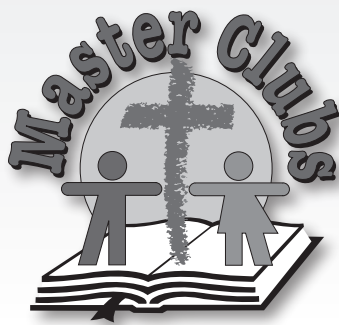


JAMBOREE PLANNING GUIDE



2010-2011 JAMBOREE INFORMATION

2010-2011 Jamboree Planning Guide

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PLANNING FOR A JAMBOREE

A Jamboree is a local church event where Master Club churches in your area will meet to compete. Allowing your Clubbers to compete at a Jamboree will benefit them in a number of ways. First, attending will give your kids an opportunity to serve. It will encourage them to put together a Bible Storytelling lesson, or maybe even study a missionary's life that would have otherwise never been done. Second, if your church plans to attend a Regional Competition, a Jamboree can be the first step in helping your Clubbers get ahead by preparing for some events earlier in the year.

If no Regional event is available in your area, a Jamboree is the best thing to start in your area. We are always looking for new areas to begin a Regional Competition; however, we must have a minimum of 100 Clubbers competing to make it feasible. Beginning a Jamboree in your area will be a huge step toward getting a Regional near you!

1. Scan through the Planning Guide to obtain a general overview of the Competition.

This Planning Guide has been designed as a tool to help prepare your children for this competition.

2. Advertising your Jamboree event.

While most Jamborees are not organized or run by Master Clubs, we would love to support you as you attempt to sharpen the spiritual and physical skills of your Clubbers. **Be sure to see note #10 on page 6.**

If you are planning to host a Jamboree at your church, we would love for you to notify us so that we could post it on our online calendar of events. Please include your church information, your contact information, date and time of the Jamboree, and any special instructions you would like for others to be aware of.

We would also be glad to send you a list of Master Clubs churches in your area with their contact information so that you could invite them to your Jamboree. When you contact them, be sure to include helpful information for your event to better encourage that church to get involved.

3. Ask your whole church to pray for this event.

Use the bulletin, posters, mailers, emails, take home notes, your church website, etc. Use every media possible to keep your Clubbers and parents thinking and praying about this event. You could even post your kids' pictures on a hallway bulletin board with the events they are planning to enter.

4. Sign-up Night.

Promote it and then have children actually sign up for the events they intend to enter even if they are still unsure about going. A sample sign up sheet is on page 7. Once signed up, send a copy of the rules for their events to the Clubbers' parents. Ensure the parents that leaders are available to explain and clarify any event.

Clubbers may come and participate in only the athletic events if they choose, but leaders may want to make it a requirement that each contestant participate in at least one Bible event. This will allow you to use the athletic events to encourage your "hard to motivate" kids into participating in the Bible events.

Once everyone is signed up, announce your "Try-out Night" for the team events. Make this BIG at your place, and they will be begging to go to the Jamboree!

5. Teach and Motivate Your Clubbers to Study

There are many things that you can do now to motivate your Clubbers to begin to study. No doubt, there are Clubbers in your church who have tasted the sense of accomplishment that they feel as they receive an award at a Jamboree competition. You will not have to challenge these self-motivated children. But you will also have children in your Club who will need to be constantly encouraged and challenged. Here are some ideas to help you.

- Teach your Clubbers to practice their timings for both the individual events and the team events. Use the hand timers that are included in the Speed Stacks Combo pack (Item # 81619). See page 19 for more information about the timers. You could set these out each week for your “early-bird” Clubbers to practice before Master Club begins.
- Encourage weekly competition between the groups. Let the Clubbers and the departments know where they rank.
- Develop a motivating point system to encourage your Clubbers to get involved in as many events as they can handle. For instance, make entering the Bible Storytelling competition worth so many points. Then make receiving the fastest time in an individual event during practice worth so many points.
- Display either Clubbers’ points or their times on posters in your classroom. We recommend using the Master Clubs attendance posters for this. (Search for Items 90601, 90602, or 90603 on our online catalog for more details.)
- Give short-term immediate prizes like candy bars, gadgets, etc. for Clubbers’ accomplishments, but then also have BIG long-term rewards for the Clubber who receives the most points throughout all of your practices.

6. Delegate responsibility early.

Recruit other workers or people within your church who do not work in Club but have the ability to help your Clubbers prepare. For example, ask an exciting Sunday School teacher to help in Bible Storytelling. Ask an athletically gifted person to coach the athletic events. Get the picture? Schedule special practice times. We have found that Sunday afternoon practices work great. The kids are already there, parents do not have to make an extra trip to get them there, and it seldom interferes with sport schedules either. After they have practiced, coordinate as many opportunities as possible for children to have a place to practice their event with an audience (Club Game Time, Sunday School Assembly times, short parts in church services, Retirement Homes, etc.). Remember, kids need help to train. They are not the leader; you are!

7. Make the game pieces or props you need for practice.

Some events need practice sets of questions. Make copies of study guides available for those who are competing in those events. Brainstorm with other team members to discover new ways to help your Clubbers prepare and to embrace the help of their parents. Many times parents do not understand these events well enough to effectively help their own children. As leaders, we need to take the initiative to recruit and train these parents. Parents and Clubbers may also visit the Events’ section of our website at www.masterclubs.org for more information.

8. Decorate for your event.

We encourage you to decorate for your special event with banners and balloons. Balloons are a cheap yet highly colorful and exciting decoration to enhance the level of excitement the kids will anticipate when they walk into your gym. Make it big!

9. Register!

Contact the church which is hosting the Jamboree, and register your church to attend through them. If your church is the host church, make sure other churches in your area know the registration deadline.

10. Master Ministries may be able to help run your event!

One of our staff members would love to actively help you plan, organize, prepare, setup, and run your first Jamboree, schedule permitting. In most cases, we will only help at this level once in your area. Following are some of the requirements.

You must secure two additional churches which would be active in planning this event and which would be committed to the long term success of a Jamboree in your area. For instance, these churches should be available to help you setup on Friday and help clean up on Saturday.

While we are at your church, we will endeavor to train as many people as possible in running a successful event. Our goal is to help start Jamboree competitions in areas where there are either not enough churches to begin a Regional (minimum of 100 registered Clubbers) or where beginning a Regional is not an option at this time. After the first year, we will leave it to the churches in your area to run them in the future. This is why we need for the host church and at least two other churches to be actively involved in this whole process.

You should think through who you may want to announce the event the following year and make sure they are there for that Saturday to know what to expect and see how we do it. The announcer is not just the mouth of the show, but also sets the pace for the competition and maintains order. Your announcer can really add to your program or ruin it. We would especially like the opportunity to train that person while we are there. A pastor might enjoy doing this in the future.

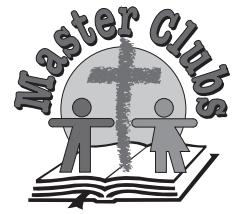
On Saturday, we can work with the judges, announce the event, and anything else to help make your day successful. While one of our staff members is there, he would be glad to stay for Sunday morning and preach to the kids or anyone else—just ask your pastor if he would like us to do something on Sunday morning.

You will need to think through the finances of this event. As for us, Master Clubs will take care of our staff members transportation to your event, if you can take care of housing and food expenses while he is there. For most events, we would arrive on Friday around noon to help you get things set up. Decorations would be your responsibility/expense. Whatever you want to do here, we will be there to help. You will also need to make the final decisions for events and awards. While we highly recommend following the schedule of events and suggested awards outlined in the Jamboree Planning Guide, you should choose awards and a number of events that are sustainable for future years. Another part of the finances is to determine what you need to charge the kids. If you have 36 kids present, a \$3 registration fee will cover your recommended award expenses. If you want to raise the registration fee to \$5 to cover additional expenses, that is your decision.

Contacting the churches in your area and promoting the Jamboree competition will be your responsibility. We can give you a list of Master Club churches in your area to help you contact them. As soon as you have a date secured for your Jamboree, begin contacting these churches so that they can put the event on their calendars.

We would love to discuss helping you with a Jamboree in your area. Call us for more information at (800) 451-5023.

CLUBBER SIGN UP FORM



NAME OF CLUBBER: _____ **GRADE:** _____

I would like to enter the following events for Master Clubs Jamboree Competitions.

TEAM ATHLETIC EVENTS

- Inner Tube Ruffle Relay
- Speed Stacking Relay.....

TEAM BIBLE EVENTS

- Before and After Relay
- New Testament Themes Relay
- Right or Wrong Relay

INDIVIDUAL EVENTS

- Around the World.....
- New Testament Themes
- Speed Stacking.....

PRESENTATIONS

- Bible Storytelling
- Missionary Biography.....

Please complete this form and return it to your Club Director.

FREQUENTLY ASKED QUESTIONS

Hopefully, this will answer most of your questions in preparing for The Jamboree. If you need further help, please call us toll-free at (800) 451-5023. Or call the church hosting your Jamboree Competition for information specific to a particular Jamboree.

1. What age groups can compete and how many can we bring?

Most of this competition is designed for Clubbers in 3rd-6th grades. 6th graders older than 13 may not participate in any event except Speed Stacking at a Regional Competition. Each Jamboree may vary with its rules on this.

2. How many events may we enter?

This varies with each event; so please read the rules for each event for the complete details. However, the goal is not necessarily to push kids to enter every event open to them; leaders need to help them choose their best potential events; then help them prepare for those events. Some kids are very gifted and could probably handle all possible events. It's your choice as leader to encourage them to enter all the available events or to encourage them to choose an easier load and prepare better. Starting early and providing help for your kids in preparation is the key. Do not leave them on their own to practice and prepare. Set up opportunities for them to practice and remember not to damage the spirit of any child. Remind them that Jesus only expects our best and that is what you will expect of them.

Someone has to develop the potential within each child. That's where your leadership begins and works locally in your church. Master Clubs' part is simply to provide you with the opportunity to express what has been achieved through your children. We all have the slow child, the average child, and the energetic child. We not only work throughout the Club year to motivate the slow child to his highest potential, but we must also reach the high achiever within our group. Jamboree Competitions are designed to bring out the best in every child in your Club.

3. What if I only have one or two kids interested in competing?

We are going out of our way to insure that the church that only brings one or two kids will not feel out of place or less in stature than the church that has a large group. Motivate that one or two who are willing to put in the effort. Give them the opportunity to excel whether any other of their friends will or not. Give them the privilege of competing, to represent their church, and honor the Lord in their life. You may bring one child or your entire Club. The coed events allow small groups to participate as a team.

4. Are third graders eligible to compete in all events?

Third graders may enter all events. Some events have a separate judging classification for them. If there is not a special classification for them, they will be judged with the fourth graders.

5. How is each event judged?

The official 2011 Judging Forms are included in your Planning Guide. Participants will be judged according to each of the areas on the Judging Forms. Help your Clubbers prepare accordingly.

Along with the title of the event, there are two other elements of information at the top of each event description:

Participants Explains who may enter: coed, boys only, or girls only. Unless otherwise noted, churches are not limited to a specific number of entries.

Judging Classification Explains how students are grouped for judging. All grades are separated on some events, but grouped on others.

6. When should we begin practicing?

Here is a suggested time line for your Jamboree preparations:

6 weeks before	<ul style="list-style-type: none"> • Introduce events to Clubbers • Begin training for team events during game time • Recruit volunteers to train children for various events
5 weeks before	<ul style="list-style-type: none"> • Sign-up Night for all Clubbers (#4 on page 4) • Begin practicing presentation events (Question #7 on page 10)
3 weeks before	<ul style="list-style-type: none"> • Have a Saturday or Sunday afternoon practice • Recruit judges for the competition • Have try-outs to determine who will compete in events where there are limited entries.
1 week before	<ul style="list-style-type: none"> • Final Saturday or Sunday afternoon practice • Review the Jamboree schedule with competitors so they know what to expect next Saturday • Send home flyers answering questions like: <ul style="list-style-type: none"> <input type="checkbox"/> What time are we leaving on Saturday? <input type="checkbox"/> When will we be back? <input type="checkbox"/> How much money should I bring? <input type="checkbox"/> What should I wear? (#10 on page 11) <input type="checkbox"/> Complete Registration Forms (page 16)
Saturday AM, before you leave, make sure you have the following items:	<ul style="list-style-type: none"> <input type="checkbox"/> Props for presentations <input type="checkbox"/> Final Registration Forms <input type="checkbox"/> Registration fees <input type="checkbox"/> Directions to host church
Saturday AM, when you arrive	<ul style="list-style-type: none"> • See question #13 on page 12

Some churches may not be able to order the Jamboree Planning Guide until a month or so before the Jamboree. If you are in this situation, you still have time to prepare for most of the events. You will be able to tell by reading the descriptions that some require more preparation than others. But please do not give up and settle for “trying again next year.” Instead, bring those who are interested and compete in everything possible. Feel free to call us and let us help you develop a plan.

7. How do we begin training kids for presentations?

- a. Have someone who really understands the process to help the children—a teacher who can teach how to teach. Assign leaders to specific events and keep them there throughout your Jamboree preparation. Realize that some adults are not qualified to help with presentations; they can help with gym competitions. The teacher and the child should decide upon a story or lesson—choose one with great potential for props or presentation. For example: David and Goliath, Deborah and Jael, Feeding the Five Thousand, etc.
- b. Have the child read the story over many times—almost memorize.
- c. Write out the story on paper if not already in written form. Adults may help in this crucial area. Kids do not like to do this difficult process.
- d. Highlight main points.
- e. Before the presentation begins, arrange any props or visuals the Clubber requires for their lesson.
- f. During the presentation:
 - Have the child introduce himself and his church.
 - Have a catchy introduction. Questions are a great way to capture your audience.
 - Have the child give the Scripture reference for their lesson.
 - Make sure the child keeps eye contact with the class.
 - Have the child move around and show any props or pictures to the entire audience.
 - Change their voice inflection.
 - Every lesson must have an application. (What is the purpose of the lesson?)
 - End the lesson logically with a powerful application.
 - Have the child thank the judges and leave the room quietly.
- g. Have the child present it to you. When the child is done, give pointers on ways to improve the presentation. Be positive!
- h. Have the child present the lesson again. This time give more specific helps. For example: “Let’s work on the introduction.” “Look at your audience.” “Let’s close with a Bible verse.”
- i. Help the children with their props. Give ideas on how to make them and/or where to find them.
- j. Do not have the children present their lesson in front of a “real” audience until they have done it for you several times and are very comfortable with their material. When they are in front of a real audience . . . PRAISE! PRAISE! PRAISE!

8. Can I have coed teams for the team events?

Yes. This rule benefits many churches and...

- Allows you to place your best competitors on a team regardless of their gender.
- Allows small churches to develop a complete team. For instance, Fellowship Baptist Church has two boys and three girls, all of whom worked extremely hard to prepare. Due to this rule, Fellowship Baptist Church will be able to develop one complete team using their three girls and two boys. This rule will allow smaller churches to competitively participate in all team events.
- Allows you to develop up to four coed teams for competition.

- As always, churches may enter a team of four if a fifth player is not available. So this rule literally allows a church with only four kids to enter a complete team.
- Please note that these rules are different for the Regional Competitions if you plan to attend them.

9. How should I select my teams for the team competition events?

How do I make final cuts in events with limited entries?

Inevitably, you as the Director will have to make some tough decisions if you do not plan ahead. All too often it seems that the kid you like the most, or your best friend's kid, or even the Pastor's kid practice the least and you must be the bad guy to tell that child and their parents that they either did not make a team or they are on the second team. Save yourself from this awkward situation by laying down some guidelines for your Clubbers and leaders on how teams will be chosen before they even begin practicing.

- For team events, simply tell the Clubbers that the average of their four best practice times will be used to determine their placement on the team. Not only is this objective and fair, but it gives you an answer when Johnny's mom asks you why he didn't make team one.
- For the events with limited entries, we suggest that you setup a final "try-out" night. On this night have all children who have entered events where you must make cuts perform as they would at competition. Select judges to use the actual Judges Criteria sheets to determine the child's score. (These sheets are included with the instructions for each event.) Then use their total score from all judges to determine who the final participants should be. To eliminate the pressure from yourself when making the final call, invite as many non-parents as you can to be the "judges." This way, you have given others the opportunity to judge, and you have kept yourself from having to confront an angry parent about why Suzie can't perform her recital piece at the Jamboree. If your tryouts yield a close call, choose participants based on whether or not each of the Clubbers have been faithful to practice or if this is their last year in Master Club.

10. What is the Dress Code for this competition?

To avoid any embarrassment, offending others, and because every church has various dress standards, we ask that all spectators, competitors, and leaders abide by this Dress Code at Master Club Competitions. Casual dress is fine, but **MODESTY IS THE ULTIMATE GOAL**. Regular school clothes are fine for most competitions. Remember that neatness always impresses judges, even though one child's clothes are not judged above another in a point value. Club T-shirts, Vests, etc., may be worn at any time.

Boys and men may wear long pants or shorts, but shorts should be no more than 2" above the knee. No sleeveless shirts or going without shirts is allowed at any time. Preacher boys will need to wear dress pants, a dress shirt, and a tie during their competition. (A sport coat would look sharp, but is not required.)

Girls and ladies are asked to wear loose-fitting, modest clothing that is no more than 2" above the knee. **Lady judges should wear a dress or skirt within these guidelines.**

To avoid embarrassment or disqualification in events, please insure that parents, leaders, and kids understand these rules. Be very careful of those kids who decide to come at the last minute; their parents need to understand these policies to dress them correctly.

All contestants on the gym floor must wear gym shoes.



11. What do the kids need to bring?

There are no “hidden costs” here. Everything essential is provided in the registration fee of \$3.00 per child. This price is up to the host church depending on which events are chosen and how you plan to distribute awards. If you follow the award plan on page 14 and have at least 29 kids register, all of your expenses will be covered.

Spending money could be used for the concession stand, lunch, or for your traveling stops.

Clubbers will also need to bring any props needed for their presentations.

12. When should we arrive at the Jamboree?

Registration begins at 12:30 PM. It is not recommended to arrive before that time. You will notice on the schedule on page 15 that we are asking all churches to be registered by 1:00 PM, but the children are not required to be present until the 1:30 PM meeting in the gym. Because of this, some churches send one leader ahead of the bus so the Clubbers don't have to wait in the gym. However, most churches come together though; and we suggest using that time to better prepare your kids for the day ahead. Please plan to arrive early and allow time for unplanned stops. We will start the Leader meetings at 1:00 sharp. It will handicap your church if you are late.

13. What should we do when we arrive at the Jamboree competition?

Enter the gymnasium and follow the signs to the Registration Table. Only one leader from each church is needed to register all of the competing Clubbers from your church. At the Registration Table, please be prepared with the following items.

- Turn in your Registration Forms (page 16).
- Turn in your Registration fees.
- Turn in your Health Forms (page 17).

14. When do we turn in the Final Event Registration Forms?

Submit your Registration Form (page 16) and all Health Forms (see page 17) upon arrival at the Registration Table. There is a Leaders' Meeting scheduled for 1:00 PM. At that meeting, you will go over last minute details of the day and will also be given the opportunity to “borrow” or “loan” competitors. For example, your church may have an extra participant for a particular relay team who has studied, but because of the team size limitations, was not allowed on your team. Then, there may be another church present that needs one more prepared player. You can “loan” your child to that church for that event. Please understand that “loaned” players will compete under the name of the “borrowing” church. Churches may enter a team of four if a fifth player is not available. After that meeting, you will be instructed to report any changes with your team events to the Registration Table when you submit page 16.

15. Is the software Master Ministries uses for assigning teams to lanes available for us to use at our Jamboree?

Yes. A version of this software called Jamboree Manager, is available online for you to use in your competition. This software will help you pre-register and register churches. It will help you by providing several reports about your Jamboree. Plus, it will help you automatically assign all teams for a particular event randomly to lanes. You are then able to print out a report of all of the events for each church. Visit our website at masterclubs.org and search “Jamboree Manager.”

16. How do we know when our teams need to be on the gym floor to compete?

At each Jamboree, you may be able to pick up a schedule for each of your teams after the individual events are completed if your host church is using the Jamboree Manager mentioned in Question 15. It will tell you which lane all of your teams will compete on. After you receive it, we encourage you to check it over to make sure that none of your church's teams have been missed.

If your host church is not using this software, simply wait for the announcer to direct your team to the proper lane.

The announcer will call teams to specific lanes at the beginning of each event. Example, "For the Right or Wrong Relay, we need Grace Baptist Church, Team 1 on lane #5." Leaders should have their records from the records section (page 32) completed and prepared to help Clubbers to their proper lane.

17. When will the event end?

We *plan* to dismiss at 5:30 PM, but please allow time in your schedule in case we cannot dismiss until 6:00. We encourage you to stay until dismissal. If someone in the group needs to return to your home church earlier than that, please have other transportation available for that individual so that the other kids may experience the excitement of the Awards Ceremony. It is sad to see a group leave because of various circumstances and the competitors do not have the opportunity to receive their awards publicly.

SUGGESTED AWARD DISTRIBUTION

Below you will find a suggested schedule for how you can have extremely nice awards, available from Master Ministries, for a very reasonable price.

Event	Category	Places	Ribbons/ Medals	Cost Each	Total Cost
New Testament Themes (Ind.)	3rd & 4th Coed	3	3 Ribbons	\$1.00	\$3.00
	5th & 6th Coed	3	3 Ribbons	\$1.00	\$3.00
Around the World (Ind.)	3rd & 4th Boys	3	3 Ribbons	\$1.00	\$3.00
	3rd & 4th Girls	3	3 Ribbons	\$1.00	\$3.00
	5th & 6th Boys	3	3 Ribbons	\$1.00	\$3.00
	5th & 6th Girls	3	3 Ribbons	\$1.00	\$3.00
Speed Stacking (Ind.)	3rd & 4th Boys	3	3 Ribbons	\$1.00	\$3.00
	3rd & 4th Girls	3	3 Ribbons	\$1.00	\$3.00
	5th & 6th Boys	3	3 Ribbons	\$1.00	\$3.00
	5th & 6th Girls	3	3 Ribbons	\$1.00	\$3.00
Bible Storytelling	3rd & 4th Coed	3	1 Medal	\$5.00	\$5.00
			2 Ribbons	\$1.00	\$2.00
	5th & 6th Coed	3	1 Medal	\$5.00	\$5.00
			2 Ribbons	\$1.00	\$2.00
Missionary Biography	3rd & 4th Coed	3	1 Medal	\$5.00	\$5.00
			2 Ribbons	\$1.00	\$2.00
	5th & 6th Coed	3	1 Medal	\$5.00	\$5.00
			2 Ribbons	\$1.00	\$2.00
New Testament Themes Relay	Coed	2	10 Ribbons	\$1.00	\$10.00
Before & After Relay	Coed	2	10 Ribbons	\$1.00	\$10.00
Right or Wrong Relay	Coed	2	10 Ribbons	\$1.00	\$10.00
Speed Stacking Relay	Coed	2	10 Ribbons	\$1.00	\$10.00
Inner Tube Ruffle Relay	Coed	2	10 Ribbons	\$1.00	\$10.00
Total					\$108.00

88 Ribbons

35 First Place Ribbons (Item #81411)

39 Second Place Ribbons (Item #81412)

14 Third Place Ribbons (Item #81413)

4 Customized Medals (Item #80408)



2011 JAMBOREE

SUGGESTED SCHEDULE OF EVENTS



Event	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
Registration						
Leaders' and Judges' Meeting						
Orientation with Kids in Gym						
Individual New Testament Themes						
Bible Storytelling						
Missionary Biography						
Around the World (Individual)						
Speed Stacking (Individual)						
Team Bible Events						
Team Athletic Events						
Awards Ceremony						

Team Events
(3:30-5:00 PM)

- NT Themes Relay
- Before and After Relay
- Right or Wrong Relay
- Speed Stacking Relay
- Inner Tube Ruffle Relay

*You may need to limit each church's entries to 10 per church due to time limitations. Those 10 may consist of a combination of boys and girls.

MASTER CLUBS - JAMBOREE REGISTRATION

Church Name: _____

Mailing Address: _____

City: _____ State: _____ Zip: _____

Total GIRLS Entering: _____

Total BOYS Entering: _____

Total JUDGES Provided: _____

EVENT NAME	NUMBER OF COMPETITORS
Team Athletic Events	
Inner Tube Ruffle Relay	Number of teams: <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
	Number of teams: <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
Speed Stacking Relay	Number of teams: <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
	Number of teams: <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
Team Bible Events	
Before and After Relay	Number of teams: <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
New Testament Themes Relay	Number of teams: <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
Right or Wrong Relay	Number of teams: <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
Individual Events	
Around the World	Number of Competitors: _____ (Unlimited)
New Testament Themes	Number of Competitors: _____ (Unlimited)
Speed Stacking	Number of Competitors: _____ (Unlimited)
Presentations	
Bible Storytelling	Number of Competitors: _____ (Unlimited)
Missionary Biography	Number of Competitors: _____ (Unlimited)

*At a Master Clubs Regional Competition, these events have separate categories for boys and girls. They have been combined on this form to facilitate smaller churches competing at a Jamboree.

HEALTH FORM

**CLUBBERS CANNOT COMPETE WITHOUT
COMPLETING THIS FORM.**



Name of Clubber: _____ M F

Name of Church: _____ Age: _____ Birth Date: ___/___/___

Address: _____

City: _____ State: _____ Zip: _____

Parent/Guardian Name: _____

Home Phone: (____) ____-____ Cell Phone: (____) ____-____

HEALTH HISTORY

- | | |
|---|---|
| <input type="checkbox"/> Asthma | <input type="checkbox"/> Mononucleosis |
| <input type="checkbox"/> Bleeding/Clotting Disorder | <input type="checkbox"/> Tetanus booster (or DPT) |
| <input type="checkbox"/> Convulsions | Allergies |
| <input type="checkbox"/> Diabetes | <input type="checkbox"/> Hay Fever |
| <input type="checkbox"/> Epilepsy | <input type="checkbox"/> Insect Stings |
| <input type="checkbox"/> Heart defect/disease | <input type="checkbox"/> Penicillin |
| <input type="checkbox"/> Frequent ear infections | <input type="checkbox"/> Foods (specify: _____) |
| <input type="checkbox"/> Hypertension | <input type="checkbox"/> Other (specify: _____) |

Does your child have any other ongoing health problems about which we should know?

Emergency Information: Health Insurance? Yes No

Insurance Company: _____ Policy Number: _____

Physician: _____ Physician's Phone: (____) ____-____

I hereby grant permission for my child to attend Jamboree Competitions, a ministry of Master Clubs. I also grant permission to _____, the leader in our above named church, to act for me according to their best judgment in any emergency requiring immediate medical attention until I can be contacted. I hereby waive and release our church, the host church of Jamboree Competitions, and/or Master Clubs and its employees from any and all liability for any injuries incurred at this event called Master Club Jamboree Competition. I will be responsible for any and all costs of medical attention and treatment.

I also grant permission to a medical facility to treat my child in the event this becomes necessary. I have provided the necessary insurance information, and in the event that insurance will not cover the necessary treatment, I will be responsible for any and all costs of medical attention and treatment.

Parent/Guardian Signature: _____ Date: ___/___/___

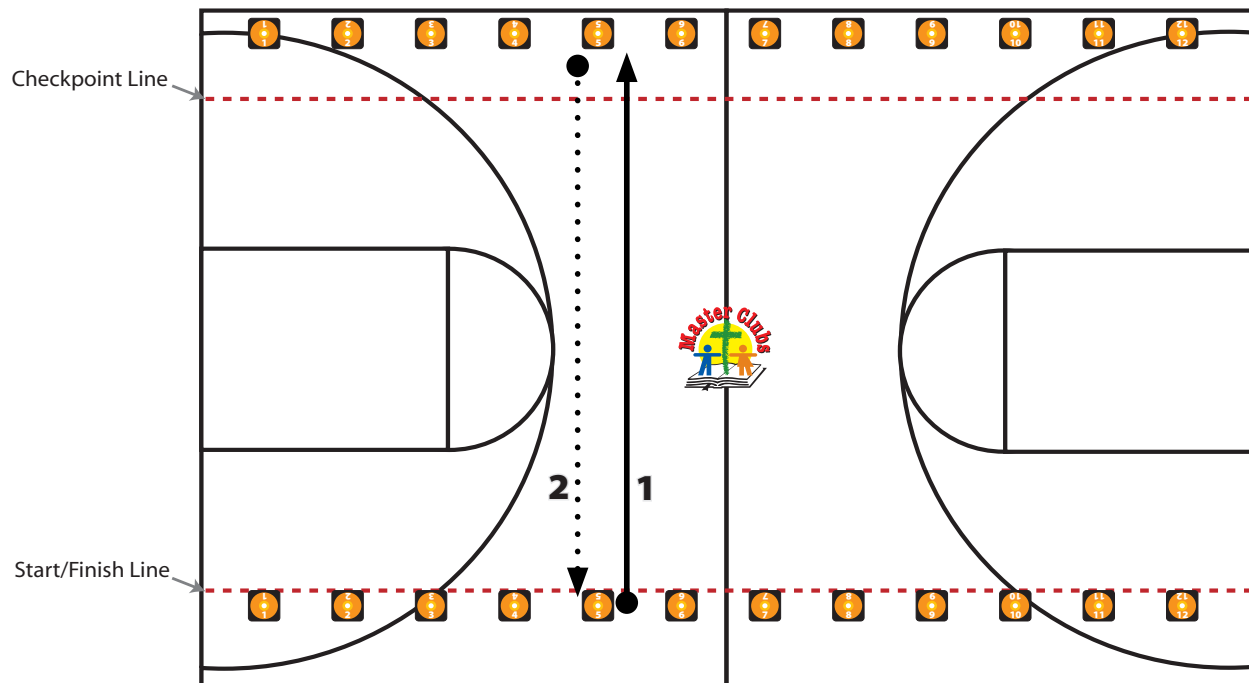


INNER TUBE RUFFLE

PARTICIPANTS: BOYS AND GIRLS ON SEPARATE TEAMS OF 5
JUDGING CLASSIFICATION: ALL GRADES COMBINED

BASIC RULES

- This event will be challenging, yet extremely exciting to watch. The team of 5 will line up behind the start/finish line. Upon “Go,” the first participant will roll the inner tube across the gym toward their opposite cone (Leg 1). They must cross the Checkpoint Line before stopping in front of their cone. Once they have crossed the line, the runner will set the tube down on the floor and step inside the inner tube. Then the participant will run with the inner tube at their feet back toward the Start/Finish line (Leg 2).
- The second runner may not leave with the inner tube until the first contestant and the inner tube have completely crossed the finish line. Then player #2 may begin to run and shuffle (ruffle) down the court.
- A participant is not considered to have finished the race until the contestant and the inner tube are completely across the finish line.
- **At the Checkpoint cone, the runner will set the tube down in front of their cone, and step inside the center of the tube.**
- During leg 1, the inner tube must be rolled, not carried, kicked, or in any other way moved along the course.
- The inner tubes are regular, car-sized inflated inner tubes. The inner tubes that we will use are approximately 14 inch tire inner tubes.
- The Start/Finish Line and the Checkpoint Line will typically be at the volleyball sidelines in a standard gymnasium layout.





SPEED STACKING RELAY

PARTICIPANTS: BOYS AND GIRLS ON COED TEAMS OF 5

JUDGING CLASSIFICATION: ALL GRADES COMBINED

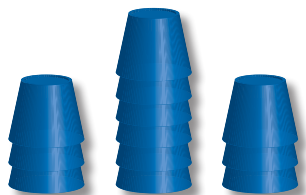
BASIC RULES

- This is an exciting individual and team sport where participants stack and unstack 12 specially designed, high-tech cups (Speed Stacks) in predetermined pyramids with amazing dexterity.
- In the heat of competitive relays, this one will send tingles up your Clubbers' spines. Running one at a time, each child dashes to the center table. There will be three columns of cups: two columns of three and one column of six cups per lane. The child will quickly stack all 12 cups as the diagram shows. The stack must be complete without falling. The child will then return the cups to their original columns (two columns of three and one column of six). The child then returns to tag the next in line.
- Our stacking combination for this event will be the 3-6-3 combination.
- You may begin stacking from either the right column or the left column. However, from which ever column you choose to begin upstacking, you must begin downstacking from the same column.
- If a stack falls while you are upstacking or after you have completed upstacking, you must fix the stack so that it is upright before you may begin downstacking.
- You must fix your fumbles immediately. A fumble is when your cups fall before you have finished upstacking them.
- Leaders should never touch the cups. If a cup falls to the floor, the Clubber should retrieve it and continue stacking. If a cup falls on the opponents lane, the leader may immediately retrieve the cup and lay it down on your side of the table.
- A Clubber may only touch one column at a time.
- You will need to practice this event to develop a good routine and patience when stacking cups. Master Ministries sells a single set of cups for \$16.00 (Item #81613), and a combo pack with cups, stacking mat, and timer for \$35.00 (Items #81619 or 81620). Call for availability. Note: Master Clubs uses these timers for more than just Speed Stacking. See Individual Events for more details. The timers included in the Combo pack are also the timers that will be used for the individual Bible events.

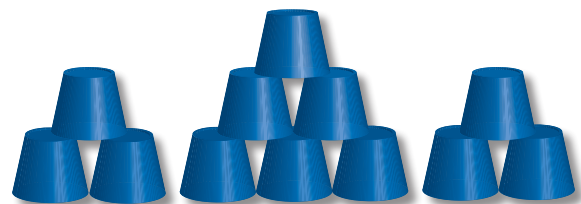
SPEAKING FROM EXPERIENCE

- This event will take lots of practice. We encourage you to begin practicing this event immediately.
- Watch the Training DVD that comes with a set of cups. It is filled with ideas and tips to help you improve.

START/FINISH



THE 3-6-3 STACKING COMBINATION



SPEED STACKING RELAY (CONT.)

Left hand =   = Right hand

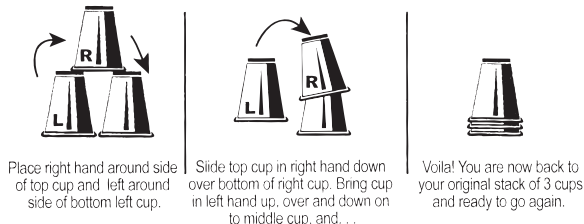
Step 1: The 3 Stack *The first basic pyramid in sport stacking. It's the place to start--so get ready, get set, GO!*

Up stacking



TIP Always grab and hold cups with hands on sides of cups, never tops of cups.

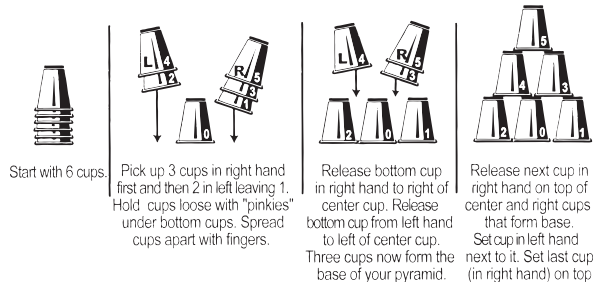
Down stacking



TIP Use a "light, soft touch." Slide, never slam.

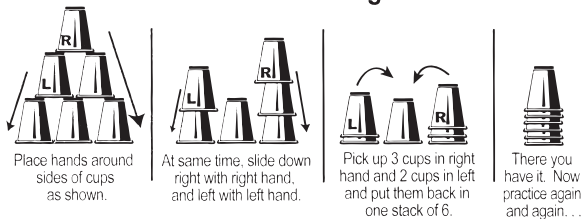
Step 1: The 6 Stack (3-2-1 Method) *The fastest way to build a 6 Stack. Learn this method and practice it over and over.*

Up stacking



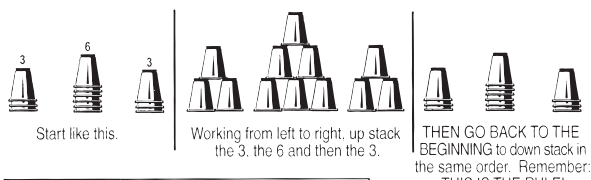
TIP Alternate your hands "Right, left, right, left, right."

Down stacking



Step 2: The 3-6-3 Stack *The second competitive stack in sport stacking combines the skills you've just learned. You now get to use your complete set of 12 cups. It's simple! Have fun practicing. Race a friend. Time yourself with your StackMat. Chart your personal best and try to beat it. Keep practicing!*

TIP Go slow now to STACK FAST later. Use the 3-2-1 method on the 6 stack.



RULE Fix your "fumbles" immediately when they happen.

- For more information about stacking cups, visit our website at www.masterclubs.org.
- We highly recommend that you watch the DVD that comes with all Speed Stacking cup sets to learn more about the speed stacking sequences.
- Also for additional information about speed stacking, visit www.speedstacks.com.



BEFORE AND AFTER RELAY

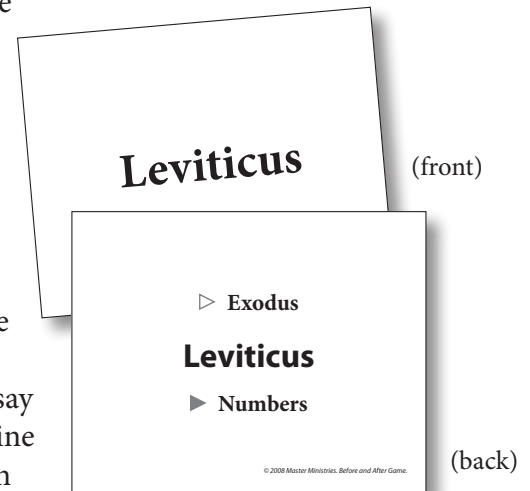
PARTICIPANTS: BOYS AND GIRLS ON COED TEAMS OF 5

JUDGING CLASSIFICATION: ALL GRADES COMBINED

MAXIMUM TEAMS: 4

BASIC RULES

- This game is designed to teach children the books of the Bible. Leaders may develop their own practice cards using 3x5 inch cards and writing one of the books on each of the cards. Official sets are available from Master Clubs (Item #81631) for \$7.
- The Cards: **On the front** of each game card, one book of the Bible is listed. **On the back** of the card that book is listed again; however, the book of the Bible that comes before and the book that comes after it are also listed. The book of the Bible that comes before the book that the children see is notated with a white triangle. The book of the Bible that comes after it is notated with a black triangle on the back of the game cards.
- Playing After: This is the easiest of the methods to play, and is recommended for learning the game. Teach Clubbers to learn the book that is after the book on the front of the card. For instance, if the front of the card says, "Leviticus," then the Clubber would say "Numbers." During the competition, your team of five kids will line up at the starting line. Upon "Go" the first team member will run to the table at center court. After the child touches the table, the leader will show the front of the card to the child. The child should give the leader the correct book that follows the book shown on the front of the card. Give each child two tries to get the answer correct. Then the Clubber will run back to tag the next person in line. This will continue until all cards are completed. The team member who correctly answers the last card will need to take a baton from their leader, then turn around and raise the baton in the air. A team will not be counted as finished until the baton is in the air in the hands of the last player.
- Playing Before: This method of play is more challenging than playing "after." Play is the same as "After," except that the child will give you the book of the Bible that comes before the book listed on the front of the card. If Leviticus is shown on the front of the card, the Clubber will need to say Exodus.
- You may want to only play with 10 or 15 cards and increase the number of cards you play with as the children become familiar with the books of the Bible. Or you might also consider playing only with the New Testament cards. Also, as your energetic kids get faster at "After," you can begin to play "Before" with them.
- Clubbers will need to be prepared to play either "Before" or "After" at the Jamboree Competition. We plan to use 20 randomly chosen cards for this event, 12 from the Old Testament and 8 from the New Testament.





NEW TESTAMENT THEMES RELAY

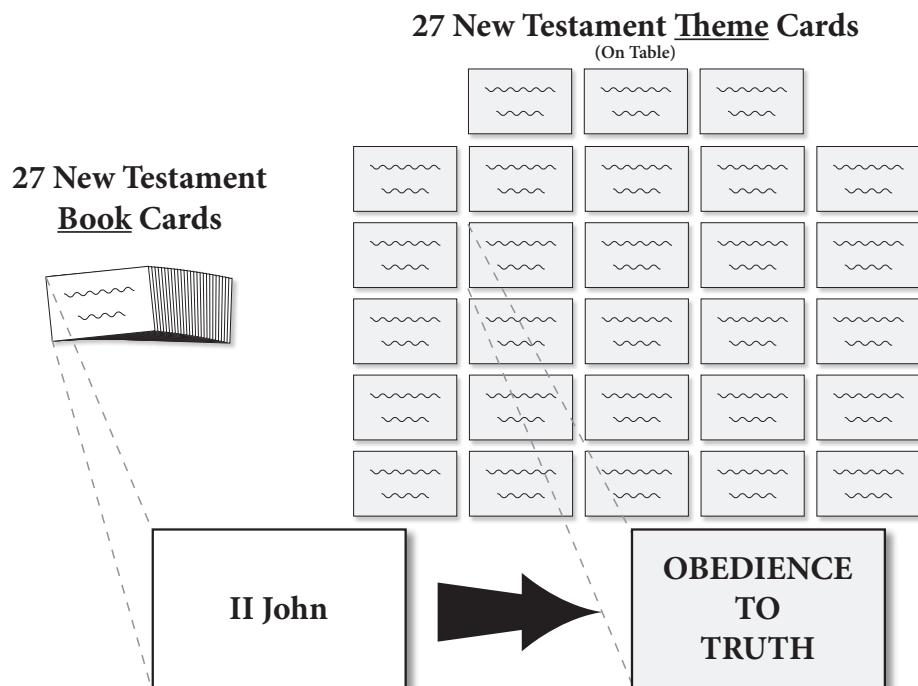
PARTICIPANTS: BOYS AND GIRLS ON COED TEAMS OF 5

JUDGING CLASSIFICATION: ALL GRADES COMBINED

MAXIMUM TEAMS: 4

BASIC RULES

- For this event, you will need to either make a set of cards or you may purchase an official, laminated set of game cards available through Master Clubs for \$7.00 by calling (800) 451-5023, and ask for item #81610. A set includes 54 cards; 27 of them have the name of one of the New Testament books on them, the other 27 have a theme for each book on them. The themes are listed on the next page along with some clues which have helped many Clubbers remember the association between the book and the theme. This game can also be played online at masterclubs.org/games.
- In this event, the 27 New Testament theme cards will be laying on top of a table at center court of the gym. When the first runner touches the table, a leader will hand them a “book” card. (Both sets of cards are in random order.) Leaders should not allow the “book” card to be seen until the child touches the table. The child must find the matching “theme” card and place the “book” card atop the correct “theme” card. Depending upon the answer given, the leader simply shouts “Right” or “Wrong.” (Leaders should not say, “No” on wrong answers because the child may think you said “Go” and leave the table prematurely.) If the child forgets the theme, they must “try” one additional place before leaving the table.
- If the correct answer is never given, the leader will return the “book” card to the bottom of that stack and the child returns to tag the next player in line.
- When a correct answer is given, the child returns to tag the next player in line.
- The team member who correctly answers the last card will need to take a baton from their leader, then turn around and raise the baton in the air. A team will not be counted as finished until the baton is in the air in the hands of the last player.
- Train your kids by starting with the first 8-10 cards, adding a few new books each week.



New Testament Themes Clues

The Book	The Theme	The Clue
Matthew	Jesus as King	One must become a child of the “King,” before one can become His “servant.”
Mark	Jesus as Servant	
Luke	Jesus as Son of Man	Every “man’s son” must become a “son of God.”
John	Jesus as Son of God	
Acts	Early Church History	The “Acts” of the “Early Church.”
Romans	Saints and Sinners	We are converted to saints from sinners on the “Romans” Road.
I Corinthians	Christian Conduct	If Christians would “conduct” themselves well, we would not have “Church Divisions.”
II Corinthians	Church Divisions	
Galatians	Law and Grace	Say Ga-LAW-tians (for law).
Ephesians	Body of Christ	Say E-FEET-sians (feet/body).
Philippians	Christian Joy	We “PHLIP” for joy.
Colossians	Christ-Head of the Church	We would be “LOST” without Christ.
I Thessalonians	Looking Up	We are “Looking UP” in I Thess., because is II Thess., “Jesus is Coming.”
II Thessalonians	Jesus is Coming	
I Timothy	Behavior in God’s House	If little Timmy “behaves in God’s house,” then in II Tim., he will be “A Good Soldier.”
II Timothy	A Good Soldier	
Titus	God’s Order for Churches	God keeps a tidy (Tity) church in order.
Philemon	A Run-Away Slave	When you run away, you “Phlee.”
Hebrews	Christ-the Best of All	Christ was the best “Hebrew” of all.
James	Faith and Works	King James’ men “Worked” on the Bible.
I Peter	Grace in Our Lives	Peter had a bad temper, so he needed a lot of “grace in his life.”
II Peter	False Teachers	After Peter received grace, he preached against “false teachers.”
I John	Children of God/Children of Devil	When the “Children of God” “obey the truth,” they are “good.”
II John	Obedience to Truth	-OR-
III John	The Good and the Bad	When the “Children of the Devil” “disobey the truth,” they are “bad.”
Jude	Apostasy	Short book/Short theme
Revelation	Things to Come	Revelation tells about the church’s future.



RIGHT OR WRONG RELAY

PARTICIPANTS: BOYS AND GIRLS ON COED TEAMS OF 5

JUDGING CLASSIFICATION: ALL GRADES COMBINED

MAXIMUM TEAMS: 4

BASIC RULES

- This event could include every boy or girl you bring to the Jamboree. There are no “study questions,” although it would help you to make up 2 or 3 sets of “General Bible Questions” for your kids to use as they practice. The questions are from Bible stories, characters, events, locations, etc., like what they hear in Sunday school every week.
- This event is run in a relay form, the first in line will sprint to the center-line table. Upon arrival, contestants must touch the table, then the leader will lay a question card flat on the table in front of the child. (Leaders should not show the card until the child touches the table.) The child may not touch the card, but will try to give the answer, even if it is a “guess.” Two answers (or guesses) may be given. (For leaders, you will see the answer on the back of each card before the child arrives.) Depending upon the answer given, the leader simply shouts “Right” or “Wrong.” (Leaders should not say, “No” on wrong answers because the child may think you said “Go” and leave the table prematurely.) If both guesses are wrong, the child is sent back to tag the next in line. The leader will return that question card to the bottom of the stack of question cards.
- On the bottom of each question card will be a Bible passage (the book and a verse section) where the correct answer may be found. If a contestant does not know the answer, he should try to remember the question and passage and share them with the team when he returns to the team. The church will supply each team with a Bible before the race begins so that the team may look up the answer while the relay continues. Any of the five players on the team may look up the answer and share it with the team. **Leaders may not help kids look up references nor confirm correct or incorrect answers.**
- Once the correct answer is given, the leader will leave that card on the table, and the child will run back and tag the next in line.
- The team member who correctly answers the last card will need to take a baton from their leader, then turn around and raise the baton in the air. A team will not be counted as finished until the baton is in the air in the hands of the last player.



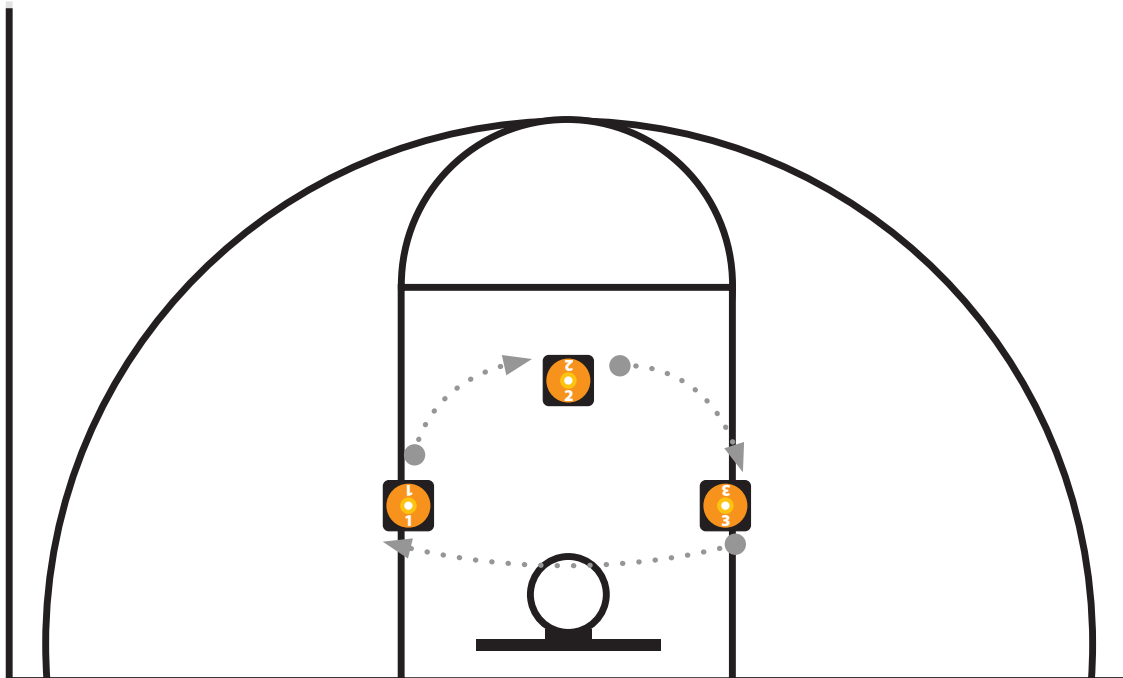


AROUND THE WORLD

PARTICIPANTS: BOYS AND GIRLS SEPARATE
JUDGING CLASSIFICATION: 3RD & 4TH; 5TH & 6TH
LIMIT: UNLIMITED ENTRIES

BASIC RULES

- Get in line for this exciting event as you go “around the world” on the basketball court.
- Each contestant will have 90 seconds to make as many shots as they can. The Clubber will start at the first cone and rotate to the next cone after each shot. The rotations will continue until the 90 seconds expire.
- Each Clubber will need to get their own rebounds.
- Clubbers may re-enter this event as many times as they like by going to the back of the line. Only your best score will count.
- Cones 1 and 3 are worth one point. Cone 2 is worth two points. Your total score in 90 seconds will determine your placement.
- We will use an intermediate ball for the girls and a regulation ball for the boys. Cone 2 is actually about three feet inside the “zone.” That will make it approximately 12 feet from the goal.





INDIVIDUAL NT THEMES

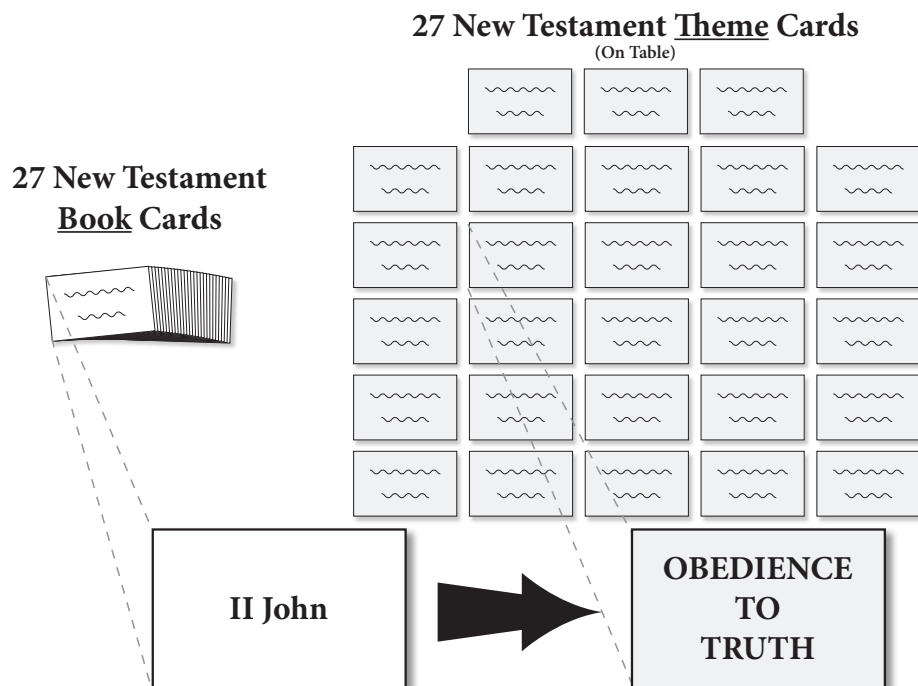
PARTICIPANTS: BOYS AND GIRLS COMBINED

JUDGING CLASSIFICATION: TWO GROUPS (3RD & 4TH, 5TH & 6TH)

LIMIT: 6 CONTESTANTS

BASIC RULES FOR INDIVIDUAL QUIZZING

- For this event, you will need to either make a set of cards or you may purchase an official, laminated set of game cards available through Master Clubs for \$7 by calling (800) 451-5023 (Item #81610). A set includes 54 cards; 27 of them have the name of one of the New Testament books on them, the other 27 have a theme for each book on them. The themes are listed on the next page along with some clues which have helped many Clubbers remember the association between the book and the theme. This game can be practiced online at masterclubs.org/games.
- This is the exact same event as has been played before as a team event called New Testament Themes Relay. The difference here is that scores are individual, per grade, and the child does not run the floor. The child will stand before a table where the theme of each book is laid out. The goal is to lay the Book card atop the Theme card, covering all 27 properly, and as fast as possible! (See the diagram below.) Fastest time wins. A penalty of 1 minute is added for each and every mis-match. Therefore, all competitors must study hard for this event. This is not a guessing game.
- The hand timers used for Speed Stacks will be used for this event. Clubbers will start the timer, pick up their stack of cards and place them with their correct matches, then stop the timer. See page 118 for more information about the timers.
- Contestants could earn the New Testament Themes badge while preparing for this event.
- There is a five minute time limit on this event, but Clubbers should make two minutes their goal. Most 1st place winners will finish in less than one minute.
- Train your kids by starting with the first 8-10 cards, adding a few new books each week.
- You may only enter a maximum of 12 competitors.





SPEED STACKING (IND.)

PARTICIPANTS: BOYS AND GIRLS SEPARATE
JUDGING CLASSIFICATION: 3RD & 4TH; 5TH & 6TH
LIMIT: UNLIMITED ENTRIES

BASIC RULES

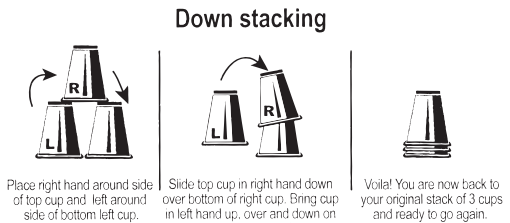
- This is an exciting individual and team sport where participants stack and unstack 12 specially designed, high-tech cups (Speed Stacks) in predetermined pyramids with amazing dexterity.
- In the heat of competitive events, this one will send tingles up your Clubbers' spines. Each competitor will place their hands on the table pad. Once they remove their hands their time will begin. You must complete the 3-6-3 stacking combination (Stacking and unstacking). Your time will stop once you place your hands back in the starting position.
- The stack must be complete without falling. The child will then return the cups to their original columns (two columns of three and one column of six). Only your best time counts.
- Our stacking combination for this event will be the 3-6-3 combination.
- You will need to practice this event to develop a good routine and patience when stacking cups. Master Ministries sells a single set of cups for \$16.00 (Item #81613), and a combo pack with cups, stacking mat, and timer for \$35.00 (Items #81619 or 81620). Call for availability.

Left hand = Right hand =

Step 1: The 3 Stack *The first basic pyramid in sport stacking. It's the place to start--so get ready, get set, GO!*

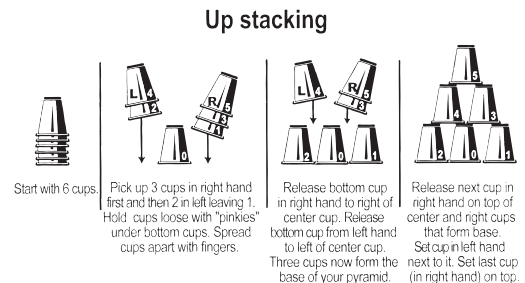


TIP Always grab and hold cups with hands on sides of cups, never tops of cups.

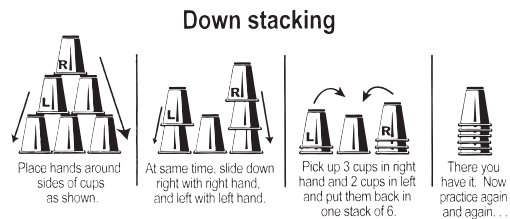


TIP Use a "light, soft touch." Slide, never slam.

Step 1: The 6 Stack (3-2-1 Method) *The fastest way to build a 6 Stack. Learn this method and practice it over and over.*

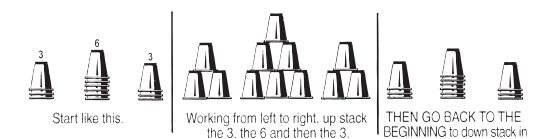


TIP Alternate your hands "Right, left, right, left, right."



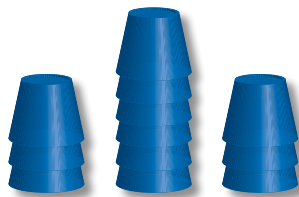
Step 2: The 3-6-3 Stack *The second competitive stack in sport stacking combines the skills you've just learned. You now get to use your complete set of 12 cups. It's simple! Have fun practicing. Race a friend. Time yourself with your StackMat. Chart your personal best and try to beat it. Keep practicing!*

TIP Go slow now to STACK FAST later. Use the 3-2-1 method on the 6 stack.

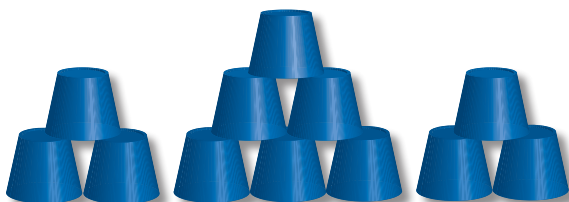


RULE Fix your "fumbles" immediately when they happen.

START/FINISH



THE 3-6-3 STACKING COMBINATION



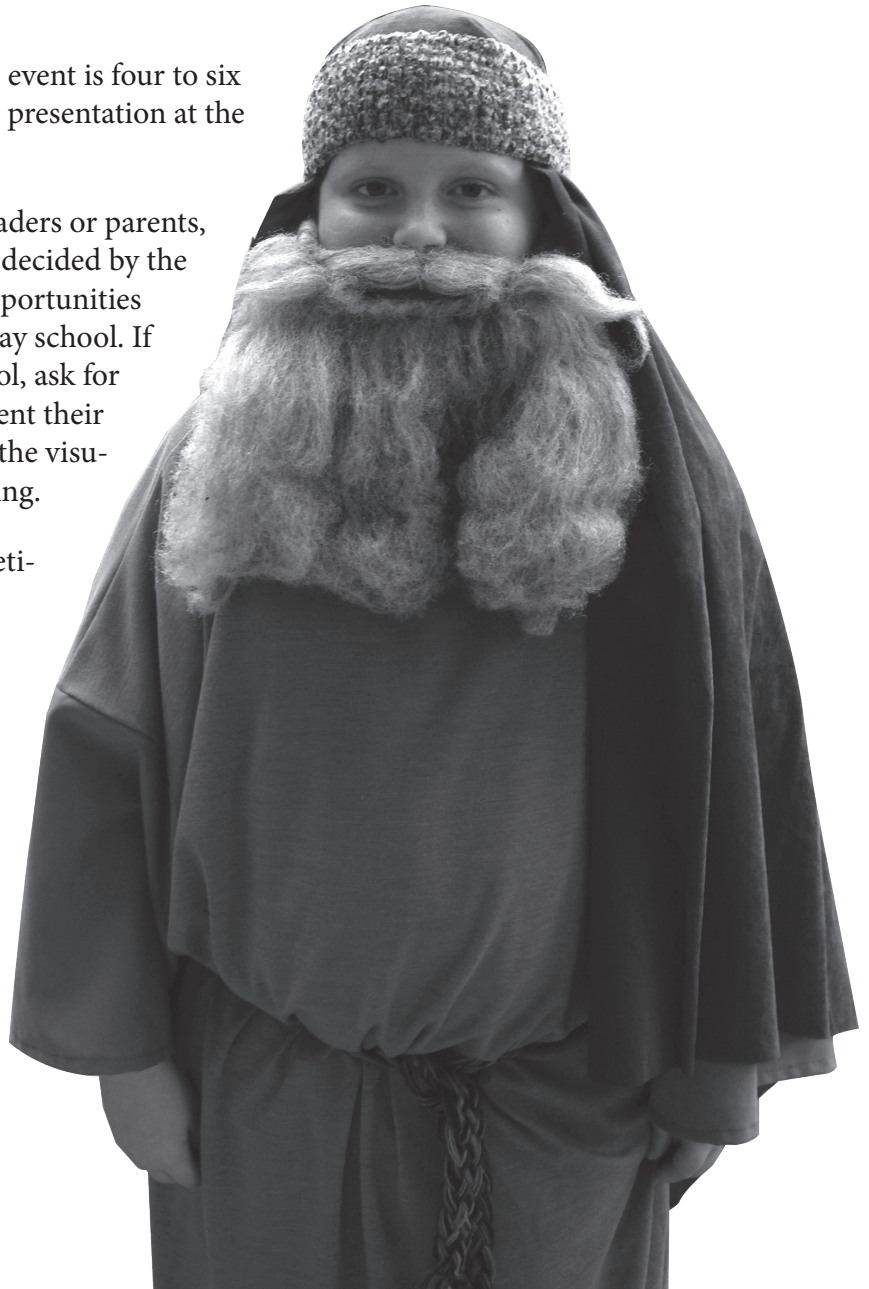


BIBLE STORYTELLING

PARTICIPANTS: BOYS AND GIRLS COMBINED
JUDGING CLASSIFICATION: GRADES 3, 4, 5, & 6 SEPARATE

BASIC RULES

- This event will feature a child “as if they were the Sunday School teacher.” Each will tell a Bible story using some type of visual and making a practical application to their audience. Visuals may include flannel graph, flip charts, flash cards, pictures, chalk talks, object lessons, or puppets. If a puppet is used, the storyteller has to remain visible at all times. Role playing and costume dress-up may also be used.
- Contestants could earn the Bible Storytelling badge while preparing for this event.
- The suggested time frame for this event is four to six minutes. The judges will stop the presentation at the end of seven minutes.
- The child may be “coached” by leaders or parents, but the story and visuals must be decided by the child. Please help them to find opportunities to tell their story in Club or Sunday school. If your church has a Christian school, ask for permission so that they may present their story there also. Be sure they use the visuals as they practice their storytelling.
- The official 2011 Regional Competition Judges Form for this event is available on the next page.



SPEAKING FROM EXPERIENCE

- Develop an interesting introduction that catches the audience’s attention.
- Memorize your lesson
- Make good eye contact throughout your lesson.
- Look sharp!



Bible Storytelling

Grade: 3rd 4th 5th 6th
CHECK ONE

Name: _____

Church: _____

Church City: _____

Factors Evaluated	Comments	Points (4-10)
Introduction <ul style="list-style-type: none"> • Attracts interest • Relates to the story 		
Presentation <ul style="list-style-type: none"> • Evidence of preparation • Eye contact • Facial expressions • Gestures • Confidence • Maintained audience attention 		
Visuals <ul style="list-style-type: none"> • Neatly prepared • Effectiveness of visual • Evidence of practice 		
Content <ul style="list-style-type: none"> • Logical development • Clarity of main thought • Effective use of scripture 		
Application <ul style="list-style-type: none"> • Applied correctly and forcefully • Applied to real life 		
Creativity		
Conclusion		

- Point Scale**
- 9-10Excellent, Superior
 - 7-8Good, Above Average
 - 5-6Fair, Average
 - 4Needs Improvement

TOTAL SCORE* _____
(70 Possible Points)

Judge's Signature: _____



MISSIONARY BIOGRAPHY

PARTICIPANTS: BOYS AND GIRLS COMBINED

JUDGING CLASSIFICATION: TWO GROUPS (3RD & 4TH, 5TH & 6TH)

BASIC RULES

- The child may give a biographical sketch of a missionary's life and ministry. It should be a well-planned presentation that will highlight the missionary and what God did and/or is still doing. The missionary may therefore be from the past (Hudson Taylor, Jim Elliott, etc.), still living today, or a missionary from your own church. The child needs to be "coached" to include visuals and to convince their audience that God wonderfully used or is using this man or woman to reach people with the Gospel. Native costumes, artifacts, maps, etc. are all encouraged. This should be as dramatic of a presentation as possible (put some life into it!).
- The suggested time frame for this event is four to six minutes. The judges will stop the presentation at the end of seven minutes.
- Contestants could earn the Missionary badge while preparing for this event.
- The official 2011 Regional Competition Judges Form for this event is available on the next page.



MISSION RESOURCES

Here is a list of internet resources that you could make available to your Juniors to help them with their research. While all of the sites listed below contain valuable resources in the area of mission research, Master Ministries does not endorse any of these sites, nor does it endorse any other publications by the site or its constituents. We feel that you should look at each particular site to determine whether or not that site is right for you.

Caleb Project

www.calebproject.org

Kids on Mission

www.kidsonmission.org

Library of Congress

lcweb2.loc.gov/frd/cs/cshome.html

CIA World Factbook

www.cia.gov/cia/publications/factbook

Kids in Missions

www.kidsinmissions.org

Nation Master

www.nationmaster.com

International Mission Board Research

www.imb.org/globalresearch/links.asp

Joshua Project

www.joshuaproject.net



Missionary Biography

Grade: 3rd & 4th 5th & 6th

CHECK ONE

Name: _____

Church: _____

Church City: _____

Factors Evaluated	Comments	Points (4-10)
Introduction <ul style="list-style-type: none"> • Attracts interest • Relates to the missionary 		
Presentation <ul style="list-style-type: none"> • Evidence of preparation • Eye contact • Facial expressions • Gestures • Confidence • Maintained audience attention 		
Biographical Content <ul style="list-style-type: none"> • Significant information on the missionary 		
Development <ul style="list-style-type: none"> • Logical development of thoughts • Use of illustrations 		
Visuals <ul style="list-style-type: none"> • Neatly prepared • Effectiveness of visual • Evidence of practice 		
Conclusion <ul style="list-style-type: none"> • Application of the story 		
Creativity		

TOTAL SCORE* _____

(70 Possible Points)

Point Scale

- 9-10Excellent, Superior
- 7-8Good, Above Average
- 5-6Fair, Average
- 4Needs Improvement

Judge's Signature: _____

EVENT RECORDS

Leaders, complete pages 32 and 33 as a resource. Then make copies for each of your leaders. You can all use this as a reference for who has entered what. This will be a valuable resource throughout the day of your Jamboree. Then during the awards ceremony, simply mark the team's or individual's placement in the "Place" column.

EVENT NAME	GENDER	TEAM	CONTESTANTS					PLACE
Inner Tube Ruffle Relay*	Coed	Team 1						
		Team 2						
		Team 3						
		Team 4						
Speed Stacking*	Coed	Team 1						
		Team 2						
		Team 3						
		Team 4						
Before and After Relay*	Coed	Team 1						
		Team 2						
		Team 3						
		Team 4						
New Testament Themes Relay*	Coed	Team 1						
		Team 2						
		Team 3						
		Team 4						

EVENT NAME	GENDER	TEAM	CONTESTANTS					PLACE
Right or Wrong Relay*	Coed	Team 1						
		Team 2						
		Team 3						
		Team 4						
Around the World (Unlimited Entries)	Girls	3rd & 4th						
	Boys	3rd & 4th						
	Girls	5th & 6th						
	Boys	5th & 6th						
New Testament Themes	Coed	3rd & 4th						
	Coed	5th & 6th						
Speed Stacking (Unlimited Entries)	Girls	3rd & 4th						
	Boys	3rd & 4th						
	Girls	5th & 6th						
	Boys	5th & 6th						
Bible Storytelling	Coed	3rd & 4th						
	Coed	5th & 6th						
Missionary Biography	Coed	3rd & 4th						
	Coed	5th & 6th						

*This event is restricted to the number of entries listed in the table.