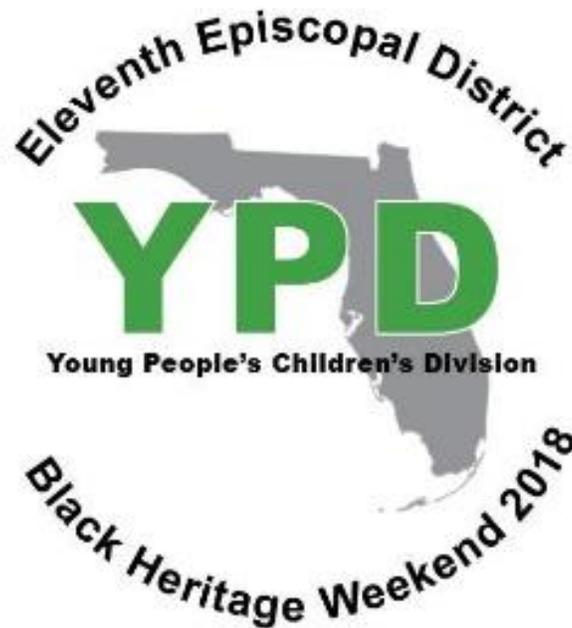


Eleventh Episcopal District  
**YOUNG PEOPLE'S AND CHILDREN'S DIVISION**  
of the

Women's Missionary Society  
African Methodist Episcopal Church

**CRITERIA AND GUIDELINES**



February 16-18, 2018

Bishop Adam J. Richardson, Jr., Presiding Prelate  
Dr. Connie S. Richardson, Episcopal Supervisor of Missions  
Mrs. Bettye Bryant, Episcopal WMS President  
Ms. Sanjena V. Clay, Episcopal YPD Director  
Mr. Jamarien P. Moore, Episcopal YPD President

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## **MOST FREQUENTLY ASKED QUESTIONS ABOUT THE BLACK HERITAGE WEEKEND**

### **1. What is the Black Heritage Weekend?**

The Black Heritage Weekend is an activity sponsored by the 11<sup>th</sup> Episcopal District Young People's and Children's Division (YPD) of the Women's Missionary Society of the African Methodist Episcopal Church. It is a weekend of activities designed to promote high self-esteem, academic achievement, and spiritual growth, while focusing on our African-American and Bahamian heritage.

Under the leadership of Episcopal YPD Director, Sanjena Clay, this event was initiated in 1987 with 600 young people participating. Since that time the number of participants has increased to over 3,000, and the event has been held in many places across the state of Florida.

Traditionally, during a weekend in February, young people exhibit their talents in poetry, monologue, spelling, visual art/poster, oration, vocal/instrumental/dance performances, chess and essay writing. Competitive events are divided into age categories with first, second, and third place winners selected from each event and age category. Conference team competitions include drama, cheerleading, brain bowl, basketball, volleyball and kickball.

The weekend culminates with Sankofa (service of praise and thanksgiving).

The service is planned and carried out by members of the YPD.

### **2. Who is eligible to participate?**

Any YPDer between the ages of 2 and 26 is eligible to participate in the Black Heritage Weekend competitive events. **The competitor's age category is based on his or her age on the competition day.**

### **3. When and where will the Black Heritage weekend convene?**

This year's activities will be held on Friday, February 16, 2018 through Sunday, February 18, 2018, on the campuses of Edward Waters College and James Weldon Johnson Preparatory Middle School in Jacksonville, FL.

### **4. What must I do to register for participation?**

The local YPD Director must register ALL competitors, chaperones and observers during the **registration period : December 4, 2017 through January 4, 2018.**

- a. Visit [www.blackheritageweekend.com](http://www.blackheritageweekend.com) and click on the "Black Heritage Weekend" link to see the Criteria and Guidelines, Hotel Accommodations, Spelling Bee Words, Brain Bowl Questions, Medical Authorization form and the Registration form.
- b. **Remit NON-REFUNDABLE payment of \$30.00 for each competitor, chaperon, observer and volunteer through the online registration process. Provide the completed and notarized medical authorization form for each person age 2-26 to the Conference YPD Director by January 5, 2018.**
- c. **Three (3) copies** of the poems, monologues, orations, and/or instrumental music your competitors will use in their respective events. **Competitor's copies MUST be submitted in a manila folder labeled with the Competitor's name and age, Church name and city and Pastor's name, Conference and Conference YPD Director's name.**

5. **How many events may I compete?**

No one should sign up for more than 3 events (at least ONE must be academic).

**You will not be allowed to compete in team sporting events if you do not participate in one of the academic events.** The Conference Director must approve your participation in the conference/team sporting events, Brain Bowl, Drama and/or Step Team.

**When selecting events, PLEASE be mindful of time conflicts.**

6. **Where should I make hotel reservations?**

Hotel Accommodations will be listed on the website. When making your reservation, please call the hotel's direct number, and identify yourself as a participant with the Eleventh Episcopal District Black Heritage Weekend. **Be sure to ask the hotel about their policy of accepting checks and/or tax exempt certificates.**

7. **What should I wear?**

Remember, this is a church event and clothing should be appropriate for young Christian males and females. Please do not wear back outs, short shorts, sagging pants, daisy dukes, or doo rags.

On Friday, February 16, 2018, you are encouraged to wear casual clothing with your Episcopal District or Conference T-shirt. On Saturday, February 17, 2018, you are encouraged to wear casual clothing. The YPD colors (forest green and white or black and white) are strongly encouraged to show our unity; however, Conferences may use alternate colors for the Conference competitions. Please consider weather conditions. On Sunday, February 18, 2018, African or Bahamian garb should be worn for the Sankofa Service.

8. **What does the registration fee include?**

The registration fee includes a Black Heritage Weekend souvenir and your Black Heritage Weekend Name Badge. Participants are responsible for all of their meals. NO meals will be provided, however, concessions will be available.

9. **Will I receive an award if I win?**

All participants will receive a certificate of participation. The First, Second, and Third place winners from each room, based on age category will receive award medallions. Award medallions will be given to Conference Team winners.

During the Saturday night Step Show and More, Basketball, Kickball, Volleyball, Cheerleading, Drama, and Brain Bowl, winners will be recognized. Other awards will be given immediately following the Sunday, Sankofa service.

**IMPORTANT!!!**

Youth are expected to conduct themselves in a disciplined manner. NO profanity or disrespectful behavior or comments will be tolerated. This event is sponsored by our youth organization and we expect all young people in attendance to represent the AME Church in a positive, disciplined and Christian manner. Remember, we do not limit the number of youth who attend, but we do encourage and prefer **QUALITY AS OPPOSED TO QUANTITY.**

**BLACK HERITAGE WEEKEND  
TENTATIVE SCHEDULE OF EVENTS**

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**SATURDAY, JANUARY 6, 2018** -- 10:00 a.m. – Final Planning Meeting  
11<sup>th</sup> District Headquarters--Working Meeting for Coordinators and Conference YPD Directors

**FRIDAY, FEBRUARY 16, 2018**

<b>Time</b>	<b>Activity</b>	<b>Place</b>
2:00 p.m. – 4:00 p.m.	Registration	Adams/Jenkins Sports & Music Center – Front Desk
7:00 p.m.	The View: 11 <sup>th</sup> Episcopal District YPD Edition, the EWC Marching Band, EWC Purple Thunder, and much more... including dancing	Adams/Jenkins Sports & Music Center (EWC Gym)

**SATURDAY, FEBRUARY 17, 2018**

<b>Time</b>	<b>Activity</b>	<b>Place</b>
8:00 a.m. – 9:00 a.m.	Registration	Adams/Jenkins Sports & Music Center – Front Desk
8:45 a.m. – 9:30 a.m.	Drop Off Posters Drop Off Photographs	Adams/Jenkins Sports & Music Center Lobby
8:00 a.m. – 8:45 a.m.	Judges' Orientation	TBA
8:00 a.m. – 8:45 a.m.	Volunteers' Briefing	TBA
9:00 a.m. – 9:30 a.m.	Morning Inspirations, YPD Elections Introduction of Special Guests Review of Schedule	Adams/Jenkins Sports & Music Center (EWC Gym)
<b>COMPETITIONS</b>		
10:00 a.m. – 12:00 p.m.	Drama	JWJ Classroom
10:00 a.m. – 12:00 p.m.	Spelling Bee	EWC Milne Auditorium
10:00 a.m. – 5:00 p.m.	Black Monologue	Classroom
10:00 a.m. – 5:00 p.m.	Black Poetry	JWJ Classroom
10:00 a.m.—5:00 p.m.	Vocal Solo	EWC Classroom
10:00 a.m.—5:00 p.m.	Vocal Ensemble	EWC Chorus Room
10:00 a.m. – 5:00 p.m.	Instrumental Solo	EWC Band Room
10:00 a.m.—5:00 p.m.	Instrumental Ensemble	EWC Chorus room
10:00 a.m.—5:00 p.m.	Dance/Pantomime Solo	EWC Warming Rooms
10:00a.m.— 5:00 p.m.	Dance/Pantomime Ensemble	EWC Gym
10:00 a.m. – 5:00p.m.	Oratorical	Classroom
10:00 a.m. – 5:00 p.m.	Essay Writing	JWJ Cafeteria
11:00 a.m. – 12:00 p.m.	Creative Drawing	Classroom

12:00 p.m.—3:00p.m.	Chess Tournament	Classroom
10:00 a.m.—12:00p.m.	Poster Judging Fine Arts Photography Judging	Adams/Jenkins Sports & Music Center Lobby
1:00 p.m.—5:00 p.m.	Brain Bowl	TBD

### **ATHLETIC EVENTS AND STEP SHOW AND MORE**

11:30 a.m.	Conference Team Coaches and/or Conference Representative meet to draw for competition times	Basketball – JWJ Gym Cheerleading – JWJ Gym Field events – EWC/JWJ Field
12:00 noon	Basketball – Male and Female	James Weldon Johnson Gym
12:00 noon	Co-Ed Volleyball	EWC/JWJ Field
12:00 noon	Co-Ed Kickball	EWC/JWJ Field
12:00 noon	Obstacle Course	EWC/JWJ Field
12:00 noon	Cheerleading Competitions	James Weldon Johnson Gym
	Volleyball Championship Game	EWC/JWJ Field
	Female Basketball Championship Game	James Weldon Johnson Gym
	Male Basketball Championship Game	James Weldon Johnson Gym
6:30 p.m.—6:55 p.m. 7:00 p.m.	Pep and Praise Christian Step Show and more...	Adams/Jenkins Sports & Music Center (EWC Gym)

### **SUNDAY, FEBRUARY 18, 2018**

<b>Time</b>	<b>Activity</b>	<b>Place</b>
10:00 a.m.	Sankofa (Worship Experience)	Adams/Jenkins Sports & Music Center (EWC Gym)
12:00 noon	Awards Presentation	Adams/Jenkins Sports & Music Center (EWC Gym)

**CHAPERONES MUST PROVIDE STRICT SUPERVISION OF THEIR YOUTH AT ALL TIMES.**

# INDIVIDUAL AND ENSEMBLE COMPETITIVE EVENTS

## CREATIVE DRAWING CONTEST (Ages 2-6)

Young people will be read a story about a Black person(s). After hearing the story, each child will be asked to draw and color a picture which pictorially relates to the story they have heard.

The creative drawings will not be judged. Each participant will receive a special award medal.

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## POSTER CONTEST (Ages 2-6 and 7-12)

**Theme: Are We There Yet?**  
**Scripture: Philippians 4:13**

### **FINISHED PRODUCTS MUST BE AGE APPROPRIATE.**

Participants will bring their posters with them. All posters will be received in the designated area of the EWC Gym lobby area, Saturday morning, February 17, 2018 (8:45 a.m.—9:30 a.m.). It is the participant's responsibility to ensure that his or her poster is received on time by the coordinator or her designee.

**Posters must have the participant's name, age, church, name of pastor and conference director listed on THE BACK OF THE POSTER.** The participants will be given a number to affix to his or her poster.

The posters will be displayed for judging in the area designated for the Poster Contest. Posters will be judged on:

- |                          |            |
|--------------------------|------------|
| • Adherence to the theme | 40 points  |
| • Color contrast         | 25 points  |
| • Form and space         | 25 points  |
| • Neatness               | 10 points  |
| Total                    | 100 points |

## FINE ART PHOTOGRAPHY

(Ages 11-26)

**Age Categories 11-13, 14-17 and 18-26**

**Theme: Are We There Yet?**

**Scripture: Philippians 4:13**

Fine Art Photography is defined as photographic compositions created solely to express the aesthetic vision of the artist. Photographs will be judged for their beauty, composition, meaningfulness and technical skill.

Participants will bring their pictures with them. All framed photographs will be received in the designated area of the EWC Gym area, Saturday morning, February 17, 2018 (8:45 a.m.—9:30 a.m.). It is the participant's responsibility to ensure that his or her photograph is received on time by the coordinator or her designee.

**Pictures must have the participant's name, age, church, name of pastor and conference director listed on THE BACK OF THE FRAMED PHOTOGRAPH.** The participants will be given a number to affix to his or her picture.

All photo entries must be framed. Framing choice is one criteria considered by judges in the award judging process. Black frames with white mates are **HIGHLY RECOMMENDED**. Simple framing is required for this competition. The pictures will be displayed for judging in the area designated for the Fine Art Photography.

Due to space limitations, size limits are strictly enforced.

Rectangular Images:

Minimum Size: 11 inches X 14 inches

Maximum Size: 24 inches X 28 inches Square

Images:

Minimum Size: 9 inches X 9 inches

Maximum Size: 24 inches X 24 inches Panorama

Images:

Minimum Size: 9 inches X 9 inches

Maximum Size: 24 inches X 24 inches

Framing with plastic or Plexiglas is preferred. Artists framing their entry with glass assume responsibility for damage to their own artwork and the artwork of others should the glass break. The Black Heritage Weekend coordinators and judges will use extreme care in handling artwork but assumes no responsibility for damage.

Any entry not meeting framing requirements will not be accepted.

**Photographs will be judged on:**

**Technical criteria**

Exposure Focus/sharpness  
Depth of field  
Color and/or tonal rendition  
Contrast  
Lighting

**Visual and aesthetic criteria**

Framing and choice of viewpoint  
Background  
Design elements and principles  
Appropriate application of photographic and/or manipulative techniques  
Visual impact

**Content**

Information  
Emotion  
Mood  
Feeling  
Denotative and connotative content, symbolism, metaphor  
Meaning  
Communication through the language of photography and visual art  
The moment  
Relevance  
Subject impact

**Viewer's response**

Visual  
Aesthetic  
Intellectual  
Emotional  
Excitement  
Interest

**General characteristics**

Originality  
Style  
Context  
Photographic vision  
Empathy  
Insight



# BLACK MONOLOGUE CONTEST

(Ages 2-26)

## Description

Contestants **will memorize and recite an excerpt from a literary composition written by a Black or Bahamian author.** Contestants may also write, memorize and recite their own work. The recitation should not exceed three (3) minutes. **All monologues performed by contestants ages 2-10 are must recite a monologue that is up to 3 minutes in length. Contestants ages 11-26 must recite a monologue that is between 2-3 minutes in length.**

**Please note the difference between a monologue and a poem and classify the contestant accordingly.**

**A Monologue is a prolonged talk or discourse by a single speaker. In other words, a monologue is a speech presented by a single character set within the context of a play.**

**Age Categories -** Ages 2-4      Ages 5-7      Ages 8-10      Ages 11-13      Ages 14-17      Ages 18-26

## Guidelines

Each contestant will be given a number and will be called by his or her number.

Each contestant will be judged on the following:

- |                            |            |
|----------------------------|------------|
| • Voice Delivery           | 30 points  |
| • Speaker audience contact | 20 points  |
| • Enunciation              | 20 points  |
| • Pronunciation            | 10 points  |
| • Originality of delivery  | 10 points  |
| • Poise                    | 5 points   |
| • Overall appearance       | 5 points   |
| Total                      | 100 points |

Each contestant must respect and acknowledge the judges.

An automatic 5 points will be deducted if:

The contestant recites the monologue over or starts over.

The contestant exceeds the time limit.

The contestant fail to recite a monologue in the minimum time stipulated.

**Three (3) copies of the contestant's monologue** must be submitted to the Conference YPD Director no later than January 5, 2018. Failure to send copies of the monologue will result in a penalty (i.e., 20 points deducted from total score). **The contestant's name, age, church, pastor's name, and Conference YPD Director's name must be located on back of each copy of the monologue, be placed in a manila folder and labeled contestant's name and age, church and pastor's name, conference and conference YPD Director's name.** NO COPIES OF THE MONOLOGUE WILL BE ACCEPTED ON BLACK HERITAGE WEEKEND DAY. There are no exceptions to the rule.

Props may be used to enhance the delivery, such as an old woman's dress, walking cane, baby dolls, brooms, dishes, shawl, head tie, scarves, or whatever it takes to get your monologue over to the judges.

## ORATORICAL CONTEST

(Ages 7-26)



Scripture: I can do all things through Christ which strengthens me. Philippians 4:13

### GUIDELINES

1. Contestants will write and recite an oration in response to the question posed in the appropriate age category. Our theme this year is focused on the phrase, "Are We There Yet?"
2. ALL ORATIONS MUST BE MEMORIZED. No notes are allowed.
3. Contestants will deliver a speech in a formal and dignified manner. The contestant must start and complete the oration on or within three minutes.
4. Orations will be judged on the following (100 points total):
  - Content (30 points)
  - Clarity (20 points)
  - Expression (10 points)
  - Adherence to Time Limit (5 points)
  - Memorization (20 points)
  - Poise (10 points)
  - Eye Contact (5 points)

Where are we? How involved are we? How close are we of completing our purpose? "Are We There Yet?"

What is our purpose? Glad you asked. The purpose of our organization shall be to put into effect mission programs and activities in local communities to fulfill the purpose of the organization, by providing a training ground for later Christian Service to the Women's Missionary Society and Bylaws of the Young People's and Children's Division. In preparation for eventually Adult mission work, however, several things should take place. Come together to study the Bible, participate in Bible based skits, perform service projects in the community, conduct and participate in workshops on Christian Social Relations and Family Life dealing with such topics as drugs and alcohol abuse, personal development, juvenile delinquency, teenage sexuality, communication, social morals; etc. Pursue experiences for leadership development in the church and community. Build a community of children, youth; and young adults that strengthens the organization and the church. "ARE WE THERE YET?" If we are not there, give us your thoughts.

### AGES 7-10

Our young people as A.M.E.s have the opportunity to study the Bible weekly, at church school. Years ago young children were taught from a picture card. Ask our parents or grandparents to tell you about the picture card sessions. Do you attend church school at your local church? What do you like most about your Sunday morning experiences at church? What do you like least? Tell the listeners about two things that you want to do in church school. There is an affirmation song that I know you have heard before, "Yes, Jesus Loves Me."

How do you know that Jesus Loves You? What has He done for you? On an 8x10 sheet of paper, make a pyramid with the name Jesus at the top and the things He has done for you in the triangle part. Conclude your oration by sharing the scripture Philippians 3:14 from memory.

### AGES 11-13

It brings joy to the hearts of the adults when they see middle schoolers entering into the sanctuary. We are blessed by your presence. You have left the primary level of the church experience, almost completed the intermediate level, and entering the teenage level. To God be the glory! Our YPD motto is Grow, Glow and Go for Christ. Your YPD pledge is: "Where I may be at home, school, church, or play I will shed rays of loving-kindness, honesty and thoughtfulness to everyone, regardless of race, creed, or color, building for the future and making a better world." Give at least two examples of that pledge where you have reached your present destination. Give an example of not being there yet! Conclude your oration by sharing a scripture(s) that can help you get there.

### AGES 14-17

It has been stated that the Young People's Auxiliary is the most active of all of the groups in the Young Peoples' and Children's Division. There are opportunities to be leaders and there are all kinds of obstacles along the way daily. What are some opportunities that you passed up because of obstacles? Did you overcome the obstacles, and kept it moving or allowed it to take over you? What are some things that you can do to be fortified? Share with the listeners at least two things that you have found worked. How does it make you feel when you can say: "Now, I get it!" Use at least two scriptures to assist you. Conclude by letting the listeners know how it makes you feel when you arrive at a destination.

### AGES 18-26

The Presidential election of the U.S.A. took place in November of last year. Almost a year ago, we have been under new leadership with the theme: "Make America Great Again! "We have come a long way since 1619 when a Dutch ship landed in Jamestown, Virginia with 20 Africans. They were taken from a Spanish ship for food. The Africans were servants for the colonists. Some historians listed them as indentured servants at first. The servants agreed to work for a number of years, and after agreed that when time was up, they would be set free. The agreement was up when the colonists needed more people to help them grow crops, and started treating the Africans as slaves. They worked without a promise to being given their freedom. The questions can be asked, "Are We There Yet?" Research the following laws and tell us where we are now: 1. 1964 The Civil Rights Act, 2. Voting Right Act, 3. Equal Employment Opportunity Act of 1972, and 3. Affirmation Action. You are a part of the working system, you are well into voting age...What do you think about these laws? How has these laws affected you?" "Are We There Yet?" Please share your feelings about any of the laws listed and if changes are needed, what are they? Use at least three scriptures to support your feelings.

### **HELPFUL SCRIPTURES-** Feel free to use other appropriate scriptures

- I can do all things through Christ which strengthens me. Philippians 4:13
- Be strong, and let your heart take courage, all you who wait for the Lord! Psalm 31:24
- I will never leave you nor forsake you. Hebrews 13:5 Humble yourself before the Lord, and He will exalt you. James 4:10
- Submit yourselves therefore to God Resist the devil and he will flee from you. James 4:7 So if the Son sets you free, you will be free indeed. John 8:36
- Pursue righteousness, faith, love, and peace, along with those who call on the Lord from a pure heart. 2 Timothy 2:22

Three (3) typed copies of the contestant's oration must be submitted along with proper registration to the Conference YPD Director no later than January 5, 2018. Failure to send copies of the orations will result in a penalty (i.e. 20 points deducted from total score).

Local YPD directors, please encourage your young people to start now writing and getting ready to present. They have 2 months to learn the material that they write.

**The contestant's name, age, church, pastor's name, and Conference YPD Director's name must be located on the back of each page of the oration, and be placed in a manila folder and labeled contestant's name and age, church and pastor's name. There are No exceptions to the rule.**

## ESSAY WRITING CONTEST (Ages 7-26)

Competitors, ages 7-26, will write an interpretive, literary composition. The competitor will write essays with no fewer words than their category stipulates.

### Age Categories

Ages 7-10  
Ages 11-13  
Ages 14-17  
Ages 18-26

All competitors will be given 45 minutes to write their essay

### Guidelines



Each competitor will be awarded points in the following areas:

1. Understanding of the topic: To what extent did the writer demonstrate a clear understand of the question and respond with details about his/her experience?
2. Original thinking relative to the topic: To what extent was the original thinking relative to the subject?
3. Effectiveness in presenting a point of view: To what extent did the writer present his/her point of view?
4. Literary style, grammar and spelling

For each criterion listed above, judges will score the essay on a scale of 1-5, with 5 being the best score.

## CHESS TOURNAMENT (AGES 8-26)

**Chess board set and chessboard** will be provided at the tournament. If you bring your own **chess set, your chessboard** can be made from wood, cardboard or vinyl. The board should be at least 14 1/8 inches wide. The chess pieces should be made of wood or plaster. The king should stand at least 2 3/4 inches.

You will play three games. Each game will be twenty minutes.

If you do not finish the game in twenty minutes, the winner is the player who has the most **points** left on the board when the time expires. Example of **points**:

King = 0  
Queen = 9  
Rook = 5  
Bishop = 3  
Knight = 3  
Pawn = 1

A draw will be determined if you and your opponent make the same move on your respected squares at the same time during the course of the game. The third move is a draw if you capture all of your OPPONENT'S PIECES on the board. You have to checkmate your opponent in fifty moves or less. If you do not the game is a draw.

Before each game, shake your opponent's hand and wish him or her good luck. After the game is over, shake your opponent's hand and acknowledge their win.

There is no talking during the games.

Think before you move your chess piece. Once you touch a chess piece, you will have to move it.

If you have a question, raise your hand a T.D. (Tournament director) will come to your aid.

You will compete against players within your age group.

Group # 1: Ages 8-10

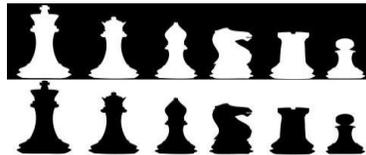
Group #2: Ages 11-13

Group #3: Ages 14-16

Group # 4: Ages 17-18

Group #5: Ages 19-26

Must have at least four (4) players or this group will play



### **SPELLING BEE COMPETITION (Ages 8-10 and 11-12)**

1. Participants must meet two basic requirements to qualify: (a) they must be a member or an affiliated member of an A.M.E. Church at the time of the Spelling Bee; (b) they must be in the age category of 8-12.
2. The BLACK HERITAGE WEEKEND Spelling Bee will be oral and is a single elimination contest.
3. In competition, after the announcer gives the contestant a word, the contestant is encouraged to pronounce the word before spelling it and after spelling it. The judges may not disqualify a contestant for failing to pronounce the word either before or after spelling it.
4. The contestant may ask the announcer to say the word again. The announcer shall grant the request. In the case of a homonym the announcer will use the word in a complete sentence prior to the contestant's turn to give the spelling. The contestant may also ask for the definition of the word.

5. The role of the announcer is to correctly pronounce the word and repeat the word at the speller's request. The role of the judges is to determine whether the contestant has spelled the word correctly. The role of the contestant is to spell the word correctly.
6. Having started to spell a word, a contestant may stop and start over; retracing the spelling from the beginning, but in retracing there can be no change of letters or their sequence. If changed in the respelling, the contestant will be eliminated.
7. The contest shall be conducted in rounds. Each contestant remaining in the Spelling Bee at the start of a round shall spell one word in the round, except as provided in Rule 9.
8. Upon missing the spelling of a word, a contestant immediately drops out of the contest, except as provided in Rule 9. The next word on the announcer's list is given to the next contestant.
9. When the contestants are reduced to two, the elimination procedure changes. At that point, when one contestant misspells a word, the other contestant shall be given an opportunity to spell that same word. If the second contestant spells the word correctly, plus the next word on the announcer's list, then the second contestant shall be declared the champion.
10. If one of the last two spellers misses and the other, after correcting the error, misspells a new word submitted to him/her, then the misspelled new word shall be referred to the first speller. If the first speller then succeeds in correcting the error and correctly spells the next word on the announcer's list, then he/she shall be declared the champion. If both spellers misspell the same word, both shall continue in the contest, and the one who first misspelled the word shall be given a new word to spell.
11. The judges are in complete control of the Spelling Bee. Their decision shall be final on all questions.
12. The winners will be comprised of 1st, 2<sup>nd</sup>, & 3<sup>rd</sup> place winners.
13. NO CELL PHONES will be allowed in the Spelling Bee Competition.

## **MUSIC COMPETITIONS**

**(Ages 2-26)**

Dance routines, song selections and costumes should be in good taste and in keeping with our overall Christian theme. Competitors will exhibit their musical talent by performing (individually or in an ensemble) in the following areas of competition:

### **Dance:**

- **Liturgical Dance – dance incorporated into liturgies or worship services as an expression of worship**
- **Mime/ Pantomime – performance in which a story is told without words by using body movement and facial expressions**
- **Expressive Dance – dance which stresses versatility and improvisation (includes: Tap and Jazz, Lyrical, Modern, Hip-hop, Musical Theatre and Swing)**

**Musical Performance:**

- **Instrumental Performance**
- **Vocal Performance**

**Guidelines**

1. Competition in each category is limited to a maximum of four (4) minutes. A designated timekeeper will signal to inform the contestant when one (1) minute remains.
2. Solo and ensemble competition will be categorized as follows: 2-6; 7-12; 13-17; 18-26. The age group is determined by the oldest member of the group. Each contestant is responsible for providing his or her own accompaniment. A piano will be located in the classroom where the competition will take place.
3. **Ensembles (dance OR musical) are limited to ONE GROUP PER CHURCH and NO MORE THAN SIX (6) members.** Points will be deducted for (1) lack of proper equipment (i.e., music player); (2) lack of a music track/CD; (3) chewing gum during performance; and (4) large or dangling earrings, necklaces or other types of jewelry (for dancers' safety).

**DANCE-----SOLO AND ENSEMBLE** will be rated on the following criteria:

Physical characteristics (body alignment, strength, endurance)	10 points
Movement (sense of rhythm, ease of movement, flexibility)	10 points
Precision/Rhythmic Accuracy (level of difficulty)	10 points
Creativity	10 points
Appearance (points deducted for large and dangling earring or necklaces)	10 points
Expression	10 points
Adherence to Time Limit	10 points
Level of Preparation (x3)	30 points
9-10 High level of preparation	
7-8 Above average level of preparation	
5-6 Average level of preparation	
2-4 Below average level of preparation	
0-1 Not prepared	
	<b>Total 100 points</b>

**MUSICAL PERFORMANCE -----SOLO AND ENSEMBLE** will be rated on the following criteria:

Pitch Accuracy	10 points
Rhythmic Accuracy	10 points
Tone Quality (Characteristic for instrument)	10 points
Expressiveness (dynamics, phrasing, tempo, articulation)	10 points
Technique (fluency, fingering)	10 points
Musical Effect (interpretation, artistry, stage presence, appearance)	10 points
Adherence to time limit	10 points
Levels of preparation (x3) see above	<u>30 points total</u>

**Three (3) copies of the instrumental music** must be submitted to the Conference YPD Director no later than January 5, 2018. Failure to send copies will result in a penalty (i.e. 20 points deducted from total score). The contestants name, age, church, pastor's name, and Conference YPD director's name must be located on the back of each page of the music, and be placed in a manila folder and labeled contestant's name and age, church and pastor's name, conference and conference YPD director's name. No copies of the music will be accepted on Black Heritage Weekend Day.

**VOCAL -----SOLO AND ENSEMBLE** will be rated on the following criteria:

Pitch Accuracy	10 points
Rhythmic Accuracy	10 points
Tone Quality	10 points
Expressiveness (dynamics, clear enunciation, phrasing, tempo)	10 points
Technique (posture, breath management)	10 points
Musical Effect (interpretation, artistry, stage presence, appearance)	10 points
Adherence to time limit	10 points
Levels of preparation (x3) see above	30 points
Total	100 points



**CONFERENCE COMPETITIVE EVENTS**

The events detailed in this section are only for CONFERENCE COMPETITION. If you are interested in competing in one of the following categories, you must contact your Conference YPD Director.

**BRAIN BOWL COMPETITION  
AGES 7-12 AND 13-26**

***New set-up for Black Heritage Weekend Brain Bowl Competition***

Black Heritage Weekend Brain Bowl competition has been reformatted to speed the game up, make it more exciting, and to more closely mimic the types of academic competitions students might encounter if they are/were on a team in their school.

***Significant changes for this new format include:***

- Simultaneous competition in multiple (2) rooms in a round-robin format.
  - Makes the overall competition go a lot faster while also allowing more games to be played since an issue in the past was the prospects of a team only playing one game despite their level of practice and amount of team members. This means every team gets four games which also means coaches can play everyone even if they have a large amount of participants.

## 5 Team Round Robin

Team	Wins	Losses
1.		
2.		
3.		
4.		
5.		

Round 1	Round 2	Round 3	Round 4	Round 5
1 vs 4	3 vs 1	5 vs 3	2 vs 5	4 vs 2
2 vs 3	4 vs 5	1 vs 2	3 vs 4	5 vs 1
5-Bye	2-Bye	4-Bye	1-Bye	3-Bye

- Use of lockout buzzer systems.
  - This allows each team to have an opportunity to answer each question
  - This livens up the game
- Mixing in math, science, current events, and pop culture questions with the current list of questions.
  - These questions would comprise 50% of the (tossup at least) questions players would hear.
  - These questions won't be known to the players beforehand unlike the current list of questions which the players will be able to see beforehand.
  - This livens up the game.

### Match Format

- A Match will consist of two 6-minute halves. Coaches will be able to swap players between the halves. Teams will be able to have up-to four players on their team in each half.
- There are no timeouts unless deemed necessary by the moderator.
- The 6-minute clock starts when the moderator begins reading the first tossup question. A phone's timer function can be used by the timekeeper.
- Each team will be able to answer tossups by signaling with their buzzer though only the team who answered the tossup correctly will be able to answer the bonus meaning no "bounce back" on the bonus.
- When the clock sounds the half is over, however the moderator can continue asking a question if currently in a toss-up-bonus cycle. Examples below:
  - If the moderator is reading a tossup question when the 6 minute alarm sounds, then he or she shall continue reading it, giving both teams a chance to answer, and their full time allotment to signal. If the tossup is answered correctly, that team will earn a bonus question. If the tossup goes unanswered, the half/game is over.
  - If the moderator is reading a bonus question, then the half or game is over once that bonus has been completed.
  - A team will be read its entire bonus question, even if time expires during the bonus or before the bonus is begun.

### Basic Scoring

- Tossups will be worth 10 points and bonuses will be worth 15 points. Bonus questions are:
  - only asked after a tossup has been correctly answered.
  - are only for the team that has answered the tossup question correctly.
  - can have consultation among teammates before the captain speaks the team's answer.
    - This means after the bonus question has been asked, the 4 members of the team can talk with each other about what they think the answer is while there's still time on the clock. Once the clock has sounded the moderator will say "I need your answer" and the captain must answer immediately. 20 seconds are given to answer all bonus questions and players can talk out loud since the opposing team won't get a chance to answer the question.

- There is a 5-point penalty (“neg” or “interrupt”) if the *first* team to attempt answering a tossup buzzes in and gives an incorrect answer before the question has been completely read. There is **NO PENALTY** for an incorrect answer after a tossup has been completely read, nor for an incorrect answer from the 2<sup>nd</sup> team’s attempt.

### **Game Play**

- After the moderator has finished reading a tossup, players from both teams will have 5 seconds to buzz, unless it’s a computation question in which case the players will have 10 seconds to buzz. The player who buzzed in is to wait until the moderator has called their name (each player should have a name tent) before saying their answer.
  - If one team gives an incorrect answer at this point, the other team has another 3 seconds in which to buzz. The 3 seconds will be timed mentally by the moderator and he/she will use their discretion on when to call “time”.
- A player may signal (“buzz”) to answer a tossup at any point after the moderator has begun reading the question. The moderator will stop reading the question as soon as a player has buzzed. As stated before, a 5-point penalty will be assessed if the first team gets the question wrong after interrupting the moderator while asking the question.
- Only one player per team may buzz on each tossup, and only the player who buzzed may give an answer. The buzzing player must begin answering within 2 seconds after having been recognized. The moderator will use their discretion for how long 2 seconds is before calling “time”.
- If a player’s answer to a tossup is incorrect, or the 2-second period has expired, the moderator will, if necessary, finish reading the question for the other team—but the question remains a tossup, and thus subject to the rule on conferral with teammates (see rules about conferral with team below).
  - If a player on the second team buzzes and answers correctly, the second team earns the bonus.
  - If the second team’s player gives an incorrect answer, or no player on the second team buzzes, the tossup goes dead AND the moderator will provide the correct answer and move on to the next tossup.
- The moderator will ask for additional information (also called a “prompt”) if an answer is correct but less complete than what is required, except for titles of works, which must usually be exact. Generally, last names of persons, or other commonly used names (“Obama,” “Beyoncé”) are sufficient.

### **Rule on Illegal Conferral**

- When a player has signaled, a game official will acknowledge (“recognize”) the player by name, by number, by pointing toward the player, or merely by looking at the player. There is **no penalty** if a player who has signaled answers before being acknowledged.
- Teammates **may not engage in verbal or written consultation (“conferral”) during tossup questions.** This is referred to from here on out as “illegal conferring”
- **Illegal conferring** on a tossup question (including cases of players responding without having signaled) will be treated as an incorrect response (including the assessment of an interrupt penalty if it occurred prior to the end of the tossup question and the other team had not already responded).

### **What To Do When A Player Answers Who Did Not Buzz In?**

- If a player who has not signaled gives a response, then the following situations may occur:
  - If no other player has signaled, the response shall be treated as illegal by the player who gave it.
  - If the player who responds is not on the same team as a player who did signal, the moderator will ignore the response (even if it is correct), and will recognize the player who actually signaled. Only that team’s player will have a chance to respond, the other team will not get an attempt at the question even if the signaling team’s answer is incorrect as the non-signaler has disqualified his team by illegal conferral.

- If the player who responds is a teammate of the player who did signal, and the responses are given simultaneously, the moderator will ignore the player who did not signal and evaluate the response from the player who did. No illegal conferring is called in this case, and the determination of simultaneity is not able to be protested.
- If a teammate of the player who signaled gives a response before the player who signaled gives a response, the moderator will treat that response as illegal conferring by the player who had not signaled.
- If a teammate of the player who signaled gives a response after the player who signaled gives a response, the moderator will ignore the player who didn't signal and evaluate the response from the player who did. No illegal conferring is called in this case.

### **Toss Up Questions That Require Computation**

- **Computation** tossups (marked by text that begins “Pencil and paper ready”) have slightly different timing rules:
  - Teams have 10 seconds (not 5) to buzz in after the moderator finishes the question.
  - If the first team signals before the end of the question, the second team will have the full 10 seconds to signal after the reading of the question is completed.
  - If the first team signals after the end of the question, the moderator will allow whatever time remained of the initial 10 seconds (or 3 seconds, whichever is greater) for the second team to signal.
  - Despite this additional time, players still have only 2 seconds to give their answer after signaling on a computation tossup.
  - Decisions as to whether players have exceeded the allotted time to signal or to answer are made by the moderator and are not able to be protested.

### **Bonus Questions**

- Bonus questions are never skipped. For example, if neither team answers tossup question #1, but a team correctly answers tossup question #2, it will then hear bonus question #1
- **Teams may confer on each bonus.**
- The captain, or a player designated by the captain, should give the team's answer. After the bonus question has been read, teams have 20 seconds in which to answer; **the moderator will ask for a response after 20 seconds if they hadn't answered before time is up.** It is recommended that the captain give the answer for the team or clearly indicate who will give the answer. The moderator, however, will take the first answer unambiguously directed at him or her. If conflicting answers are directed at the moderator, the captain will be asked to choose the team's answer.
- The determination of whether an answer was directed at the moderator is not able to be protested.
- Bonuses do not “bounce back”: if the team who controls the bonus (i.e., the team whose player answered the tossup) answers incorrectly, **the non-controlling team has no opportunity to answer.**
- The moderator will ask for additional information (also called a “prompt”) if an answer is correct but less complete than what is required, except for titles of works, which must usually be exact. Generally, last names of persons, or other commonly used names (“Obama,” “Beyoncé”) are sufficient.

### **Miscellaneous Notes**

- If the moderator inadvertently reveals the answer to a tossup question after one team has given an incorrect answer, but before the other team has had a chance to answer, the moderator will read a replacement tossup for the second team only, off the clock. If neither team has had a chance to answer, the tossup question is thrown out and replaced off the clock. The clock is turned back on for a bonus.
- If the score is tied at the end of the game, three tiebreaker questions (with no bonuses) will be played. If the score is still tied, sudden-death tossups will be read.

- The moderator can stop the 6-minute game clock at their discretion to handle any matter that inhibits the match.
- In this simultaneous round robin format, two rooms will be needed to run the competition. The rooms should be able to hold two rectangular tables for the two teams facing each other with a 3<sup>rd</sup> table between the two teams for the timekeeper, moderator and scorekeeper. The three tables should be set up in an inverted U shape.
- The winner for the younger and older competitions will be decided by record first. If there is a tie at the top then those two teams will face off in a tie-breaking match to determine the champion.
- Coaches will be provided score sheets to keep track of their team's score. Players will have scratch paper, and pencils furnished. A round-by-round tracking sheet will be posted outside the competition rooms.

NO CELLPHONES are allowed in the Brainbowl Competitions.



### CHEERLEADING COMPETITION—AGES 2-12 AND 13-26

**Participants must be registered as a competitor in at least one of the academic categories in order to perform.** Each Conference may have one Junior Team (Ages 2-12) and one Senior Team (Ages 13-26). Judging of the competition will occur during the allotted time ranges given in the schedule. **Teams are limited to a maximum of fifteen (15) participants for each team—points will be deducted if you exceed maximum #.**

**The following cheers must be executed within the established time frame of 2 ½ minutes:**

**Sideline cheer    Spirit cheer    Floor cheer with changing of formation**

**Each team will be rated on team Spirit (10 points), Unity (10 points), and Precision (10 points).** A routine cannot be lengthened if the opponents are not prepared to participate. Teams will receive a five-point (5) deduction for failure to report to the floor when called by the announcer, a five-point (5) deduction for exceeding the time limit, a ten point (10) deduction for exceeding the maximum # of participants allowed.

All cheers must have a Christian theme. The Conference Director or her designee must attend a dress rehearsal and authorize the performance.

## DRAMA COMPETITION

Theme: Are We There Yet?

**Participants must be registered as a competitor in at least one of the academic categories in order to perform.** A Conference Drama Team should not have more than eight (8) members. The dramatic presentation may be an original composition or must be written by an African-American or Bahamian author. Props will be limited to items that can be carried onto the stage in a shoebox. Participants may be dressed appropriately for the character being portrayed.

**Each dramatization will be judged on overall presentation (10 points), interpretation (10 points) and audience appeal (10 points).**

The Conference Director or her designee must attend a dress rehearsal and authorize the performance. The dramatic presentation must have a Christian theme.

## ATHLETIC COMPETITION

**In order to participate in any of the sports competitions, the player must have registered online and be in attendance as a competitor in at least one of the academic categories.**

Competitors will compete in the athletic events of **Basketball, Volleyball, or Kickball**. These Conference athletes will be obligated to follow the rules and regulations established. This list of rules/regulations is the only notification any team will receive of Black Heritage Weekend rules.

**Know these rules. They will be strictly enforced. New Rules & Guidelines are underlined!**

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### BASKETBALL Ages 13-20 Rules and Regulations

1. Prior to the game, the Conference YPD Director or her designee may add (**only if player registered online and has competed in an academic event**) or delete names from the roster. Once rosters are set there will be no additions, except as specified in number 9 below. Coaches, referees, and scorekeepers are asked to be present in the **JWJ gym** at 11:30 a.m. for a pre-game briefing.
2. Each team is required to have a spiritual leader who will be responsible for spiritual directions. Before and after the game, each spiritual leader will read a scripture and lead both teams in devotion and prayer. The spiritual leader who reads the scripture before the game will pray after the game and vice versa.
3. Female Basketball Team (Ages 12-20)\*Grades and age requirement may be adjusted as needed– Girls Only  
Male Basketball Team (12-20)  
Proof of age must be shown for all players over 18 (Driver's Licenses or Passports)  
Middle School Students Grades (6-8th) or ages 12 to 15 year olds to play 1<sup>st</sup> and 3<sup>rd</sup> quarters and High School Students (9 -12<sup>th</sup> Grade) or age 16 to 20 year olds to play 2<sup>nd</sup> and 4<sup>th</sup> quarters.
4. Rules established by the Florida High School Athletic Association (FHSAA ) will be followed with Modifications:

- a. **Four 7 minute Quarters running time, last minute regulation time. 1<sup>st</sup> and 3<sup>rd</sup> Quarters will be played by Middle School Students grades 6<sup>th</sup> -8<sup>th</sup> or Ages 13 to 15 years old**
  - b. **All Teams and Coaches must be present five minutes before game or will receive a forfeit.**
  - c. **The tournament is a single elimination tournament, if a team loses they are out of the tournament.**
  - d. **There will be no 45-second clock**
  - e. **Black Heritage Weekend officials will be certified by the FHSAA & reserve the right to change FHSAA Rules.**
5. Black Heritage Weekend officials reserve the right to adjust game times due to availability of the gym, pending notification of the coaches involved.
  6. All teams in the league will have one (1) time out per game with one additional time out given in overtime.
  7. Five additional minutes (regulation time) will be allotted for overtime.
  8. The maximum number of players on your roster for trophies is 12 players. **Teams must be comprised of BHW Registered Middle School and High School Students.**
  9. If an eligible player becomes injured and not able to play, the coach may add one player to the roster after the deadline by notifying the athletic director (only if the player has been pre-registered, has competed in an academic event and **age appropriate**).
  10. **The coach and team must report five (5) minutes before game time. If the coach and/or players have not reported by game time, the game will be forfeited or player will not be allowed to compete.**
  11. Coaches, umpires, referees, individual team scorekeepers, timekeepers, and the announcer must be present in the gym at 11:00 a.m. for a pre-game briefing.
  12. Participants are asked to wear non-pocket shirts and trousers when playing. This is for safety reasons to prevent injuries. **All shorts must be worn at the waist and shirts must be tucked.** (FHSAA Regulations)
  13. Absolutely no jewelry will be worn when playing. A two (2) shot technical foul will be charged to the team of the player(s) violating this rule.
  14. No dunking or grasping the rim during pre-game or half time. A technical foul will be charged to the head coach for this violation.
  15. Only the team coach is allowed at the score table during a game to:
    - a. Request a time out, to discuss a rule or scoring discrepancy.
    - b. Request a time out to prevent or rectify timing or a scoring mistake or an alternation Possession mistake. Coaches whose time out results in a non-discrepancy decision will be charged with a time out. The penalty for violating this rule in a two shot technical charge to the coach/team in violation.
    - c. All teams should have a scorekeeper at the score table. Official Black Heritage Weekend Scorekeepers cannot answer any coach or player question about the number or fouls, time outs, etc. during a game.
  16. Unsportsmanlike conduct fouls receive two (2) technical foul shots. Examples are:
    - a. **Using profanity, physical contact or violence (results in automatic ejection from all games).**

- b. Baiting an opponent
  - c. Disrespect or physical contact with an official or players (contact is an automatic ejection). Two (2) technical fouls automatically disqualify a player or coach.
17. PROFANE language and vulgar/obscene gesturing are not permitted. This violation also constitutes an automatic two (2) technical fouls. Any person ejected for such a violation shall not be allowed to play for the remainder of the game or of the tournament.
  18. No smoking or alcoholic beverages are allowed in the gym or on the grounds at any time.
  19. There is to be no unnecessary carousing outside the gym during a game.
  20. All coaches are responsible for the conduct of their players, players' families, and friends.
  21. Any violation of a rule is subject to forfeiture of games in which the violation occurs.
  22. Any player or spectator who does not submit to authority with regards to disobedience, disrespect, rudeness, unbecoming character, etc. will be suspended, dismissed and/or asked to leave the premises.
  23. All teams are responsible for cleaning their bench areas after their game.
  24. Black Heritage Weekend will not be responsible for any lost or stolen basketballs at any given gym site. It is commended that personal basketballs be kept out of the game.

**CO-ED VOLLEYBALL AGES 13-26**  
**Rules and Regulations**

1. Prior to the game, the Conference YPD Director or her designee may add (**only if player registered online and has competed in an academic event**) or delete names from the roster. Once rosters are set there will be no additions, except as specified in number 9 below. Coaches, referees, and scorekeepers are asked to be present in the JWJ Gym at 11:00 a.m. for a pre-game briefing.
2. Each team is required to have a spiritual leader who will be responsible for spiritual directions, as well as scripture readings. Before and after the game, each spiritual leader will read a scripture and lead both teams in prayer. The spiritual leader who reads the scripture before the game will pray after the game and vice versa.
3. Rules established by the Florida High School FICA with modifications will be followed.
4. Black Heritage Weekend officials reserve the right to adjust game times due to availability of the playing area, pending notification of the coaches involved.
5. Substitutions are to be made only from the middle right position on a nine ((9) member team and the back left on a six (6) member team. Substitutions will only occur during a side out when the serving team is in possession.
6. Teams are to rotate on side out only when the serving team is in possession.
7. Black Heritage Weekend game rules:

- a. Service is made from the right back position. The server must remain behind the line until the ball is over the net.
  - b. All points are given only to the serving team
  - c. In volleyball, any ball served or volleyed which touches the boundary line is considered in bounds. If the ball touches the net on a serve, a violation results.
  - d. No other teammate may assist the ball over the net on a serve.
  - e. Hands in the net constitute a violation.
  - f. Catching and throwing the ball in volleyball is a violation.
  - g. In volleyball, the ball can be volleyed no more than three times before going over the net.
  - h. All other violations constitute a time out.
8. If an eligible player becomes injured and not able to play, the coach may add one player to the roster after the deadline by notifying the athletic director (only if the player is pre-registered and has competed in an academic event).
  9. Teams will consist of no more than twelve (12) players.
  10. If a Conference team has less than nine (9) members, the opposing team must adjust its court size to the equivalent number. If a Conference team has five (5) or less members, the game is forfeited.
  11. The modified score for Black Heritage Weekend Volleyball is thirteen (13). A team must win by two (2) points.
  12. Absolutely no jewelry will be worn when playing. Any person violating this rule will not be allowed to play.
  13. Unsportsmanlike conduct will result in disqualification and a side out. Three violations of unsportsmanlike conduct will result in forfeiture of the game.
  14. Additional rules to player conduct, safety and decorum are as specified under the rules for BHW basketball.

### **CO-ED KICKBALL ---AGES 7-12**

#### **Rules and Regulations**

1. Each Conference may have **ONE ages 7-12 kickball team**. Prior to the game, the Conference YPD Director or her designee may add (**only if player registered online and has competed in academic event**) or delete names from the roster. Once rosters are set there will be no added names, except as specified in number 9 below. Coaches, referees, and scorekeepers are asked to be present on the kickball field at 11:00 a.m. for a pre-game briefing.
2. Each team is required to have a spiritual leader who will be responsible for spiritual directions as well as scripture reading. Before and after the game, each spiritual leader will read a scripture & lead both teams in prayer. The spiritual leader who reads the scripture before the game will pray after the game and vice versa.
3. **Each team is allowed up to twenty (20) members per team**. Each team member is allowed one kick.
4. Each team will have one member to pitch to their team.
5. Pitched balls must be rolled to home base.
6. All pitched balls must be kicked or the batter is out.

7. Any ball kicked in foul territory is considered an out.
8. The pitcher is not allowed to interfere with the kicked or thrown balls. The batter is out when this violation occurs.
9. If an eligible player becomes injured and not able to play, the coach may add (only if the player is preregistered and has competed in an academic event) one player to the roster after the deadline by notifying the athletic director.
10. There is absolutely no exception to the one kick per player per game ruling.
11. Games will be forfeited if there are less than nine (9) players per game ruling.
12. If a Conference team has less than twenty (20) players, the opposing team must adjust its field size to the equivalent number.
13. The pitcher of both teams will be the last kicker. Any player may substitute pitch to the last kicker.
14. No one is allowed to stand on base or in the base line to impede the runner's progress.
15. For safety reasons, no player is to be tagged at any time. Players need only throw the ball ahead of the runner, tag the base, and the player is out.
16. No runner can leave the base before the ball is kicked or the runner is out. Stealing bases is not permissible.
17. The defense cannot throw the ball and hit a runner for an out. The runner will be given an extra base for this penalty.
18. All runs count when a player reaches each base without being tagged or forced out.
19. There is no sliding or the runner is out.
20. All scores made before the defense gets the ball to home plate of the last kicker will count.
21. Absolutely no jewelry will be worn when playing. Any person violating this rule will not be allowed to play.
22. All rules relating to conduct, decorum, and safety as outlined when Black Heritage Weekend Basketball and Volleyball apply, also to kickball.
23. Teams and Coaches or representative are to report to the field at 11:30 a.m. to draw for bracket placement at 11:40 a.m. The first game will begin at 12:00 noon.
24. The competition brackets will be set up as follows:
  - a. A coach or representative of each team present for the drawing will draw a blind number that will determine the bracket and game time for his/her team.
  - b. In the event there is an odd number of teams, then one team will receive a bye and automatically advance to the next round.
  - c. A copy of the brackets will be available in a common area for team coaches and supporters will view.

- d. Games will consist of 3 innings and 3 outs.
- e. The 3rd inning may have additional outs to ensure that every player has a turn to kick.
- f. The bottom half of the bracket will be the home team.
- g. The losing team in each bracket is eliminated from the competition. (Single elimination)
- h. In the event of a tie after three innings, extra innings may be played.
- i. The game ends if the visiting team is ahead and the home team fails to tie or go ahead during their half of the inning.

This process is designed to eliminate forfeits and confusion about playing time and will result in a smoother running event.

### **NON-COMPETITIVE EVENTS**

#### **OBSTACLE COURSE---AGES 2-6**

Youth will participate in a series of challenging physical obstacles which they must navigate while being timed. The course may include running, walking, jumping, pulling, pushing, and balancing, with the aim of testing speed and endurance.

After completing the course, ALL participants will receive a prize medal.

### **STEP SHOW**

*(Non-Competitive Conference Event)*

**PARTICIPANTS MUST BE REGISTERED AS A COMPETITOR IN AT LEAST ONE OF THE ACADEMIC CATEGORIES IN ORDER TO PERFORM IN THE STEP SHOW.**

Conferences are limited to ONE team and must adhere to the following guidelines:

- There is no limit to the number of participants.
- The Step Show is limited to five (5) minutes.
- No vulgar or inappropriate language or dress will be allowed.
- All chants must have a Christian theme.
- All participants MUST practice with their Conference YPD Director or her designee prior to the Black Heritage Weekend
- NO HARD-BOTTOMED SHOES ARE ALLOWED WHEN PERFORMING IN THE SCHOOL GYMNASIUM.
- Canes must have rubber tips on them.

