

BLAST 2024

Church Leader's Packet

March 1-2, 2024
Lubbock First Church
www.westexnaz.org

BLAST INFO PAGE - 2024

LEADERS CONTACT INFO

Elaine Nauert – Festival Director

5514 75th St. Lubbock, TX 79424

806.698.0634 mseilainen@att.net

Chriss Burke – Quiz Director

1019 Bailey Marie Dr. Nemo, TX 76070

817.584.0245 theburkes@att.net

Jennifer Sommers – WTX Children’s Director

2001 E. Main St. Crowley, TX 76036

817.919.8078 jsommers@gen-church.org

SCHEDULE / LOCATION

Friday, March 1st & Saturday, March 2nd

All times subject to change.

- Location: Lubbock First Church of the Nazarene 6110 Chicago Ave. Lubbock, TX
- Check-In and Pay:
10:15-10:45am Check-In Red/Blue level quizzing
12:00 pm Talent, Pinewood Derby, Missions, Free Throw contest & Four-Square Check-In

- Schedule: Friday, March 1st

| | |
|---|---------------------------------------|
| Blue Level Quizzing Scorekeepers Mtg | 11:00am |
| Blue Level Quizzing (Junior) | 11:15 am |
| Puppet leader meeting | 1:45 pm |
| Opening Ceremony | 2:15pm |
| Primary Talent | 2:45pm (except drama & sign language) |
| ALL Puppets | 2:45pm |
| Art & Academic judging begins | 4:00pm |
| <i>Free Throw Tournament</i> | <i>3:30pm</i> |
| <i>Mission Project</i> | <i>4:00pm</i> |
| <i>Four-Square / Two-Square Tournament</i> | <i>5:00pm</i> |
| Service & Choirs Perform | 6:00pm |
| Dismiss | 8:00pm |

- Schedule: Saturday, March 2nd

| | |
|--|----------------|
| Final Red Level Quizzing – Check-In | 8:00-8:30am |
| Red Level Quizzing Scorekeepers Mtg | 8:45am |
| Red Level Quizzing (Primary) | 9:00am |
| Speed Math (Junior) | 9:15am |
| Service | 10:30am |
| ALL Dramas / Sign Language | 11:30am |
| Junior Talent | 11:30am |
| <i>Pinewood Derby Race</i> | <i>11:30am</i> |
| <i>Mission Project</i> | <i>11:30am</i> |
| Awards Ceremony | 2:30pm |

DISTRICT FEES

FLAT FEE = \$35 includes a BLAST shirt and Saturday lunch. Participating in any of the following – Talent, Pinewood Derby, Mission Projects, 2-Square/4-Sq. Tournament or free throw contest.

QUIZ FEE - \$18 per quizzier, does NOT include a BLAST shirt (\$9) or Saturday lunch (\$8).

Please pay for Quizzing and Talent fees with **separate church checks**.

COMBO PACKAGE = \$45 for kids that are doing BOTH Talent and Quizzing

NOTE: How to reserve your lunch is in the director’s letter. Please add any extra lunches (\$8) or event shirts (\$9) for adults or siblings to the church spreadsheet. Thank you.

Deadlines

Online Registration – Due Feb. 1

www.westexnaz.org

Quizzing spreadsheet to Chriss – Feb. 19

Talent spreadsheet to Elaine – Feb. 19

Director Letter (2024) “BLAST at a Glance!”

The dates for BLAST this year are March 1st and 2nd.

The last day zone competitions can be held is February 18, 2024, and information should be turned in to me by February 19, 2024. Instead of scores and trophies at the zone level, the District Council decided that awards given at Zone events should be certificates, candy bars, ribbons or something like that.

There will be a link to a spreadsheet for registration. This link has a place for you to input all the registration information along with rules and guidelines. Please note that this spreadsheet also has tabs for each church and links for the extra lunches and t-shirts, talent rules and the Statement of Originality for art and crafts. There is a folder for the forms that you can use for your zone if you still want to use them for your zone.

The guidelines for Pinewood Derby, free throw tournament and four square are on the first tab of the spreadsheet. There is no requirement for kids to participate in these events at zone. Kids should register and sign up for these events to participate at BLAST.

TALENT FEE IS A FLAT FEE OF \$35.00. This amount covers all the participant's talent entries along with the 2-square/4-square, Free throw contest, Pinewood derby, and mission projects, the t-shirt and LUNCH. **If you are doing quizzing and talent there is a combo package for \$45.00.**

LUNCH ON SATURDAY. There is a place for you to designate the lunch choice on your registration tab. The choices are hot dog or hamburger, chips, drink and dessert. When you register, you will get a wrist band that you can use Saturday from 11-2. Parents, siblings and other adults can sign up for lunch on your spreadsheet also. Please make sure the extra meals are added to the spreadsheet. **Meal choices will correspond with a colored ticket.** There won't be any exchanges at the food counter. This will help everyone get the meal they signed up for.

We will have information for mission projects at the beginning of February. As a District Council, we encourage your families and groups to participate in these.

I can't wait to see each one of you.

Let me know if you have questions. You can email, call or text me.

Elaine Nauert

mselainen@att.net
(806) 786-9414

Important Notes for Church Leaders & Directors

1. A participant has the option of using the material throughout the competition (Local, Zone, District), or they may choose something different. However, the participant **must** stay in the same category and **must** choose something different than they performed at last year's District Competition.

2. A participant may enter two (2) categories if they are a primary and three (3) categories if they are a junior **INCLUDING ART**. Choir or Caravans are **NOT** included in these categories. A participant may enter the categories of choice **AND/OR** Choir, **AND/OR** Caravans. Speed Math, Computer Word Processing, Power Point or Poetry will **NOT** be counted towards the maximum limit of categories for BLAST.

3. All local entries may be allowed to compete at Zone Level. The local talent must have performed or presented at the local church during a church function (such as Children's Church, Sunday Service, etc.)

4. All participants at the Zone level may register for BLAST. Although the scores sheets have the same categories as the BLAST score sheets, please only award certificates, candy, etc. in place of trophies.

5. BLAST participants must have participated in a Zone Competitions. **NO EXCEPTIONS**

6. Participants must be present at BLAST in order to compete. This includes all Art, Computer and Creative Writing Talents. **NO EXCEPTIONS**

7. The participant will be judged according to the attached adjudication sheets. The judge's decision will be final.

8. All material used in the competition should be memorized with the exception of the instrumental solo talent. Keyboard selections must still be memorized. Points will be deducted from the participant's score if the material is not memorized. Also points can be deducted if "coaching" throughout the participant's selection is taking place. These deductions are at the discretion of the judges and/or Festival Director.

9. Coaching or directing can be defined as follows, but not limited to the following: A constant giving of direction from person not performing in the event providing the people ("students") within the event a potential advantage to those students without such direction. A very small limited motion, cue or help on a line will not be construed as coaching. Any coaching or directing decision will be made by the judges in the room and/or by the Director – **ALL DECISIONS ARE FINAL**. Any questions should be directed to the Director. The **ONLY** exception to this rule pertains to #16 below.

10. The judges should be furnished with duplicates of the material presented. **WRITE THE CHILD'S NAME & HOME CHURCH ON THE MATERIAL.**

Acknowledgments should be made to the judges if freestyle material or where no additional copies of the material are available.

11. Ensembles that have of a mixture of Primary and Junior will be judge on the Junior Level. A Choir however, will be judged as an overall group inclusive of Kindergarten through 6th grade.

12. Only Large Ensembles and Choirs may have directors.

13. One single puppet stage will be used throughout the festival and will be provided by BLAST.

14. Accompaniment tracks may be used with backup vocals only.

15. Awards

A. LOCAL – No awards for local church participation.

B. ZONE – Zone awards should be certificates only.

C. BLAST - Awards will be:

- **Trophies for the top point winners in each category.**
- **One trophy for ensembles and choirs. Both members of the Duets will receive a trophy. (Applies only to the Vocal Duet Category)**
- **Gold, Silver, or Bronze medals to all participants based on scores.**
- **Talent Entry Fees is \$30.00**

17. Each local church is responsible for the expenses of their participants in each level of competition.

QUESTIONS: If you have questions, contact Elaine Nauert (806) 786-9414 or mselainen@att.net

TALENT RULES

Official Talent Competition Rules including
deadline dates for BLAST 2024 available to
view online at www.westexnaz.org

Talent Rules

[Talent Competition Rules.docx](#)

Statement of Originality

[STATEMENT OF ORIGINALITY.DOC.pdf](#)

Talent Entries Spreadsheet

[2024 Talent Entries Spreadsheet](#)

Questions?

Elaine Nauert our BLAST Director at
mnelainen@att.net

STATEMENT OF ORIGINALITY

This artwork is original and was not copied from any published or electronically reproduced source and is sole work of the Participant.

Participant

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Participant

SPORTS DETAILS

Official Pinewood Derby Rule 4-Square / 2-Square Tournament Rules Free Throw Contest

Pinewood Derby Rules

[PINEWOOD DERBY OFFICIAL RULES.pdf](#)

4-Square Tournament Rules

<https://drive.google.com/open?id=1TG0YsAn0ML-SjSiZ6j9z-424KssNIBI>

Free Throw Rules

[Free Throw Contest Rules.docx.pdf](#)

Questions?

**Elaine Nauert our BLAST Director at
mnelainen@att.net**

Kids Festival OFFICIAL PINWOOD DERBY RULES

Kids Festival's Pinewood Derby is a true family affair. The boys and girls will race the other participants in their groups. For the rest of the family, we have a VISITOR Division! The adults & siblings won't get trophies but they are welcome to all the bragging rights they can win.

Eligibility

Any participant of Kids Festival, whose car complies with the rules, is eligible to race. BOYS AND GIRLS WHO ARE NOT PARTICIPANTS OF KIDSFEST ARE NOT ELIGIBLE TO RACE IN THE GENERAL RACE BUT CAN RACE IN THE VISITOR RACE. Any adult can also race in the Visitor division.

Length, Width and Clearance

1. The maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
2. The minimum width between wheels shall be 1-3/4 in. so the car will clear the track's center guide strip.
3. The minimum clearance between the bottom of the car & the track surface shall be 3/8 inch.
4. The maximum overall length shall not exceed 7 inches.
5. Weight shall not exceed 5 ounces. The reading of the official FCN Caravan scale will be considered final. All weighted materials must be solid and mounted (no loose materials or liquid).
6. Details such as steering wheel, driver, spoiler, decals, painting & interior details are permissible as long as these details do not exceed the maximum length, width or weight specifications. All paint must be dry.

Body, Wheels and Axles

1. The AXLES & WHEELS must be from the Official Grand Prix Pinewood Derby Kit.
2. Wheels may be sanded.
3. Wheel bearings, washers, bushings, springs, and hubcaps are prohibited.
4. The car must be free-wheeling, with no starting device or other type of propulsion.
5. Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels.

Ground Rules and Competition

1. Each participant may enter only one car. Several cars may be constructed but only one may be registered & raced.
2. Each heat will include two races. This will be a double elimination event.
3. Finish line judges determine the winner in close finishes.
4. If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes), the race will be run again. If not, the damaged car will automatically lose that race.

Inspection and Registration

1. Each car must pass a technical inspection before competing. Technical inspection and registration of cars occurs when cars are registered and dropped off.
2. The Inspection Committee shall disqualify cars which do not meet these rules or could cause damage to the track or other cars. Cars which fail the initial inspection may be modified for final inspection and registration. Please bring any tools or supplies that might be needed for these last minute changes.
3. To enter the race, cars must pass inspection and register by the Final Inspection Deadline.
4. Once a car is registered, it will be impounded and cannot be touched until the race.
5. Trophies will be awarded to the 1st, 2nd, & 3rd place finishers in each group. Additional awards will be given for various appearance categories.
6. The most important values in Pinewood Derby competition are parent/child participation, good sportsmanship, and learning how to follow rules. Please ensure that everyone's behavior on race day reflects that.

Visitor Rules

1. Don't make a car that is the wrong size to run properly on the track.
2. Do not create a car that will damage the track or the cars of other racers.
3. VISITOR CARS MUST MEET THE WEIGHT, SIZE, WHEEL, & AXLE RULES LISTED ABOVE!

WTD Kids Fest Four/Two Square Tournament Rules

Four square is played all over the world by all different communities. We've worked hard to compile the most common rules from all the playgrounds of our childhoods and create a benchmark for everyone. Having a set of standard rules means that each pocket of four square groups can play together with common rules, yet still leave enough room for communities to improvise.

The Object

The object of the game of four square is to eliminate players in higher squares so that you can advance to the highest square yourself. Four square is played with a rubber playground ball on a square court with four players, each occupying a quarter of the court. The ball is bounced between players in squares until someone makes an error and is eliminated. Eliminated players leave the court, all players advance to fill the empty squares, and a new player joins at the lowest ranked square.

The Ball

First, read about what kind of ball is allowed in the [Gear](#) section.

During play, players may only hit the ball with their hands. We describe the "hands" as any area between the player's wrists and her fingertips, including the backs of her hands. The ball may be hit with open or closed fists in the same manner as official volleyball. Players may not catch, carry or hold the ball at any time during play. Spinning the ball is allowed as long as the hit that produces the spin is not a carry or other illegal hit. We get [a lot of questions](#) about spins.

In all cases, players who strike the ball incorrectly are eliminated.

The Court

First, read about the dimensions and materials of the court in the [Gear](#) section.

Squares are ranked from highest to lowest. Our league uses numbers 1 through 4, other people use letters and even a few use the title of royalty. In all cases, the highest and lowest ranked squares should be diagonal from each other.

There are two sets of lines on the court. "Outside lines" are the outermost edges of the entire court, while "inside lines" refer to the line dividing individual squares of the court that cross in the center. All lines on the court are 1 inch wide.

- **Outside lines are in-bounds.** If a player bounces the ball onto any outside line, it is still in play. However, if the ball bounces outside of the outside line, it is out of bounds and the player that last hit it is eliminated.
- **Inside lines are out-of-bounds.** If a player hits a ball onto any inside line then that player is out. This applies to ALL inside lines, not just the lines that border her square. If a ball touches an inside line, the player that hit it last is eliminated.

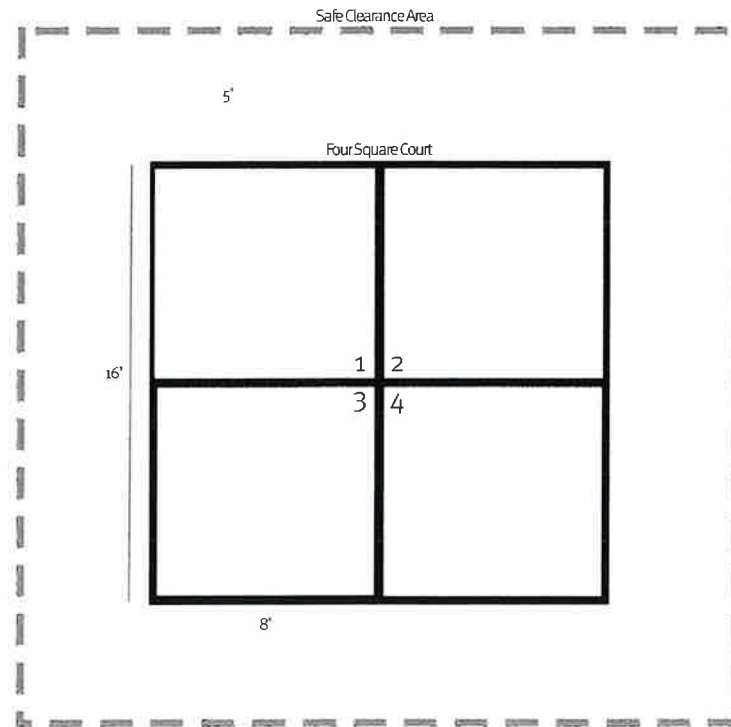
Players are not required to stay in their portion of the court. They may stand, walk or run anywhere on the court, though it is best to stay in a position to protect your own square.

Serving the Ball

The ball is always served from the highest ranked square to the lowest square. Squares one and four are positioned diagonally across the court. The server must drop the ball and serve from the bounce. The ball must be allowed to bounce once in the receiving square, then the receiving player must hit the ball into another square of his or her choice. After the receiver touches the ball, the ball is in play.

WTD Kids Fest Four/Two Square Tournament Rules

Figure 1: Court and Dimensions:



Serves are meant to place the ball fairly into play. Because the server must serve the ball the same way each time, it is the receiving player who controls the first play of the game.

Faults

The receiver of the serve is allowed only one mistake on each round, we call this a fault. If the receiver of the serve hits the ball incorrectly, or fails to hit the ball inbounds, then the receiver is allowed to take a second serve. There is only one fault allowed per player per round.

We refer to a fault as "one bad", as in one bad return. However, if a player faults the second time then it we call it "two bad". In other words, that is too bad for you.

Normal Game Play and Possession

Each time the ball bounces in a square, the owner of that square must hit the ball into another square. No exceptions.

Once the ball touches down in a square, ONLY the owner of the square can touch the ball next. If she does not, then she is out. If she hits it poorly or out of bounds, she is out. If another player hits the ball before she does, at any time, the other player is out.

Once that player hits the ball once then any other player may hit it next. This means it is not necessary to let the ball bounce again before another player hits it. The next player to touch the ball is subject to all the normal rules.

WTD Kids Fest Four/Two Square Tournament Rules

Elimination

Each time a player is eliminated, that player leaves the court and all players advance to the higher numbered square squares. The lowest ranked square is then filled with a new player. All eliminated players leave the court and wait for their next turn to join in the lowest square.

These situations represent all the ways in which a player may be eliminated from the court. Players are eliminated for:

- Failing to hit the ball into another square
- Allowing the ball to bounce more than once in their own square
- Hitting the ball out of bounds or onto an inside line
- Hitting the ball incorrectly, such as holding, catching or carrying
- Hitting the ball with a part of the body that are not hands
- Hitting the ball out of turn (poaching)
- Violating any number of local rules that are made up on the playground

Interference

If the ball is touched by another object which is not one of the four players or the floor, this is called interference. The round is started again. Players waiting in line may not touch the ball when in play.

The Showdown!

If there is a dispute that cannot be settled by the officials, then the only proper way to come to work out the disagreement is through the Showdown. The Showdown is mini-game of two square with no custom rules and the loser is knocked out of the game. In the event of a Showdown, there are no points or errors logged for the players, the winner of the showdown is simply allowed to stay in the game.

Two-Square Modification and Play

Two Square Competition will be for 2 players and will follow the above rules with the exception that only on side of a Four-Square court will be utilized. All other game play and rules will be adjusted accordantly from 4 player activity to a two-player structure.

Free Throw Contest

A free throw is the opportunity given to the contestant to shoot a basket for a score from within the free throw circle and behind the free throw line. A free throw begins when the ball is given to the contestant at the free throw line. It ends when the shot is successful; or when it is certain that the shot will not be successful; or when the ball becomes dead.

Each contestant may have up to three warm-up shots (if desired) and then, will shoot 10 shots for score. The designated line judges should inform the contestant and the scorers that the contestant is shooting for score.

Upon completing their warm-up shots and 10 shots for score, the contestant will report to the end of the line or sit on a chair until the remaining contestants have completed their warm-ups and 10 shots. After the other contestants have finished shooting, the contestant will shoot 15 shots to complete their 25 shots for score.

The line judge will keep track of all completed baskets.

Decisions by line judges are final.

Contestants cannot take more than four controlled bounces between shots.

Each free throw attempt shall be made within 10 seconds after the ball is given to the contestant.

Contestants must stay behind the foul line until the ball has touched the hoop, backboard or net.

In the event that a foul is committed, the line judge will indicate the basket doesn't count.

QUIZZING

Regional Quiz - June 15, 2024

Quizzing info sign up

[West Texas Children's Quizzing Contact Form 23-24](#)

Additional information and resources are available at [West Texas District Church of the Nazarene - District Childrens Ministries](#) by scrolling to the district quiz information section.

Questions?

Chriss Burke our Quiz Director at
theburkes@att.net

WUFOO REGISTRATION

Printed Wufoo Form used for Church Registration - complete this form online.

Link to this form is found on our district webpage at

<https://www.westexnaz.org/childrensministries>

Questions?

Jennifer Sommers our District Children's Director at jsommers@gen-church.org

BLAST Church Registration 2024

1 form per church.

Fee Information:

FLAT FEE = \$35 and includes talent entires, quizzing, missions, four-square, pinewood derby, free throw contest, event shirt and Saturday lunch.

QUIZZING ONLY = \$18 per quizzer. Only quizzing? Pay an extra \$8 for a Saturday lunch and \$9 for a Kids Fest shirt.

ALL event shirts and lunch orders are included in this registration form. If you sign up for these and your student is QUIZZING ONLY you will be charged the additional fees.

COMBO Package = \$45 for kids participating in both talent and quizzing

Select your church you from the list below. *

Name of Church Leader *

First

Last

Church Leader's Email *

Church Leader (number we can reach you at) *

####

Number of children participating at BLAST *

I am registering for...

Check All That Apply *

- Talent
- Quizzing
- Pinewood Derby Race
- Mission Service Projects
- Four-Square Tournament
- Free Throw Contest
- Lego Battle

Quiz Information

Quizzers participating in District Quiz

- Primary Red Level Quiz
- Junior Blue Level Quiz

Talent Information

Church Leader – please select all of the events your church will be participating in

Remember:

Kindergarteners – choirs only

Primary (1st–3rd) – May choose up to 2 not including choir

Junior (4th–6th) – May choose up to 3 not including choir

TALENT – Select all that apply

*Page numbers correspond to the Talent Rules – packet is available at www.westexnaz.org under BLAST

TALENT – Vocal (p. 4)

- Vocal Solo – Boy
- Vocal Solo – Girl
- Vocal Duet
- Vocal Ensemble – Small (3–5)
- Vocal Ensemble – Large (6–10)

TALENT – Instrumental (p.2–4)

- Instrumental Solo – WOODWIND
- Instrumental Solo – BRASS
- Instrumental Solo – STRING
- Instrumental Solo – PERCUSSION
- Instrumental Solo – KEYBOARD
- Instrumental Solo – ORGAN
- Instrumental Solo – ELECTRONIC
- Instrumental Ensemble – Small (2–4)
- Instrumental Ensemble – Large (5+)
- Bell Choir – Small (2–9)
- Bell Choir – Large (10+)

TALENT – Puppets (p.8–9) & Drama (p. 7–8)

- Puppet/Ventriloquism (NO recorded devices) – Solo
- Puppet/Ventriloquism (NO recorded devices) – Small Group (2–5)
- Puppet/Ventriloquism (NO recorded devices) – Large Group (6+)
- Puppet/Ventriloquism (WITH recorded devices) – Solo
- Puppet/Ventriloquism (WITH recorded devices) – Small Group (2–5)
- Puppet/Ventriloquism (WITH recorded devices) – Large Group (6+)
- Puppet/Ventriloquism (BLACK LIGHT) – Solo
-

Puppet/Ventriloquism (BLACK LIGHT) – Small Group (2–5)

- Puppet/Ventriloquism (BLACK LIGHT) – Large Group (6+)
- Drama – Individual LIVE (no recorded devices)
- Drama – Individual WITH recorded devices
- Drama – Small Group (2–5) – LIVE (no recorded devices)
- Drama – Small Group (2–5) – WITH recorded devices
- Drama – Large Group (6+) – LIVE (no recorded devices)
- Drama – Large Group (6+) – WITH recorded devices
- Drama – Individual MIME
- Drama – Small Group (2–5) MIME
- Drama – Large Group (6+) MIME

TALENT – Signing (p. 5–6)

- Signing – Individual Visual – Girl (ASL or SEE)
- Signing – Individual Visual – Boy (ASL or SEE)
- Signing – Small Group Visual (2–5) (ASL or SEE)
- Signing – Large Group Visual (6–10) (ASL or SEE)
- Signing – Choir Visual (11+) (ASL or SEE)
- Signing – Individual Dramatic (sign language & motions)
- Signing – Small Group Dramatic (2–5) (sign language & motions)
- Signing – Large Group Dramatic (6+) (sign language & motions)

TALENT – Speech (p. 6–7)

- Speech Individual
- Speech Group

Fine Art – Select all that apply (p. 10–12)

- Drawing
- Acrylic
- Watercolor
- Photography
- Craft (no kits)
- Computer Art
- Poetry (Up to 65 words)
- Poetry (Over 65 words)
- Newsletter
- Power Point
- Speed Math

Other – Select as applicable. (p. 12)

-

Special

- Caravan

Choir (p. 5)

- Small Choir (11-20)
 Medium Choir (21-30)
 Large Choir (31+)
 Zone Choir

If you checked Zone Choir, which zone?

Missions – Select the days your children will be participating

- Friday
 Saturday

Four Square Tournament (Friday only) – Do you have kids who plan to participate?

- Yes
 No

Free Throw Contest (Friday only) – Do you have kids who plan to participate?

- Yes
 No

Pinewood Derby (Saturday only) – Do you have kids who plan to participate?

- Yes
 No

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