to consent to the Shoot and to execute this release of their child's right to the image(s).

Name (print) _____
Address _____ City _____
State/Province _____ Country _____ Zip/Postal Code _____
Phone (with area code) _____ Email _____
Date of Birth _____ Signature _____ Date _____

Witness* (print) _____ Signature _____ Date _____

*_All persons signing and witnessing must be of legal age and capacity in the area in which this release is signed. A person cannot be the witness for his or her own release.

YET APPLICATION

The Youth Evangelistic Team (YET) is a ministry team selected from among the top-scoring contestants in Bible memorization, music, drama, and sign language. This team is brought together for training and rehearsal then sent out as a ministry team during the summer to missions, youth camps, and churches. YET also serves as the worship team during the teen services of the VIII Conference.

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Name _____ Phone _____

Address _____ Grade _____ Age _____

City _____ ST _____ ZIP _____

Salvation testimony _____

Music experience _____

Part(s) you sing _____

Instruments you play _____

Instruments you own _____

Drama experience & training _____

Pastor's name _____ Cell phone _____

Youth Pastor's name _____ Cell phone _____

Church name _____ Phone _____

Current ministry involvement _____

Why would you want to participate in the Youth Evangelistic Team? _____

Complete this form and email to CTS@verticalthree.com or fax to 615-367-0535
or mail to Vertical Three • 114 Bush Road • Nashville, TN 37217



Bible Guidelines

Bible Memorization

Bible Millionaire

Bible Sword Drill

Bible Tic Tac Toe



Bible Bowl

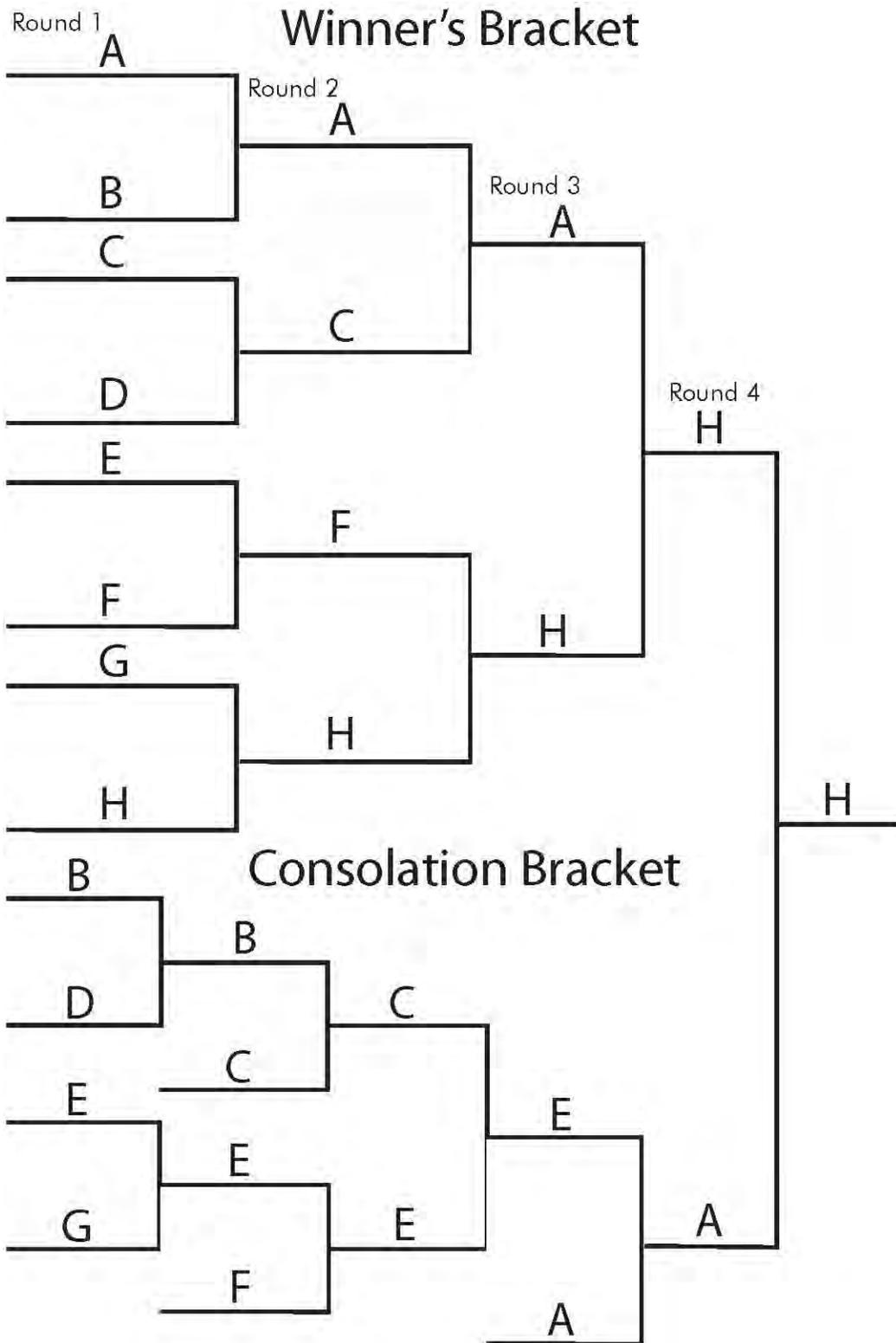
TruthQuest



TruthQuest

Category 1	Category 2	Category 3	Category 4	Category 5
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

- Round 1
- Round 2
- Round 3
- Round 4



Music Guidelines

Vocal Solo/Ensembles

Instrumental Solo/Ensembles

Keyboard



Communication Guidelines

Sign Language

Christian Literature Recitation

Illustrated Storytelling

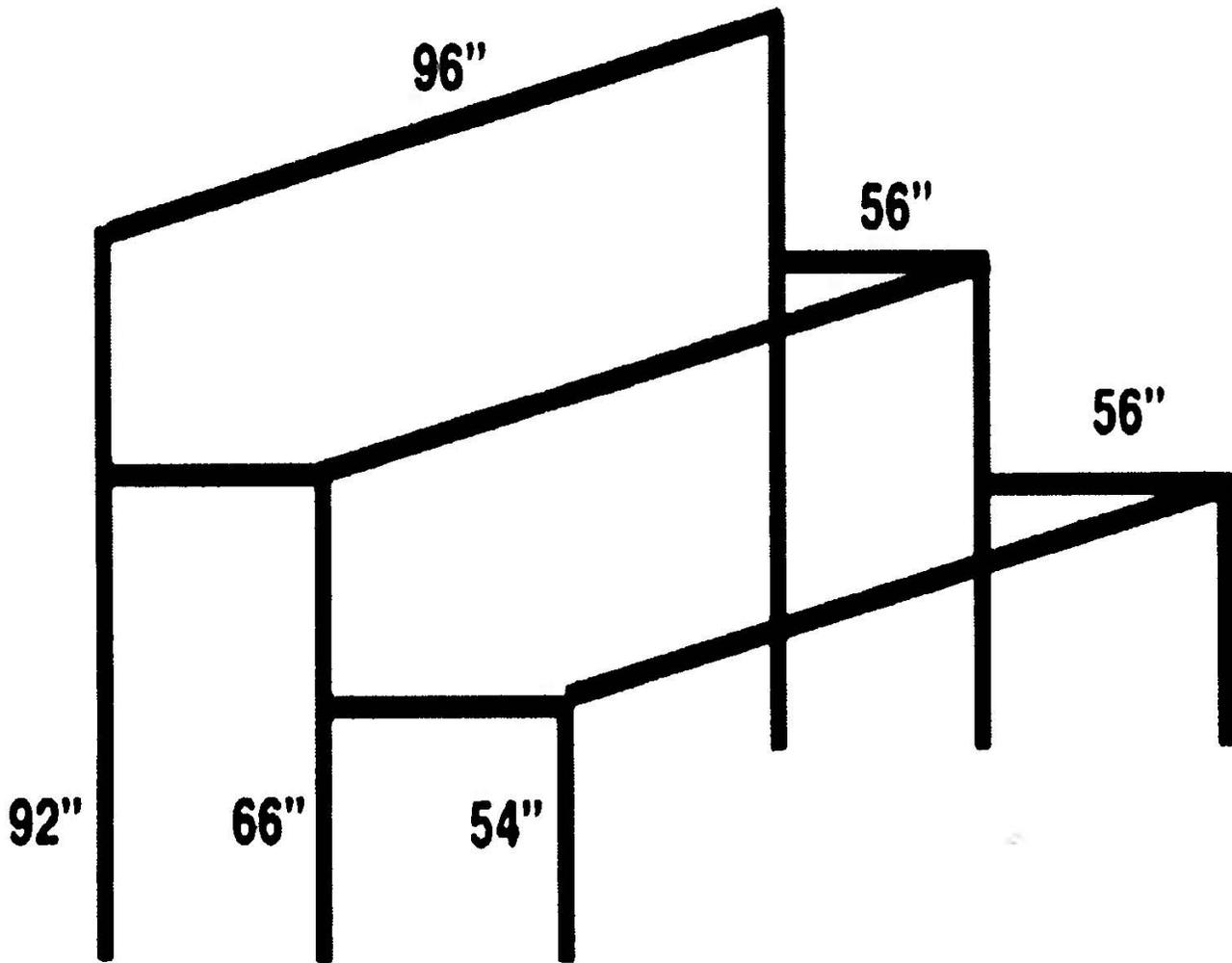
Human Video

Drama

Puppetry



Puppet Stage Diagram



Creative Arts Guidelines

Painting

Drawing

Mixed Media

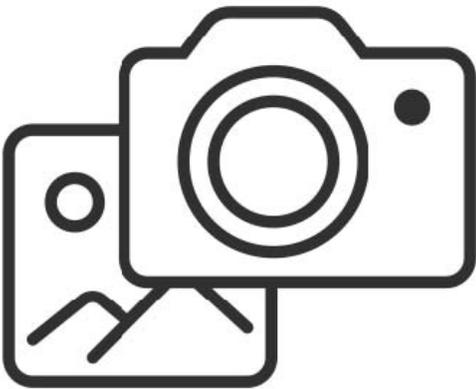
Computer Generated Art

Photography

Textiles

Ceramics

Conceptual Art



Creative Writing Guidelines

Short Article

Long Article

Personal Experience Essay

Book Review

Interview

Biography

Original Script

Devotion

Bible Lesson



Digital Media Category Guidelines

Commercial

Infomercial

Slideshow Presentation

Web Design



Exhibition Category Guidelines

Preaching

Event/Outreach Planning

Mobile App

Film Production

Bible Lesson Presentation

New Ministry Idea

Special Needs

Competition Codes

Age Codes

A--Grades K5, 1, 2, and 3 C--Grades 7, 8, and 9
 B--Grades 4, 5, and 6 D--Grades 10, 11, and 12

Bible Competition Categories

C.K5-0.12 Bible Memorization Grades K5-12
 C.K5g-0.12g Group Bible Memorization Grades K5-12
 C.40 Bible Millionaire Grades 4-3
 C.44; 0.55; 0.66 Bible Sword Drill Grades 4-5
 C.70 Bible Tic Tac Toe Grades 7-9
 C.80 Bible Bowl Grades 10-12
 C.91; 0.92 TruthQuest Grades 7-9, 10-12

Music & Arts Categories

Category 1 Vocal Solo

1.10 Ages A & B
 1.20 Male (Ages C & D)
 1.30 Female (Ages C & D)

Category 2 Vocal Ensemble

2.20 Duet
 2.30 Trio
 2.40 Quartet
 2.50 Ensemble (5-12 members)
 2.60 Choir (13 members or more)

Category 3 Instrumental Solo (non-keyboard)

3.10 Woodwinds
 3.20 Brass
 3.30 Bowed Strings
 3.40 Plucked Strings
 3.50 Pitched Percussion

Category 4 Instrumental Ensemble

4.10 Duet, Trio, or Quartet
 4.20 Five or more members
 4.30 Praise Band

Category 5 Keyboard

5.10 Manual/Electronic Solo
 5.20 Keyboard Ensemble

Category 6 Communication Arts

6.1x Sign Language (6.11; 6.12)
 6.20 Christian Literature Recitation
 6.30 Illustrated Storytelling
 6.40 Human Video
 6.5x Drama (6.51; 6.52; 6.53)
 6.6x Puppetry (6.61; 6.62)

Category 7 Creative Arts

7.10 Painting
 7.20 Drawings
 7.30 Mixed Media
 7.4x Computer Generated Art (7.41; 7.42; 7.43)
 7.5x Photography (7.51; 7.52)
 7.6x Textiles (7.61; 7.62; 7.63)
 7.7x Ceramics (7.71; 7.72)
 7.80 Conceptual Art

Category 8 Writing

8.1x Article (8.11; 8.12)
 8.20 Personal Experience Essay
 8.30 Book Review
 8.40 Interview
 8.50 Biography
 8.60 Original Script
 8.70 Devotion
 8.80 Bible Lesson

Category 9 Digital Media

9.10 Video Production
 9.20 Slideshow Presentation
 9.30 Web Design

Category X Exhibition Events

X.10 Preaching
 X.20 Event / Outreach Planning
 X.30 Mobile App
 X.40 Bible Lesson Presentation
 X.50 New Ministry Idea
 X.SN Special Needs

Competition Event Entry Fees

\$15.00 per exhibition event
 \$30.00 per single entry category
 \$60.00 per group entries of 2-4 people
 \$100.00 per group entries of 5 or more people

CTS Ministry Expo Event Entry Form

District -- State -- National

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Age Code: _____

Comp Code: _____

Category Event _____

Digital File / URL _____

Name of Person/Group _____

Number of Participants _____

Translation for Bible Memorization (check one) KJV ESV

Bible Finalist 1st 2nd

Name of Church _____

City _____

State _____

Association _____

Fee _____

Director/Coach _____

Phone Number _____

E-mail _____

Complete the following information for each participant in this entry.

1 Name _____	Grade _____	Gender _____
2 Name _____	Grade _____	Gender _____
3 Name _____	Grade _____	Gender _____
4 Name _____	Grade _____	Gender _____
5 Name _____	Grade _____	Gender _____
6 Name _____	Grade _____	Gender _____
7 Name _____	Grade _____	Gender _____
8 Name _____	Grade _____	Gender _____
9 Name _____	Grade _____	Gender _____
10 Name _____	Grade _____	Gender _____
11 Name _____	Grade _____	Gender _____
12 Name _____	Grade _____	Gender _____
13 Name _____	Grade _____	Gender _____
14 Name _____	Grade _____	Gender _____
15 Name _____	Grade _____	Gender _____
16 Name _____	Grade _____	Gender _____
17 Name _____	Grade _____	Gender _____
18 Name _____	Grade _____	Gender _____
19 Name _____	Grade _____	Gender _____
20 Name _____	Grade _____	Gender _____

Participant's Pledge (to be signed by the individual participant or by the director/coach of group.)
 I certify the information on this form is correct, and I have read the Ministry Expo Guidelines and meet the requirements for competition indicated above as stated in the Ministry Expo Guidelines. I promise to conduct myself (or group) in a manner becoming a Christian and representative of my church, district, and state. I understand I am responsible for registering to attend the Vertical Three Conference and paying the related conference fee. I understand participation in the expo and attending the Vertical Three Conference grants permission for photos and videos to be taken of the individual participants and groups during the event to be used by Randall House in promotional media during the conference and online unless Randall House is notified in writing an individual or group does not grant permission.

Signature of Participant or Director/Coach _____

Be sure to send the following forms as needed:

Permission form
 VIII Model Photo Release