

The Maritime GAMES Manual

(Manual updated in March 2022)

Games, Arts, Ministry, Excellence, Service

For dates, check www.fgbc.ca.

Maritime GAMES is Forest Glen Bible Camp's 2-1/2 day event encouraging excellence in athletic games, fine arts and practical Christian service. Serve the Lord with your God-given talents & abilities!

Goals for the GAMES:

I. **Glorify God!** Your preparation, presentation, performance, interactions and evaluation are all important for your success at FGBC.

I Corinthians 10:31—"Whether therefore ye eat, or drink, or whatsoever ye do, do all to the glory of God."

II. **Strive for excellence!** The high standard that you set for yourself will impact, not only your daily life, but also your ministry.

Philippians 1:10, 11—"That ye may approve things that are excellent; that ye may be sincere and without offense till the day of Christ. Being filled with the fruits of righteousness, which are by Jesus Christ, unto the glory and praise of God."

III. **Recognize your talents!** God gave you your interests and abilities, and He wants you to develop them.

I Peter 4:10-11—"As every man hath received the gift, even so minister the same one to another, as good stewards of the manifold grace of God. If any man speak, let him speak as the oracles of God; if any man minister, let him do it as of the ability which God giveth: that God in all things may be glorified through Jesus Christ, to whom be praise and dominion for ever and ever. Amen."

IV. **Encourage, rather than compare!** We are not competing, rather encouraging to rise to a level of personal best in serving our Lord.

II Corinthians 10:12&17 ". . . but they measuring themselves by themselves, and comparing themselves among themselves, are not wise. . . But he that glorieth, let him glory in the Lord."

V. **Support your home church!** Know where you fit into your local body of believers.

I Timothy 4:12—"Let no man despise thy youth; but be thou an example of the believers, in word, in conversation, in charity, in spirit, in faith, in purity."

Overview of the GAMES

I. Athletic Division

Individuals and teams enter by Athletic Games sign-up sheet, submitted by deadline. The athletic games are scheduled throughout the 2-1/2 day event.

Awards:

- 1st place—Red ribbon
- 2nd place—Blue ribbon
- 3rd place—White ribbon

Categories:

- | | |
|-------------------|--|
| -Softball Throw | 3 tries per person, with longest winning |
| -Ping Pong | 2 players, with winner playing best of 3 games |
| -Foosball | 2 players, with winner playing best of 3 games |
| -100 Meter Dash | best time qualifies for a final run |
| -400 Meter Dash | best time qualifies for a final run |
| -Long Jump | 3 tries per person, with longest winning |
| -Steeple Chase | jump obstacles, with best time winning |
| -Shot-put | 3 tries per person, with longest winning |
| -Discus | 3 tries per person, with longest winning |
| -Javelin | 3 tries per person, with longest winning |
| -Team Competition | teens divided into teams for game |

II. Fine Arts Division:

Individuals and groups enter by Fine Arts sign-up sheet, submitted by deadline.

Awards:

- 90% or higher—Red ribbon
- 80% or higher—Blue ribbon
- 70% or higher—White ribbon

Certificates are awarded to all Fine Arts Participants.

Medallions are awarded for unusually superb performances!

Categories:

- Music*
- Art
- Speech
- Creative Writing

*All teens should check their music pieces with their pastor (or person he designates). If there are any questions about the teen's choice of **music**, please contact the camp office **at least four weeks before** the date of the Maritime GAMES so that it can be checked for suitability and conformity to the specific standards and guidelines given on pages 6-8. If the piece fails to meet the

guidelines, we will offer suggestions for meeting the guidelines. The earlier you contact us, the easier it will be to find an alternate piece..

III. Practical Christian Service Division:

Individuals or pairs enter by Practical Christian Service sign-up sheet, submitted by deadline.

Awards:

- 90% or higher—Red ribbon
- 80% or higher—Blue ribbon
- 70% or higher—White ribbon

Certificates are awarded to all Practical Christian Service Participants.

Medallions are awarded for unusually superb proposals and projects!

Categories:

- Proposed Church Projects
- Completed Church Projects

Information for Pastors, Sponsors or Parents

This program is designed for churches who are in agreement with our camp doctrinal statement. **Individuals not representing a specific church are certainly welcome to participate.** Parents/sponsors of these teens, use the following Checklist as well.

MARITIME GAMES CHECKLIST: WHAT TO DO NEXT

- Please print this manual for easier access to information!
- Discuss G.A.M.E.S goals and overview (pg. 1-4) with your teens and youth leaders.
 - Entries must have a biblical and ministry-related purpose and theme. (Including art and photography pieces.)
 - All music pieces must abide by camp standards.
 - This is not a competition. In fact, there may be only one entry in a particular category. Entries will not be compared to other entries, but each evaluated against criteria on the evaluations form, with helpful feedback for each teen.
 - Teens may not enter a fine arts entry that they entered in a previous year.
 - For a “Hymn playing with song leader” entry, the pianist must send the hymn or Wilds Songbook music to the camp three weeks prior to Maritime GAMES.
 - Creative Writing entries must be sent to camp early for judging—at least three weeks prior to Maritime GAMES. No late entries, to be fair to adjudicators.
 - Participants in the Practical Christian Service Division will need to work very closely with their pastor to complete the project according to the criteria. Bring Practical Service Entries to camp for evaluation at the MG event.

- Access sign up sheets, evaluation forms, idea statements, and Practical Christian Service report forms at www.FGBC.ca. Email questions to Info@FGBC.ca

- Print off and circulate among the teens the three Sign-up Sheets (Athletic games, Fine Arts and Practical Christian Service). Return all Sheets to camp by deadline.

- Print, copy, and distribute the appropriate **Evaluation Forms**, for all entries (other than athletics). For each entry, participants should fill out the top of the evaluation form, and make three copies to bring to camp. (For Creative Writing, the entries, evaluation forms, and idea statements must be submitted to camp three weeks before Maritime GAMES.) Group entries (duet, ensemble, choir, puppet), require only one evaluation form (make three copies) per group. Creative Writing, Art, and Photography entries require an Idea Statement in addition to an evaluation form. Practical Christian Service entries require a Report Form for Practical Christian Service in addition to an evaluation form.

*At MG event, submit your entry, three copies of the evaluation form, and the following:

Music: Three copies of your music score.

Art: Completed Artist's Idea Statement.

Photography: Completed Photographer's Idea Statement.

Creative Writing: *Submit 3 weeks early, 1 evaluation form & 1 Writer's Idea Statement.

Storytelling: Three copies of Storytelling Background Sheet (See Manual Pg. 16).

Preaching: Three copies of the preaching outline.

Oral Interpretation & Scripture Reading: Three copies of the selection.

Puppet Play: Both Play & Production eval. forms, plus Puppet Background Sheet (Pg.19)

Practical Christian Service (PCS): Completed Practical Christian Service Report Form.

- Please read the category guidelines In the Maritime G.A.M.E.S. Manual, and refer the teens to the manual for guidelines, helps, and instructions for each of their entries.

- Ask each teen to complete a **Registration Form** after they have signed up to enter at least one event, whether Athletics, Fine Arts, or Practical Christian Service. Only entrants may register for the Maritime GAMES.

- Mail, or scan & email the Sign-up Sheets, Registration Forms, and required early submissions of Hymn playing music selections, and Creative Writing entries to:

FGBC
Maritime G.A.M.E.S.
Box 161
Brookfield, NS B0N 1C0

E-mail: Info@FGBC.ca

Camp Phone: (902) 673-3228

Fine Arts Index

Music

- General guidelines for all music participants 6
- Specific categories 8
- Song-Leading 10

Art

- General guidelines for all art entries 11
- Specific categories (including photography) 14

Speech

- General guidelines for all art entries 16
- Story-telling (for women only) 16
- Preaching (for men only) 17
- Oral Interpretation & Scripture Reading 18
- Puppet Plays. t 19
- Bible Quizzing guidelines 19

Creative Writing

- General guidelines for all Creative Writing entries 22
- Specific categories 24

Spelling Bee 25

Practical Christian Service Index

Guidelines 26

- List of Practical Christian Service project ideas 27
- *Why's & How's and Do's & Don'ts* 28

Specific Categories

- Proposed Church Project 28
- Completed Church Project 29

Fine Arts Division

MUSIC

General Guidelines:

Please read carefully the music standards which follow so that you will not be disappointed by losing a significant number of points or even be disqualified for an inappropriate piece or performance style. If you have any questions at all about your entry or about the standards or guidelines, please feel free to contact the camp office at 902-673-3228; e-mail:

Info@FGBC.ca

The purpose of this music is to glorify God and to edify those who hear it. In fact, as Tim Fisher puts it, "**Christian music is that music in which text, music, performers, and performance practices are conforming to the image of Christ**" (page 16 of The Battle for Christian Music). Therefore, #1-6 below outlines specific guidelines, restrictions, and suggestions to help you choose your music and perform it to the glory of God:

1. All musicians will be required to:
 - a. Fill out the general information on **three** "Evaluation Forms" (three forms for each piece of music you will be playing or singing).
 - b. Bring the original music book or score [in accordance with copyright laws] and three copies of this music for the adjudicators. The music must be performed exactly as it appears on the score. If any chords, parts, etc. are changed, the music must be re-written to show the changes made and the adjudicators must have copies of the changed arrangement (paper-clipped to the original score or book) in order to evaluate the performance properly.
2. Participants in Vocal (solo or group) categories may sing "a cappella" or be accompanied by another teen or adult. **No taped accompaniment is allowed.**
3. No percussion instruments or electronically amplified instruments are allowed. We are allowing **the acoustic guitar**, as it has been traditionally used in Spanish and Portuguese countries in both Europe and South America to accompany congregational singing. We want to encourage our young people to develop a Christ-honouring style in using this instrument in anywhere in the world. This can be done tastefully by playing in the **classical style**. Although this is a simplistic definition, a "classical style" refers to the predominant use of "picking" rather than "strumming," a clear melody line (with or without occasional chording), and an absence of a strong rhythmic beat. The danger in using the guitar is that it can be played in an inappropriate style as well. For that reason, all guitar solos will be checked ahead of time by one of the music adjudicators before being allowed to play in the Fine Arts division. If we find that a guitar is being played in other

than a classical style by anyone attending the Maritime Games, whether during a competition or at other times, anywhere on the campus of Forest Glen Bible Camp, then we will delete this instrument category and ask that no guitars be brought to camp.

4. Because of time constraints, each entry will be limited to a maximum of 5 minutes. Instrumental groups wishing to play a selection longer than this maximum should contact the camp office for special permission. For in-person Maritime G.A.M.E.S., participants must follow points (a.) and (b.) below for their music & speech entries. It enables us to manage our tight schedule and yet be fair to all participants. Please take special note:
 - a. Every participant in a music or speech category (Bible Quiz excluded) can sign up for a maximum of five entries (in total), including group pieces. He will be allowed to perform at least two pieces, but the other three will be subject to "time slot" availability.
 - b. Each participant must label his music or speech entry with a number from 1 to 5 to indicate the priority level of that piece. No two pieces may have the same number label. In other words, if John Doe is entering 3 music pieces and 2 speech pieces, he must give each one a number from 1 to 5, indicating the order in which he wants his pieces eliminated from the schedule if needed (i.e. the #5 piece will be eliminated first, the #4 piece will be eliminated next, and the #3 piece will be eliminated last).
 - c. We hope all pieces will be able to be performed, but at least if there are too many for the available time slots this system will allow for participation by the most teens.
5. No choreography, planned, or unnecessary, bodily movement, will be permitted.
6. More specific standards and guidelines for music that glorifies God (as defined in the second paragraph of page 6) follows:
 - a. As music experts (including Frank Garlock, Kurt Woetzel, Danny Sweat, Tim Fisher, etc.) have pointed out, good music and music that glorifies God is characterized by a balance between melody (the spiritual part), harmony (the emotional, intellectual part), and rhythm (the physical part). In fact, the emphasis should be in that order. Most of the contemporary music written and played today reverses that order and emphasizes the rhythm. Please choose music that keeps these three elements of music in the proper balance. For help in understanding this and other principles of good music, please read Music in the Balance by Frank Garlock & Kurt Woetzel, published by Majesty Music, Inc. in Greenville, SC.
 - b. In accordance with the Bible's teaching (see James 1:27 & 1John 2:15-17), worldly performance practices will not be permitted in this competition. Such practices include "scooping" (sliding up to a note from an attack below its true pitch), "flipping above and below the actual written melody line," or using a "whispery, breathy" voice. One mark of a godly musician is his disciplined practice of and respect for the written music that seeks to faithfully reproduce the work of the composer. It is a reflection of his attitude toward the commands and direction of God's Word.

- c. If you are performing a Vocal Solo or Vocal Group piece, please be sure the text of the music is in keeping with the purpose (stated in the second paragraph of page six) and with our desire to encourage excellence in all we do for the Lord. Orchestra conductor and lecturer, Doug Bachorik, Jr., lists the following characteristics of godly music text: the message must be Scriptural, clear, Christ-honoring (focusing on the Lord, not on the singer or song writer), appropriately respectful, and spiritually mature (teaches some truth from the Word of God).
- d. No gospel rock, gospel country, jazz, soft rock, night-club style, or other types of CCM (Contemporary Christian Music) will be permitted. New releases and groups are constantly arriving on the scene and, there is no way we could keep a list of all the performers and their songs which are, or are not, acceptable. (A couple examples of unacceptable selections would be the music of Steve Green and Amy Grant). Syncopation is not appropriate for sacred music pieces. (Syncopation is a temporary displacement of the regular metrical accent in music caused by stressing the weak beat.) If you have any question at all about your choice of music for Maritime Games, please contact the camp office as soon as possible at Info@FGBC.ca.

Specific Categories included in this **Music** Division, with a brief description:

- **Instrumental Solo** (a piece suitable for an offertory. Note: Piece must be played exactly as written in the music score submitted to the judges.)
 - *Brass Solo*
 - *String Solo*
 - *Woodwind Solo*
 - *Acoustic Guitar Solo*
- **Instrumental Group** (a piece suitable for an offertory. Piece must be a single score for more than 1 instrument, played as written, and submitted to judges.)
 - *Duet* Category
 - *Small Group* Category
- **Piano Hymn-playing** (Pianist should play from a hymnbook or Wilds song book and add "extras" in a hymn-playing style; points will be given for how well the pianist smoothly and tastefully adds the extras to give the hymn a richer sound). The pianist will have chosen and practiced this hymn before coming to the Maritime Games & Fine Arts Festival. The pianist must follow a song-leader and will also be

scored on the hymnplaying piece in accordance with how well he/she follows & responds to the song-leader. In order to give the Maritime G.A.M.E.S. song-leader time to plan his treatment of each hymn, 3 weeks prior to Maritime G.A.M.E.S., hymnplayers must submit to Camp the hymn(s) he/she has chosen to enter.)

- **Piano Solo** (a piece suitable for an offertory, prelude, or postlude; Note: piece should be played exactly as it is written in the music score submitted to the judges)
 - **Piano Duet/Duo** (piece suitable for an offertory, prelude, or postlude. Piece must be played exactly as written in the music score submitted to the judges)
 -
 - **Vocal Solo** (a piece suitable for special music in church)
 - **Vocal Group** (suitable for special music in church. While we encourage vocal duets and groups to sing in 2-, 3-, and 4-part harmony, singing in unison is also acceptable. Whether in unison or in parts, the singing will be evaluated on the important elements of accurate pitch, blending of voices, etc.)
- **Duet** Category
 - **Small Group** Category – includes trios, quartets or more
- **Hymn Composing** – This category offers an opportunity for teens to pursue the special skill of writing music, as opposed to performing it. In order to greatly simplify the complicated task facing the evaluators and enable them to more nearly "compare apples with apples," we are limiting the composing to the specific skill of setting to music a few tried and true hymn texts. All entrants in this category must choose one of the hymn texts listed below and do their best to set those words to music which will appropriately support the message of the words in a style that strictly adheres to the rules outlined in pages 6-8 above. You will be required to:

1. Fill out the general information on three "Evaluation Forms."
2. Sign a "Statement of Originality" on the evaluation forms.
3. Bring three copies of your hand written score from one of the hymns below.

Please Note for Hymn Composition:

Only *hand written score* is to be submitted for consideration. Music writing software may give an unfair advantage because it can put in all the right notation automatically.

1. Use one of the following hymn texts for your hymn composition entry:
 - a. "Holy, Holy, Holy" (by Reginald Heber)
 - b. "To God Be the Glory" (by Fanny J. Crosby)
 - c. "Rejoice, the Lord Is King" (by Charles Wesley)
 - d. "Sweet Hour of Prayer" (by William W. Walford)
 - e. "Take Time to Be Holy" (by William D. Longstaff)

2. Be aware that the following criteria will be used to evaluate your composition:

a. Form

- i. Phrases are clear and regular
- ii. Climax is clear and well placed
- iii. Contrast, repetition and return (to original theme) are used where appropriate

b. Harmony

- i. Cadences are clear and well placed
- ii. Harmonic rhythm (how frequently chords change) is steady and regular
- iii. Harmony is secondary to a clear melody and should fit the character of the piece

c. Line

- i. Melody is clear
- ii. Bass line supports melody

d. Rhythm

(Steady, regular, clear and consistent rhythm with a clear feeling of pattern)

e. Other Considerations

- i. Accompaniment patterns are appropriate and consistent
- ii. Notation is clear and complete
- iii. Avoids worldly popular music writing, 20th century atonal writing, and over-use of syncopation.

Song Leading The song-leader should research, learn, and practice song leading by consulting with a song leader, reading helpful articles, watching instructional videos, or taking a class. This will help him practice the accepted hand-waving patterns. Song-leading will be divided into two sub-categories: "Prepared" and "Extemporaneous":

1. Prepared Song-leading

- a. PREPARATION: The song-leader should choose a song or hymn ahead of time from the Wild's songbook that is currently being used at FGBC. He should familiarize himself with the time signature of the chosen song and any tempo notes and changes within the song.

Points will be earned according to the difficulty of the music (starting with 4/4 time as the simplest and graduating upward to more difficult time signatures such as 9/8 time). Points will also be awarded according to tempo changes and other dynamic variations (whether noted on the songbook page or appropriately added extemporaneously by the song-leader and indicated by his verbal cues and hand signals).

- b. PERFORMANCE: The song-leader should announce the song or hymn number clearly and repeat to confirm in case anyone missed it. The song-leader should maintain consistent (although not necessarily continuous) eye contact with the congregation and pianist as appropriate.

The Song-leader should use a clear conducting pattern matching the time signature of the music.

The Song-leader should give accurate cues with his hands (for instance, fermatas).

The Song-leader should communicate the message of the music by facial expressions and by his singing along with the congregation (for instance, expressing solemnity, or joy, or peace).

2. Extemporaneous Song-leading

- a. PREPARATION: The song-leader should be familiar with all the time signatures used in the Wilds songbook and know what hand-waving patterns are used for each one.
- b. PERFORMANCE: At arrival time on Thursday evening, one of the song-leading judges will choose a song from the Wilds songbook and assign it to the song-leader to look over in preparation for the next day. The song-leader will be paired with an experienced church pianist.

Points will be earned according to the difficulty of the music (starting with 4/4 time as the simplest and graduating upward to more difficult time signatures such as 9/8 time). Points will also be awarded according to tempo changes and other dynamic variations (whether noted on the songbook page or appropriately added extemporaneously by the Song-leader and indicated by his verbal cues and hand signals).

ART

General Guidelines:

Submissions in this Division have a wide scope for creativity, since Christian or Biblical art may be used for many purposes. Artwork can illustrate Bible stories, Creative Christian writing, VBS or Sunday School material. Stand-alone artwork that glorifies God may be displayed on a wall or on a table in a home or in a church entryway, office, nursery, Sunday school room, etc. Art, on a larger scale, can be used as background scenery for a Christmas or Easter program, etc.

The purpose of this art should be to glorify God by bringing attention to the beauty and wonders of His Creation, by drawing the thoughts of the observer to Biblical truths, or by supporting the message being given by another means (such as in a performed play or the words of a book or Sunday School paper). To help you as the artist to keep a biblical focus in your choice of subject (and to enable the viewer to make that biblical connection), please attach to/display with the piece of art (or photograph) a Bible verse or passage that brings out that connection. To help you choose an appropriate subject for your art piece, we have outlined below some requirements and suggestions:

1. Do's and Don'ts for Art Pieces and Photography:

- a. **Don't** just shoot a photo, sketch, paint, mold, carve, or sew something that interests you and then try to come up with a "biblical" theme to "make it work" as an entry.
- b. **Don't** just slap a Bible verse on an art piece or photo that seems somewhat related. The verse matches the art piece/photo if the art really evokes the scripture message.)
- c. **Do** read your Bible regularly. As you read a passage, jot down any message that the Lord impresses on your heart. To express that message in your art piece or photo, think about what picture or object would express that message. Jot down your ideas, and *then* begin your artwork or arrange or capture a photo image.
- d. **Do** attach or incorporate a Scripture passage into your art piece or photo to make the right connection for the viewer.

2. All submissions in this Division must be original creations, not copied from another artist or put together from kits. The artist will be required to:

- a. Complete the general information on three "Evaluation Forms."
- b. Sign a "Statement of Originality" on one of the evaluation forms.
- c. Fill out the "Artist's Idea Statement" form.

3. Below find specific explanation and examples of art that glorifies God (as defined in the second paragraph of page 11):

- a. Since Psalm 19:1 teaches us that creation reveals God's handiwork and glorifies Him, a painting of a natural scene (a sunset, a sandy beach, a majestic mountain range, etc.) would glorify God, not only for the beauty He has created, but also for the skill He has given the artist to be able to reproduce that scene.
- b. The artist might wish to illustrate, for instance, the biblical truths Christ was teaching in Matthew 6:25-34 by drawing, painting, or sculpting "birds of the air" or "lilies of the field" ; painting an autumn scene can illustrate the biblical principles of sowing and reaping; the many references in the Bible to pottery furnish a number of subjects for the potter or ceramic artist; you get the idea.
- c. If the artist is interested in sketching or painting people, he would find in the Bible innumerable subjects for an art piece, whether Bible characters or events. This would require some research and extra time in order to accurately depict the costumes and customs of that day, but it is well worth the effort. Please take care not to copy another artist's work.
- d. It is important for the Christian artist to understand and conform to Biblical principles of truth, reality, and light in every piece of art he or she creates. With this in mind, drawings of fictional superheroes, warlike creatures of the dark, abstract art, and cartoons will not be acceptable for Maritime GAMES. Works that convey an unbiblical

message, such as a New Age theme, and unwholesome works that depict sensual themes or activities also will not be acceptable. Finally, humorous art that treats carelessly or lightly the things of the Lord (which is the actual meaning of the biblical word profane) will not be considered for evaluation. Be ruled by the Scriptural guidelines listed in Philippians 4:8.

4. **You may enter up to a total of four pieces of art (this includes photographs) as long as they were begun (or the photos were taken) after January 1 of this year.**
5. You may use two or more art mediums in combination on one entry if you wish. For example, you could do a watercolour painting depicting a biblical principle, then letter an appropriate verse or passage of Scripture on a separate piece of card, and then mount this card on the mat surrounding the picture.
6. You can enhance your piece of art considerably by tastefully mounting your sculpture or framing your picture. Here are some economical ideas:
 - a. Picture frames and custom framing can be quite expensive, but there are ways to get around the high cost. For instance, if you are doing a drawing, make sure you do it on quality paper of a standard size. You can buy pre-cut mats, as well as complete picture frames with the mat and glass already included, at places like a dollar store, Superstore, Walmart, or Michael's. A good idea would be to check these stores first to see what sizes are available, do your work on the appropriate size of paper, then buy the frame or mat that matches your work.
 - b. Paintings done on hardboard or canvas board can be mounted by gluing strips of 1x2 (actual size is 3/4 x 1 1/2) on the back even with the edges all around. Next, cut thin wood strips (for instance, 1/4 x 1) to the appropriate lengths (and mitred at each end, for an even nicer look when put together). Paint these strips and tack them on around your painting.
7. The difficulty in judging art is that subjective elements (impressions, feelings, appeal, taste, etc.) are as significant as objective elements (visual scenic perspective, accurate rendering of human or animal anatomy, skill in approximating textures of land, leaf, clothing, etc.). Art is meant to appeal to our subtle finer senses and aesthetic appreciation. Above all, art is meant to communicate something. Thus, evaluators (adjudicators) have to include their impressions of what and how well the art communicated to them. For Maritime Games we ask the artists to communicate a biblical message. The reason each entry must be accompanied by an "Artist's Idea Statement" is to help the judges evaluate how well the artist conveyed his or her biblical message. In addition to this subjective evaluation, evident objective elements such as Composition and Technical Skills will also be evaluated.
8. One goal of Maritime Games to get the focus off comparing ourselves and more focus on questions like: "How can I strive to improve and develop the gift God has entrusted to me for His glory and service?" "Where do my strengths lie so that I can 'clue in' to a possible area of service for the Lord?" "What are weaknesses that could be (and therefore should be) improved to do a better job for the Lord?"

There will be a wide range in age, in natural ability, and in past opportunity for lessons, training, and guidance in the skills and techniques. We can't evaluate the piece of art on "effort," because we don't have a record of past work against which to compare. We can only evaluate on the basis of the entry itself – how well it follows the philosophy, guidelines and evaluation form criteria. How the piece is evaluated will indicate to the teen several things: (1) "If I start (or continue) to take lessons, I could probably improve my skills." (2) "If I were more diligent, concentrated more, gave more time and thought to the next piece, I could improve and could communicate the message better." (3) "This may not be the area of art I am suited for." (4) "My abilities probably lie in the area of _____ rather than _____." Not only the Evaluators' scores, but also their written comments, could help point each teen in the right direction of how to improve, or what areas that teen might be wise to pursue.

Specific Categories included in this **Art** Division, with a brief description:

- **Drawing** (any medium)

This refers to the use of one or many instruments in any drawing medium (ink, pencil, charcoal, chalk, pastels, crayons, coloured pencils, etc.). These works may be any size, framed or unframed, and may even be composed of several sheets of poster board (such as would be useful for a wall background to a church play).

- **Painting** (any medium)

These works may be translucent (watercolours) or opaque (oils, acrylics, or any of many water-based painting mediums). The use of an airbrush is permissible.

- **Three-Dimensional Art**

These may be relief-carvings or framed pieces, or stand-alone sculptures. Some suggestions are wood-carving, clay figures, or sculpting in any durable material.

- **Crafts**

These pieces could include stylized art such as needlework, or stained glass windows, or original art incorporated into useful items such as centerpieces, small boxes, napkin holders, book-ends, wall-sconces, table lamps, etc.

- **Calligraphy**

Lettering done by the student himself with a calligraphy pen based on an example supplied by a teacher or taken from a book. Suggested choices would be verses or godly poems. The incorporation of appropriate artistic design or illumination will increase the point value given to the piece.

○ Photography

Photographs will be evaluated under two major **classifications**: Colour photography and Monochromatic photography (black and white, sepia and grayscale). Contestants may use any camera they wish. **Please note that the total art submissions permitted is four (whether all photos or a combination of photos and other art mediums).**

Sub-Categories

1. Scenic Photo – A picturesque outdoor setting.
2. Still Life Photo – A picturesque indoor arrangement of arranged objects.
3. Animal Photo – A snapshot of living animals, birds, insects, etc., taken in their natural or artificial habitat (zoo pictures permitted).
4. Plant Photo – A snapshot of living flowers or plants taken in their natural or artificial habitat (botanical gardens are permitted).
5. Camp Photo – A picture of camp life.

Composition: Composition is defined as the visual organization of the elements and individual details of a scene into a balanced and pleasing arrangement.

Mounting: Mounting is defined as the colour, texture, and permanence of the material on which the photograph is exhibited.

Judging: Judges will pay close attention to the technical qualities of your work. Next in importance to content comes composition. This includes the number and type of subjects, their arrangement, and the background of the picture. When composing, keep your photography simple. Too much symbolism or clutter is distracting to the viewer. Avoid placing the main subject “dead center.” This produces a dull, static effect, which is not very pleasing to the eye. After composing the photo, carefully check the background for distracting, objectionable elements. Many fine shots have been ruined by ugly telephone wires or distracting blotches of colour that detract from the main subject. Nothing in the photo, even though in the background and out of focus, should violate the FGBC standard of dress, behavior, etc. Finally, pay close attention to the finishing touches. Your photo should be clean and free of scratches, dust specks, or wrinkles, and should be matted attractively.

Purpose: Remember that judges are looking for **biblical, Christian purpose evident in the visual image you are composing**. This purpose should be stated in the Photographer’s Idea Statement, and it should be communicated with scripture on/with the photograph. The judges will then see how well you captured the purpose and message in the actual image.

Note: Please be sure to carefully review the **Photography Evaluation Form** to make sure you understand how your photography entry will be evaluated by the judges. Also, make sure that you fill out the **Photographer's Idea Statement** -- up to five points may be deducted if the form is incomplete or missing.

SPEECH

General Guidelines:

Please note that the **Story-telling categories** are limited to young ladies only and the **Preaching category** is limited to young men only. All other Speech categories are open to both.

Specific Categories included in this **Speech** Division, with a brief description:

- **Story-telling** (minimum 6 minutes, maximum 10 minutes)

Each participant will present from memory a missionary or Bible story. This event will be divided into two categories: Non-visual-aided Story and Visual-aided Story. The time limit for each presentation will be 6 minutes (minimum) to 10 minutes (maximum). Please bring and give to the judges three copies of the Story-telling Adjudication Form, and three copies of a typed or neatly written Story-telling background Sheet, which should include the following information:

1. Your Name and Address
2. The Title of the story
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

All participants must bring their own equipment (flannel-graph boards, stands, props, etc.)

- Non-visual-aided story will be judged according to how clearly the story is told and the biblical message is conveyed, how effectively and appropriately the storyteller uses voice inflection and characterization, facial expressions, eye contact, and gestures, and a number of other criteria listed for you on the Adjudication Form which you will fill out (and which the adjudicators will use to evaluate each participant). These are stories not using flannel graph pictures, flash cards, etc. Some small hand-held props (not pictures) may be used to enhance the telling of the story. (An audience may or may not be present).

- Visual-aided story will be judged not only on the above criteria but also on how effectively the visual aids are used to get across the message and hold the attention of the listener. These are stories using flannel-graph, flash cards, pictures or picture books. Some small hand-held props may also be used. All pictures and flannel-graph figures must be in good taste and with appropriate clothing, etc. (An audience may or may not be present at the event).
- **Preaching** (minimum 8 minutes, maximum 10 minutes)

As reflected in the Maritime GAMES goals (pg. 1), the chief objective of this event is not comparison with other participants, but rather working toward an excellent standard and benefiting from the experience and wisdom of those who evaluate each participant's performance, through scoring and helpful suggestions. Please note below the requirements for each preaching participant:

1. Each participant must create his own sermon outline based upon the Scriptures. Pastors may offer teaching and coaching which will help the participant develop and preach the sermon. Pastors are expected to take special care not to develop the outline for the participant.
2. Each participant must prepare a typewritten or neatly printed sermon outline. Three extra copies must be delivered to the judges before preaching the message. All sermons must be from the personal study of the participant, not notes taken from another preacher's sermon. Please look over the "Sample Sermon Outline Guide."
3. Participants must preach from the King James Version.
4. Sermons must be between 8-10 minutes in length.
5. Two to three experienced preachers will serve as judges to evaluate the message and delivery. Please look over the "Preaching Evaluation Form" included with these Guidelines to understand the criteria by which you will be evaluated. Before coming to The Maritime Games please fill out and have three copies of the "Preaching Evaluation Form" ready to deliver to the judges along with the three copies of your sermon outline.
6. Dress and grooming should be appropriate for the task of preaching in a church service. For example: dress pants, a collared shirt, and tie. A sport coat is not required. Sermons may be preached at a local church before or after Maritime Games. Participants should be prepared to preach the message in a "preaching session," or, on occasion, as a part of the preaching services at Maritime Games.
7. The participant's testimony in his local church should be that of a sincere, young, growing believer. We do not expect perfection, but we desire to demonstrate a sincerity and respect for the task of preaching the Word of God.

- **Oral Interpretation** (minimum 2 minutes, maximum 10 minutes)

Oral Interpretation has two sub-categories:

- 1.) **Oral Interpretation of Poetry**
- 2.) **Dramatic Interpretation of Prose** (as by an actor/actress)

All entries should be memorized [Although we will allow entries to be read, there will be an automatic penalty of 20 points out of the possible 100 points total on the evaluation form]. These entries would be appropriate for use in a Sunday School lesson, a Youth Group Meeting, or a Special Church Program (Easter, Christmas, Missions Emphasis, etc.). Please note, if you have any question concerning the suitability of your choice, your selection should be submitted to the camp office at least 4 weeks before Maritime GAMES. Please read carefully the entire guidelines section above under Creative Writing to understand what type of speech material you should choose. Submit to the adjudicators, three copies of your evaluation form, plus three copies of your poetry or prose selection.

The poem or dramatic prose selection will be judged according to how clearly the biblical message is conveyed and how effectively and appropriately the teen uses voice inflection and characterization, projection of voice, variations in volume and rate of speech, facial expressions, body movements, eye contact, and gestures. Be sure to check the criteria listed for you on the Oral Interpretation Adjudication Form which you will fill out (and which the adjudicators will use to evaluate each participant).

- **Scripture Reading** (minimum 3 minutes, maximum 8 minutes)

Although the Scripture reading is not required to be memorized, five points will be deducted if the passage is read. The participant will earn five points if the passage is memorized, and additional points if recited well. (See evaluation form). This selection will be judged according to how clearly the passage is read, how well the meaning (both the message as well as the mood, emotion, setting, etc.) is conveyed by appropriate voice inflection, variations in volume and rate of speech, pauses, and clear separation of various speakers in the passage (God, a man, a woman, a child, an aged person, etc.) by appropriate change in voice. Be sure to check the criteria listed for you on the Scripture Reading evaluation form. Please research the proper generally accepted pronunciation(s) of unfamiliar words (sometimes there will be two or more correct ways to pronounce a word). Remember that you will be asked on the evaluation form to summarize the thrust or main purpose of the passage (for example: “to warn Christians about a spiritual danger” or “to comfort and encourage a downcast people”) and this will guide the adjudicators in determining how well you got across that purpose by your oral interpretation.

○ 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).

These entries must be clearly marked "Creative Writing." Please include one copy of the actual Creative Writing composition, one copy of your "Evaluation Form," and one copy of the "Writer's Idea Statement." Please retain the original copy of your Creative Writing composition and original forms for safe-keeping, and only mail the photocopies. You may fax or e-mail your entry and forms. Entries must be submitted three weeks prior to GAMES to give judges time to evaluate all entries with care. No late entries will be accepted.

The purpose of writing a poem, play, or short story is to glorify God and edify those who read it. Plan & write with these specific guidelines, restrictions, and suggestions in mind:

2. Explanation and examples of writing that glorifies God:

- a. Since Philippians 4:8 teaches us that we are to "think on" or meditate on things that are true, honest (or honorable), just, pure, lovely, of good report (reputable), characterized by virtue (excellence), and worthy of praise, your choice of subject matter, plot, main characters, etc. ought to fall in line with these principles. Do not let your desire for "realism" lead you to ignore these principles. Especially in the Teen category, you will need to avoid the temptation to be graphic (unnecessarily detailed or picturesque), though you may want to describe a common or a difficult situation which even a saved person may encounter in this world. Should you need to include the speech, actions or thoughts of an unsaved or worldly character in the story. You can always use more appropriate means which will not leave unedifying words, phrases or thoughts in the reader's mind. An example of how to register an angry reply by a profane and foul-mouthed person might be as follows: "Hank shot back a stinging retort, liberally sprinkled with cursing." Quoting the exact words would not glorify the Lord, nor edify the reader. If such a scene is even necessary in the course of the plot, keep it brief, unless it includes a helpful contrast, focusing upon the helpful, godly response of the saved character in the story. If you were to write a scene in a play using the previous example, your best solution would be to cover that scene with a conversation involving the good character retelling the situation to another character. An example of this in play form is given for you below:

Bob: "So what did Hank say when you told him, "No?"

George: "Oh, he got pretty mad and called me some names I can't repeat."

- b. Suggestions as to what kind of stories or plays to write, follow: Situations depicting God's protection, leading, goodness, provision, perfect timing, etc.; situations illustrating a biblical truth or principle (you will reap what you sow; it is better to give than to receive, the effectual fervent prayer of a righteous man availeth much, etc.); or stories teaching the need to obey one or more of God's commands (children, obey your parents in the Lord, lie not one to another, ye shall be witnesses unto Me, etc.).
- c. Please avoid writing that in any way glorifies (puts in a favorable light) sin, rebellion, disrespect toward authority, being "cool", New Age themes (the occult,

Eastern religions, magic, etc.), martial arts, superheroes, popular movies and videos, rock music (either secular or CCM), and other similar themes.

3. Since poetry has several unique features not usually found in prose, there is a separate "Evaluation Form" assigned to poetry. Please note the criteria we are using to evaluate your poem. Of course, all the above guidelines concerning your choice of subject matter would apply equally to poetry. A type of poetry especially useful in the Lord's work is that which can be set to music as a doctrinally sound hymn. We encourage you to craft your poem with careful attention to meter and rhyme scheme.
4. There is a need in the Lord's work for gospel tracts as well as feature articles and essays in Christian magazines. Since this type of writing differs in several respects from drama or short story, there is a separate evaluation form for this as well.
5. Feel free to visually illustrate your Creative Writing entry; however, it will not affect the total score on your C.W. evaluation form. If you wish to register the illustrations as entries in the Art contest (we strongly encourage you to do so), please include all the required forms mentioned in the Art guidelines in the previous section.

Specific Categories included in this **Creative Writing** Division and a brief description:

○ **Christian Drama**

Original [not plagiarized] plays, dramatic readings, etc. -- writing meant to be spoken aloud. Aim for a play that would take 10 to 30 minutes to be performed. If your drama is/was written for a performance at your local church, feel free to also register it in the Practical Christian Service Division.

○ **Christian Short Story**

Original [not plagiarized] short stories (around 1,000 to 5,000 words) suitable for publication in a church newspaper or as an insert in Sunday School take-home papers.

○ **Christian Poetry**

Original [not plagiarized] poem. You may want to compose words to a hymn and indicate the name of the tune to which it should be sung. Notice on the poetry evaluation form that points will be given for attention to meter and rhyme scheme and other poetic devices.

○ **Tract**

Original [not plagiarized] inspirational leaflet that presents the plan of salvation or exhorts the Christian reader to biblical obedience and growth in some area of his

Christian walk and relationship with the Lord. This tract may be related to a season, interest, or need of the target audience and may be presented as a testimony, information, or story. This style of writing is most effective when brief and concise (500 - 750 words). You may also provide description of possible graphics to go with the tract text.

○ **Essay**

Original [not plagiarized] composition that defines an area of concern and calls for a response. It is based on researched facts and is written to explain, persuade, interpret, stimulate to act, evaluate, inform, change a mind, or entertain. It is not as brief as a tract; however, it should be concise and compact in style. It is usually written from a personal point of view [I-we-you]. (1,500 - 2,000 words)

○ **Feature Article**

Original [not plagiarized] article that gives special treatment of a subject beyond the reporting level. It usually focuses on a person, event, process, organization, trend, or issue and is written to explain [e.g., expository], encourage [e.g., devotional], help [e.g., how-to-do-it], analyze, challenge, motivate, warn, or entertain. It should have a well-written lead, body, and conclusion. (1,500 -2,000 words)

Spelling Bee Guidelines

(The Spelling be may, or may not, be included in each year's MG schedule. Watch Maritime GAMES notifications, or contact Pastor Reason to verify.)

The official spelling list will consist of words from the following sources:

1. General vocabulary
2. Books of the Bible
3. Bible words, such as proper names, tribes and cities
4. Archaic or obscure words from the KJV, which can be found online at <http://www.christiananswers.net/dictionary/kjvwords.html>

You will find these definitions helpful in your personal Bible study. **The spelling list will not be posted in advance so that everyone will have the same advantage. Hint: some words from the general vocabulary section are words that are often misspelled.**

Depending on the number of participants there may be a first elimination round consisting of a written spelling test. A select number of participants (8 or fewer) will advance to the final round, which will be an oral spelling bee. During the written spelling test, the

pronouncer will read the word, give the definition of the word, and use the word in a sentence. **Participants must print each word legibly** and are not allowed to erase a word once they begin spelling it. They may raise their hands and ask the pronouncer to repeat the word.

During the **oral** spelling bee, each participant in turn (starting stage left) will be given a different word and may not change the letters they have already pronounced. Each speller will be given two minutes to hear the word pronounced, defined, used in a sentence, and if needed ask to have a word repeated. If the speller does not spell the word during this time period, he will be given 30 seconds to complete spelling the word, during which time no one but the speller is allowed to speak.

Modern Canadian spellings and English spellings will be allowed. American or alternate spellings are not permitted. Words will be marked according to the official spelling list. A Canadian dictionary should be on hand to verify the Canadian spelling of disputed words.

Practical Christian Service Division

General Guidelines:

Submissions in this Division will be evaluated on the basis of creativity, originality, skill in expressing your ideas and cooperation with your pastor. Please remember that in Christian service it is not as much **what** you do as it is **why** you do it; your goal in this project is to glorify God, serve your church family and help your pastor! Ask yourself the following questions:

1. Is my project **useful** in God's service?
2. Does it fulfill a **biblical mandate**?
3. Can I sum my **reason** for doing this into one statement?
4. How will my project **benefit** my church?
5. What is a **Bible verse** that motivates me or sums up my philosophy of service?

Overview:

What projects can you enter?

Practical Christian Service Projects can be entered by **individuals** or by **2-teen teams**.
Choose the category to fit your timeframe:

- Proposed Church Project—planned, but not carried out, prior to Maritime Games.
- Completed Church Project—carried out prior to Maritime Games .

Here's a list of options for you to choose from. If you don't see one for you, come up with your own!

1. Church Events, Programs and Services:

- a. Men's breakfast
- b. Church picnic
- c. Wood splitting and stacking for seniors
- d. Father and son **or** father and daughter canoe trip
- e. Mother and daughter banquet **or** mother and son cook-off
- f. Missions tea
- g. Christmas cookie exchange
- h. Sunday school party
- i. Teen activity
- j. Ladies, Men's or Teen Retreat
- k. Widows ministry
- l. Friends bringing friends" outreach events
- m. Family gym nights
- n. Basketball outreach
- o. Church film nights
- p. Nursing home service
- q. Themed church service
- r. Church Program (Christmas, Easter)
- s. Church bulletin boards, decorations, props, costumes,
- t. Church float in local parade.

2. Church Maintenance, Improvement and Tech Support

- a. Church website
- b. Church business card
- c. Church brochures
- d. Church bulletins
- e. Church building clean-up
- f. Church building repair
- g. Church décor (construction, painting, curtains or flower arrangements)
- h. Church grounds landscaping

Why and How of Practical Christian Service

Why involve yourself and your church in a Christian Service project? Here are some verses to consider as you prepare:

"For, brethren, ye have been called unto liberty; only use not liberty for an occasion to the flesh, but by love serve one another." (Galatians 5:13)

"Take Mark, and bring him with thee: for he is profitable to me for the ministry." (II Timothy 4:11)

“Whatsoever thy hand findeth to do, do it with thy might.” (Ecclesiastes 9:10a)

“So we built the wall; and all the wall was joined together unto the half thereof: for the people had a mind to work.” (Nehemiah 4:6)

“Then wrought Bezaleel and Aholiab, and every wisoe-hearted man, in whom the Lord put wisdom and understanding to know how to work all manner of work for the service of the sanctuary, according to all that the Lord had commanded.” (Exodus 36:1)

Besides the fact that God commands it and gives numerous examples in Scripture, other obvious benefits to the teen and the local church include:

- Develop God-given gifts and mentor leadership for current and future service.
- Increase burden and outreach for those inside and outside the local church.

Do's and Don'ts of Practical Christian Service:

1. **Do** pray for God's leading and wisdom.
2. **Do** meet with your pastor to discuss church needs and opportunities.
3. **Do** ask God to make you a humble, teachable, flexible servant.
4. **Do** enlist prayers, wisdom, and help of others in your local church.
5. **Don't** proceed with a project until you have the pastor's approval.
6. **Don't** be critical, but encourage and build up. We are all growing in Christ!

Specific Categories included in this Service division and a brief description:

- **Proposed Church Projects** (planned, but not carried out, prior to Maritime Games)
 1. A Proposed Church Project can only be entered **one** year as a proposal. It can be entered the second year as a completed project.
 2. To best serve the local church, the teen must meet with the pastor before developing a project proposal. (If there is no pastor at the church, the teen must discuss the project with another church leader before proceeding.) Discuss the following:
 - Who will be your adult sponsor (The pastor or other church member who will generally oversee and provide prayer support)?
 - Is the sponsor willing to write of a brief statement of how, once completed, the project proposal benefited the teen and may benefit the church?
 - If expenses are involved, how will any expenses be covered? Is there a budget?

- Next steps? If you plan to carry out this proposed project, when?

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3. Print off and work through a “Proposed Church Project Planning Form,” from the FGBC website Maritime Games page. Work through and complete the form, making sure your sponsor writes the answer to the final question. Also print off a Practical Christian Service Evaluation Form and complete the top section.

- Make one copy of report form, and three copies of the evaluation form.
- Bring your completed Proposal planning form, your evaluation sheets, and any supporting materials to Maritime Games for evaluation.
- Your completed entry should include the following:
 - A filled-out “Proposed Church Project Planning Form”
 - Sponsor’s answers and signature on the final question.
 - Optional supporting pages to the Planning Form or additional details you want to include such as menus, shopping lists, event schedule, order of church service or layout of proposed project
 - A “Proposed Church Project Evaluation Form,” with the top portion filled in and signed by you at the bottom
- Your entry may be displayed at the Maritime Games as a way to share ideas and encourage Practical Christian Service projects in our churches.

○ **Completed Church Projects** (carried out prior to Maritime Games)

Entrants do **not** have to first enter a project as a proposal before entering it as a completed project . Projects can be planned and carried out all in one year.

1. A Completed Church Project can only be entered **one** year as completed project.

2. To best serve the local church, the teen must meet with the pastor before developing a project. (If there is no pastor at the church, the teen must discuss the project with another church leader before proceeding.) Discuss the following:

- Who will be your adult sponsor (the pastor or other church member who will generally oversee and provide prayer support)?
- Agree on a date or on a timeframe for the project.
- Will the sponsor writing a brief statement of how this completed project benefited the teen and the church?

- If expenses are involved, how will any expenses be covered? Is there a budget?
 - Next steps. What are your next steps toward carrying out your project?
3. Print off a “Completed Church Project Planning Form,” from the FGBC website under Maritime Games. Work through and complete the project and the form, making sure your sponsor writes the answer to the final question. Also print off a Practical Christian Service Evaluation form.
- Make one copy of the Completed Project Form and three copies of the Practical Christian Service evaluation form.
 - Bring your completed entry to Maritime Games to be evaluated.
 - Your completed entry should include the following:
 - A filled-out “Completed Church Project Planning Form”
 - Sponsor’s answers and signature on the final question.
 - Please include at least one photo of your project.
 - Optional additional pages to the Reporting Form or additional details and samples that you want to include such as menus, shopping lists, event schedule, order of church service or layout of proposed project
 - A “Completed Church Project Evaluation Form,” with the top portion filled in and signed at the bottom.
 - Your entry may be displayed at the Maritime Games as a way to share ideas and encourage Practical Christian Service projects in our churches.

Thank you for reading!
We look forward to seeing you at the GAMES!

If you have any questions concerning these guidelines or entry requirements after reading this manual & the evaluations forms, please contact the camp.

Camp email: Info@FGBC.ca or Camp Phone: (902) 673-3228