

○ **Puppet Plays**

The puppet play has two main areas of evaluation: Production and Performance.

Please bring (and give to the judges) three copies of the Puppet Play *Production* Adjudication Form and three copies of the Puppet Play *Performance* Adjudication Form (please fill out the top section on each of these copies) and three copies of a typed or neatly written Puppet Background Sheet which should include the following information:

1. Your Name and Address
2. The Title of the play
3. The Subject (in a few sentences, summarize what the story is about)
4. The Theme (tell the message or application of the story in a few sentences)
5. The Age Group to which the story will be told.

-- The **performance** of the puppet play will be judged according to how clearly the story is told and the biblical message is conveyed, how effectively and appropriately each puppeteer uses voice inflection and characterization, puppet actions, and any other criteria listed for you on the Evaluation Form. Since it becomes too complicated to evaluate more than one puppeteer on an individual basis, the puppeteering will be judged as a whole and the single puppeteer (or puppet team) will receive one evaluation form for performance.

-- The **production** of the puppet play is concerned, the puppet stage itself, the individual puppets, and any props with which the puppets interact. These will be evaluated for quality of workmanship and effectiveness in communicating the biblical message of the play. Even though this overlaps Arts & Crafts category, it will be evaluated under the Speech Division.

Bible Quizzing

General Guidelines:

Although this event is listed under the Speech division of Maritime GAMES, there will be no "evaluation." It is simply a straightforward competition, requiring the contestants on each church team to recall quickly the facts and principles they have learned from **assigned chapters**. There will be several hundred questions from these chapters which the contestants will have an opportunity to answer in order to gain points for their team during each round. Please note carefully the following information and requirements:

Quizzing Preparation

1. Each team will consist of **three main contestants**. Each team may also have **three alternates**. As noted on the Sign-up Sheet, if the church does not have enough teens to field a team of three contestants, up to three churches may pool their resources to make up a team. The **three main contestants** will always start each round.
2. There will be an electronic button and light system for identifying the first contestant to answer the questions.

Quizzing Procedure

1. Each team will consist of three main contestants. Each team may also have three alternates. As noted on the Sign-up Sheet, if the church does not have enough teens to field a full team or three contestants, up to three churches may pool their resources to make up a team. The three main contestants will always start out each round and there will always be a total of three main contestants or alternates available on each team to answer each question during a round.
2. A round commences with the reading of the question by the quiz-master. The regular question format will be "Question number one: question ..."
3. If no quizzer responds in 15 seconds the question will be tossed out.
4. Team members may confer while the question is being asked and up to the point a team member is recognized.
5. A quizzer may interrupt the reading of a regular question
6. A team member is recognized when their light comes on. The recognized member should wait until addressed by the quiz-master or timekeeper then stand and give their answer.
7. Determination of Correct Answer
 - a. Correct answers must be completed in the 15 sec time limit.
 - b. Only the first answer from a quizzer will be considered. Starting over to make a correction will be considered incorrect.
 - c. Quoting a verse "word for word" in response to an interrogative question will be incorrect.
 - d. An answer to a "finish the verse" question must be verbatim otherwise incorrect.
 - e. If the recognized quizzer answers the question correctly the quiz-master will say it is correct and the team will receive one point.

- f. If the recognized quizzer fails to answer the question correctly the quiz-master will say it is incorrect and proceed with the following action:
 - i. The quiz-master will re-read the question for the opposite team.
 - ii. Only the remaining team may respond. Rules 7-10 would still apply.
 - iii. If there is no response from the remaining team in 15 sec the question will be tossed out.
 - iv. Incorrect answers are not penalized.

8. Time Outs

- a. May be called after the answer of one question and before the beginning of the next.
- b. Time-out may not be called after the 17th question.
- c. Time-out may be a maximum of 1 minute.
- d. Only 2 time-outs may be called in any round.
- e. To call a time out the captain of the team (buzzer number 1) will stand and say "Mr. Quiz-master, we would like to take a time-out."

9. Fouls (examples of fouls)

- a. Talking or conferring by team members after the quizzer has been recognized.
- b. If a quizzer begins to answer before he is recognized. A foul will be given but the quizzer will be allowed points for a correct answer.
- c. If the wrong quizzer answers.

Note: The quiz-master may deduct points from the team score for every 3 fouls.

10. Quizzer's points will be tallied individually. Any quizzer having correctly answered 5 questions will have quizzed out. In this situation:

- a. The team may opt to call their alternate. If they call their alternate the original team member may not come back in.
- b. If the team wish to have their quizzed out member resume answering questions, they may opt to continue with two quizzers until having correctly answered a further 5 questions.

- c. If an individual quizzier answers 8 questions correctly in a round they automatically retire from the round.
 - d. An alternate may be used to take the place of a main contestant who retires from that round.
11. Determination of Winner
- a. A game will consist of 25 completed questions. The team answering 13 questions correctly wins that round and progresses on to the next round. Each winning team will go on to play the next round until only two teams are left to play the championship round.
 - b. The team with the highest score at the end of the twentieth question or sudden death tiebreaker will be declared the winner.
 - c. Competition will proceed as in a double elimination tournament so that each team must be defeated twice before being eliminated.
 - d. The quiz-master will determine the teams competing in each game. The losing teams in the first round will compete against each other in the second round, while one or more winning team may receive a bye in subsequent rounds.
12. A wall plaque inscribed with the name of the winning church team will be awarded to the team that wins the championship round. The winning church team may hang it in their church until next year when they must defend their title.

CREATIVE WRITING

General Guidelines:

Submissions in this Division will be evaluated on the basis of creativity, originality, skill in expressing your ideas in correct grammar, and appropriate and biblically accurate handling of the subject. **An simple way to check this purpose is to ask yourself, "Does my piece of writing contain meaning, beauty and truth?"**

1. All submissions in this Division must be original writing, not copied either in whole or in part from another writer. You will be required to:

- a. Fill out the general information on three "Evaluation Forms."
- b. Sign a "Statement of Originality" on one of the evaluation forms.

Note: At least three weeks before Maritime G.A.M.E.S., all Creative Writing entries must be mailed, emailed, or faxed to the camp office (See camp contact info on page four).