

**CAMPOUT AND**  
  
**MISSIONS MANIA**  
**— EST. 2011 —**

*November 11 – 13, 2022*  
*at Latham Springs Camp*

Brought to you by



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visit the TBM Website at [texasbaptistmen.org](http://texasbaptistmen.org) or [tbmtx.org](http://tbmtx.org).*

*Register your RA Chapter*

*Cooperative Program funds given by Texas Baptist Churches make this manual  
possible.*

## Sharing the Message of Christ

Listed below are two ways that you can share the message of Christ:

### **The Roman Road: Scripture verses taken from the Book of Romans.**

- **Romans 3:23** – For all have sinned and fall short of the glory of God.
- **Romans 6:23** – For the wages of sin is death, but the gift of God is eternal life in Christ Jesus our Lord.
- **Romans 5:8** – But God proves His own love for us in that while we were still sinners Christ died for us!
- **Romans 10:9-10** – If you confess with your mouth, “Jesus is Lord,” and believe in your heart that God raised him from the dead, you will be saved. With the heart one believes, resulting in righteousness, and with the mouth one confesses, resulting in salvation.
- **Romans 10:13** – For everyone who calls on the name of the Lord will be saved.

### **The ABC's of Becoming a Christian:**

**Admit** to God that you are a sinner. Repent, turning away from your sin.

- For all have sinned and fall short of the glory of God. (Romans 3:23)
- For the wages of sin is death, but the gift of God is eternal life in Christ Jesus our Lord. (Romans 6:23)
- Repent and turn back, that your sins may be wiped out. (Acts 3:19)
- If we confess our sins, He is faithful and righteous to forgive us our sins and to cleanse us from all unrighteousness. (1 John 1:9)

**Believe** that Jesus Christ is God's Son and accept God's gift of forgiveness for sin.

- God proves His own love for us in that while we were still sinners Christ died for us! (Romans 5:8)
- For God loved the world in this way: He gave His One and Only Son, so that everyone who believes in Him will not perish but have eternal life. (John 3:16)
- I am the way, the truth, and the life. No one comes to the Father except through Me. (John 14:6)
- For by grace you are saved through faith, and this is not from yourselves; it is God's gift – not from works, so that no one can boast. (Ephesians 2:8-9)

**Confess** your faith in Jesus Christ as Savior and Lord.

- If you confess with your mouth, “Jesus is Lord,” and believe in your heart that God raised Him from the dead, you will be saved. With the heart one believes, resulting in righteousness, and with the mouth one confesses, resulting in salvation. (Rom. 10:9-10)
- Everyone who calls on the name of the Lord will be saved. (Romans 10:13)

Remember that you are talking about a person, not explaining a scientific formula. Ask questions that give you some idea of the child's understanding. Realize that you cannot make the decision for a child, nor do you have the power to save them. Only the Holy Spirit can work in the life of an individual to bring him to Christ.

We rejoice with you over any spiritual decisions made at the Campout & Mission Mania event. Please be sure to record them on the decision cards supplied in your Leader Registration Packet, and give us a copy before leaving Latham Springs. Work with the child's parents and your church staff to follow up decisions.

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## **Sealed Orders**

Sealed Orders are devotional materials that leaders can share with their campers during the Campout & Mission Mania event. These materials are designed to be used as devotional starters on Saturday and Sunday mornings, on Friday and Saturday evenings around the campfire, or possibly at lunch on Saturday and Sunday.

The Sealed Orders will be included in your Leaders Pack which you will receive in the registration area during the registration process. We encourage you to find the time during this busy weekend to spend quiet moments with your group – reflecting upon “Walking with God” and “Listening to God.”

## **Royal Ambassadors & Challengers Campout & Mission Mania**

The Campout & Mission Mania provides an opportunity and a great location for Royal Ambassadors and Challengers groups to camp out and participate with other churches in mission equipping and engagement activities in addition to competitive and fun events for RAs, Challengers, and their Leaders. The Campout & Mission Mania event is hosted by Texas Baptist Men each fall. The site for the Campout & Mission Mania event will be held at Latham Springs Baptist Camp on Friday through Sunday, November 11-13, 2022.

The Royal Ambassador Pledge and Challengers Verse are the statements that give direction to the program planning and program content for the Campout & Mission Mania event. Each group's leaders will be responsible for their group's actions and participation in the activities at the Campout & Mission Mania event.

The Campout & Mission Mania is a fast-paced weekend event that provides opportunities for fellowship, excitement, fun, mission mobilization, and spiritual growth. Please contact the state office of Texas Baptist Men with any questions that you may have concerning the Campout & Mission Mania event at (469) 610 - 9632 or email [ras@tbmtx.org](mailto:ras@tbmtx.org) Photos and video clips taken at the Campout & Mission Mania event may be used by Texas Baptist Men for promotional purposes or appear on the TBM Website or social media sites (such as Facebook or Twitter).

### **1. Purpose**

The purpose of the Campout & Mission Mania event is to foster fellowship and discipleship among Texas Royal Ambassadors and Challengers groups and to provide activities in which Royal Ambassadors, Challengers, and their Leaders can participate.

### **2. Eligibility**

Each participant must be registered at the Campout & Mission Mania.

### **3. Registration**

- A. Each group leader is encouraged to pre-register his group for the Campout & Mission Mania event on the TBM Website at [www.texasbaptistmen.org](http://www.texasbaptistmen.org) on or before the pre-registration deadline (November 1st). Each group that pre-registers online receives bonus points for their group in addition to a discounted registration fee for each person pre-registered.
- B. Each group should arrive and register early enough to have their boys rested and ready for the activities which begin Saturday morning.

- C. A registration center will be located near the main entrance to the Camp. Registration will be open on Friday evening from 5:30 p.m. until 9:30 p.m. and on Saturday from 9:00 a.m. until 12:00 noon.
- D. One person, the group leader, needs to register the entire group upon arrival at the Campout & Mission Mania event. **Please**, no boys in the registration area.
- E. Every person attending the Campout & Mission Mania event **must** register.
- F. For participation in any event or activity, the participant must be registered as stated and be wearing an age-appropriate Mission Mania wristband with event number.
- G. A completed medical release form for each person under age 18 (enclosed in the Campout & Mission Mania packet), signed by a parent or guardian of each participant, **must** be submitted with registration and campout fees. These forms may be retrieved when your group leaves Latham Springs Camp.

Listed below are the Campout & Registration Fees for the Campout & Mission Mania event. Credit Cards are accepted for pre-registration. **Make checks payable to Texas Baptist Men. No two- or three-party checks will be accepted.**

**Lodging per night, per person**

Camping	\$7.50
Cabin	\$25.00

**TBM Disaster Relief Meal**

Friday Night	Included
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**Cafeteria Meals (Saturday – Sunday, optional)**

One Meal	\$9.00
	Pre-register for meals by Nov 1 <sup>st</sup> limited after Nov 1st

**Competitors Fee (if competing for awards)**

Early Bird	\$10
Regular	\$20

<b>RV Spaces</b>	\$15.00 per space per night (RV Spaces include 2 Campers' Fees) (Additional Campers at Camping Rate)
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Groups can pre-register On-Line by visiting the Texas Baptist Men's Website at [tbmtx.org/mania](http://tbmtx.org/mania)

**Campout & Mission Mania  
Release Forms**

Find the latest release forms on our website:

[www.tbmtx.org/Mania](http://www.tbmtx.org/Mania)

#### **4. Insurance Coverage**

- A. Campout & Mission Mania participants, leaders, and/or spectators will not be covered by insurance unless they are registered.
- B. Churches are to provide their own travel insurance to and from the Campout & Mission Mania event.
- C. Any injury claim resulting from a person's attendance at the Campout & Mission Mania event will be limited to the policy coverage.

#### **5. Patches**

- A. A special Campout & Mission Mania patch and dated chevron will be available.
- B. A mission offering patch will be given to all who participate (including leaders) in the mission project. The mission project for 2020 is to assemble and to raise money for hygiene kits which will be distributed to survivors during disaster relief efforts. Bring your group's collected offering to the Campout & Mission Mania Registration area. Patches may be picked up when the offering is turned in at the designated place in the registration area. Groups will be able to assemble hygiene kits using provided items at Mission Central.

#### **6. Awards**

Patches will be awarded for each of the competition events with 1st, 2nd, 3rd, 4th, 5th, and 6th place chevrons. Some specialty ribbons such as Judges Awards or Honorable Mention may also be awarded.

- A. Lad and Crusader awards will be given by grade unless noted that the event is by division. Check each event listing for further explanation.
- B. Challengers awards will be given by two divisions, Challengers I (7th-9th) and Challengers II (10th-12th), unless noted that the event is one division. Check each event listing for further explanation.
- C. Awards will be distributed during the awards ceremony on Sunday morning after the Worship Service. If your group cannot stay for the awards ceremony, please make arrangements during the registration process to have your group's awards mailed to you.



## 7. Participation by Grades

Participation in all events will be by grades with an age limitation. When a boy is too old to participate in his grade level, he may participate in the grade level that coincides with his age. Please indicate on the registration form which grade that each boy should be participating.

### Lads (Grades 1-2-3)

Grade 1 Cannot be 8 before September 1 of current school year

Grade 2 Cannot be 9 before September 1 of current school year

Grade 3 Cannot be 10 before September 1 of current school year

### Crusaders (Grades 4-5-6)

Grade 4 Cannot be 11 before September 1 of current school year

Grade 5 Cannot be 12 before September 1 of current school year

Grade 6 Cannot be 13 before September 1 of current school year

### Challengers I (Grades 7-8-9)

Grade 7 Cannot be 14 before September 1 of current school year

Grade 8 Cannot be 15 before September 1 of current school year

Grade 9 Cannot be 16 before September 1 of current school year

### Challengers II (Grades 10-11-12)

Grade 10 Cannot be 17 before September 1 of current school year

Grade 11 Cannot be 18 before September 1 of current school year

Grade 12 Cannot be 19 before September 1 of current school year

## 8. Cabins, RA Spaces, and Camping Locations

- A. All cabins, RA spaces, and camp sites are available on a “first come-first served” basis. Each group is encouraged to reserve the camping facilities they need by pre-registering their group.
- B. Cabins – Bunks are available at \$25.00 per person per night. Campers will need to bring their own bedding. Please note that there are no meal preparation facilities in the cabins. Tickets for meals are available for those staying in the cabins.
- C. A limited amount of RV Spaces with electrical and sewer hook-ups are available on a “first come-first served” basis. RV Spaces are \$15.00 for each slot per night for two persons. Additional campers are \$7.50 per person.
- D. Campsites are \$7.50 per person per night. Campsites can accommodate up to 25 campers. Larger groups will be assigned extra campsites. Each Campsite measures 50’x50’ with 50’ of parking space. Additional parking is available in the overflow area. One fire pit (with cooking grate) will be at each campsite.
- E. Groups can register to have their campsites inspected on Saturday to earn bonus points towards the Mighty Men of Texas award. A copy of the Campsite Inspection Form is included in this manual. This will help you prepare your campsite for inspection.

## **Camping Questions:**

### **Where can we camp and how large is our campsite?**

All tent camping is to be in the designated campsite locations. There are several acres of campsites near the RA Building with plenty of room for each group. Campsites are generous in size and are based on the total number of your group during registration. Every campsite is large and will offer plenty of room for camping, but not for a game of football. Please respect your neighbor's camping area and keep your footballs out of their campsite area.

### **Can we have a campfire and where do we get wood and water?**

Yes, campfires are permitted as long as there is no fire ban in effect. All campfires (flames or hot coals) must be attended by an adult while burning and contained in the designated fire pits. An above ground fire pit will be provided for each campsite if open campfires are allowed. Propane type grills are still allowed for groups to cook on during a fire ban. Potable water is available at the RA Building or you can bring your own. Groups are encouraged to bring their own firewood and charcoal to cook and for warmth. Some firewood (dead-fall only) can be picked up in the woods. Be sure your group stays on the camp property. Do not cross any fences.

### **Are there restrooms and showers available?**

Restrooms and showers are available in the RA Building. One side of the RA Building will be designated for guys – the other side for gals. Please encourage your campers to enter the correct side from the center of the building and stay out of the dorm areas since others will be camping inside the building. Port-A-Potties will also be located in the camping area near the trash dumpsters.

### **What about the Cabins?**

Cabins are available for those who prefer to camp indoors. You will need to bring your own bedroll, linens, pillows, and towels. The beds are bunk beds. You will be sharing the cabin with other groups who also want to stay in a cabin.

### **Can we cook in or around the cabins?**

Unfortunately, no. Tickets for meals are available for those who would like hot meals. You can, however, bring coolers with cold picnic supplies such as sandwiches, cereal, snacks, drinks, etc. Please note that no food is allowed in the dorms (bedding areas). Please keep all food and drinks in designated areas.

## Campsite Inspection Form

Group Name: \_\_\_\_\_

Campsite Number: \_\_\_\_\_ Inspected By: \_\_\_\_\_

Campsites inspections will be made on Saturday. Listed below are the items inspected:

Campsite Area	Points	Score
Church Banner or Gateway	10	
Flag Pole (American Flag, Christian Flag, RA Flag on display)	5 pts. ea.	
Bonus Points: Use the 2006 Campcraft Manual.	2 pts. ea.	
1. How God's World speaks to group. (pages 172-182)		
2. Sealed Orders for your group. (page 199)		
3. Stewardship projects group has completed. (page 12)		
4. Conservation Pledge. (page 230)		
5. Requirements for Discoverer Patches. (pages 205-207)		
Only items in this list will be considered for 2020 Bonus		
Possible Total Campsite Score	35 Points	

Tents	Points	Score
Tents Set Up Uniformly (not scattered)	5	
Personal Items Stowed inside Tents (clothes, shoes, etc.)	5	
Possible Total Tent Score	10 Points	

Sanitation	Points	Score
Food Stored Away Properly	5	
Overall Camp Cleanliness	5	
Camp Tables Clean of Food and Trash	5	
Possible Total Sanitation Score	15 Points	

Safety	Points	Score
Fire a minimum of 15 Feet from Tents	5	
First Aid Kit Marked and Readily Available	5	
Fire Bucket Marked – Filled with sand or water – Within Reach	5	
Campfire Out or Attended	5	
Tools Stowed Away Safely	5	
Possible Total Safety Score	25 Points	

Possible Points Total	85 Points	
Total Points Scored		

Download a free copy of the Campcraft Manual (2006) from Texas Baptist Men Website at [tbmtx.org/campcraft](http://tbmtx.org/campcraft)

## 9. Event Rules and Guidelines

At the Campout & Mission Mania event, we expect all participants, including leaders, to conduct themselves as Christians at all times and to practice the second part of the RA Pledge: "To have a Christ-like concern for all people." Healthy competition is good for developing self-confidence, and team reliance.

### Tips for Assembling Teams for Team Events

Ensuring that each boy has an opportunity to compete is difficult to do when you have odd numbers. At the Campout & Mission Mania event, this problem is easy to solve because almost every church will experience this situation. We encourage churches to work together to form teams when necessary. Boys who win team competitions will each receive individual awards.

***Guidelines you must follow...***A team may be composed of members of different churches, as long as they meet event restrictions (same age or younger.). For example a "Crusader" (4th-6th) can compete with an older group such as "Challengers" (7th-12th), but not the reverse. **Please note: Lads cannot compete with Crusaders or Challengers in team events. Leader events are for Leaders only. Challengers may not compete with Leaders.**

### Reasons for Event Disqualifications:

- If a participant competes more than once for the same event.
- If a participant or his leader demonstrates poor sportsmanship, argues with the event official, uses inappropriate language or gestures or taunts another participant, he will become subject to disqualification.
- Prescribed event rules, such as wearing an age appropriate Mission Mania event wristband with number, must be followed. If a participant does not follow the prescribed rules, his score will not be counted.

## 10. Activities

The Campout & Mission Mania is a fast paced weekend event that offers exciting activities for boys, young men, as well as their leaders. The Campout & Mission Mania event has been designed so that something is offered for everyone – rather than everything for everyone. Is it possible to do everything at the Campout & Mission Mania event? Probably not. Campers can choose which activities they would like to join. The choice is yours, so please don't feel that you have to participate in every activity.

Everyone is encouraged to participate in the opportunities for fellowship, spiritual growth, praise and worship, mission activities, in addition to the other activities and competition events. Listed below are several of the activities that will be offered at the Campout & Mission Mania. All activities are subject to being held based upon leadership availability.

## **Mission Activities:**

(The following mission-related activities will be offered.)

- **Mission Project** – each year there is a State Mission Project in which Royal Ambassadors and Challengers are encouraged to participate. Groups that bring a mission offering to provide hygiene kits for disaster survivors will receive bonus points for their group in addition to patches for this mission project. Turn in your offering at the Registration area.
- **Mission Display** – individuals and groups are encouraged to bring one or more mission displays to the Campout & Mission Mania event. Displays should represent one or more mission projects in which they participated during the past twelve months. Groups will receive bonus points for bringing a mission display either as an individual or group. Bring your displays to the stage area in Mission Central.
- **Mission Central** – All groups should plan to spend some major time at Mission Central. 29 missionaries and mission mobilizers are waiting to invite and challenge your group to join them in their mission. You will learn how your group can be on mission with their families, their neighbors, at school, at church, as well as in their associations, their state, their nation, and their world. Choose which missions you will accept and carry out this year. See a complete list of missionaries and mobilizers on page 11. Major points are awarded for groups who visit all mission mobilizers.
- **Prayer Walk** – designated prayer walk trails with prayer stations will be established at the Campout & Mission Mania event. Points are awarded for participation as a group.
- **Mission Speak Out** – Lads, Crusaders, and Challengers are encouraged to participate in the Mission Speak Out event. Groups will receive bonus points for the boys and young men that participate. Sign up each boy who will participate in the Speak Out at the Registration area.
- **Bible Drill** – Lads, Crusaders, and Challengers are encouraged to participate in the Bible Drill. Groups will receive bonus points for the boys and young men who participate.
- **Worship Service** – everyone is encouraged to participate in the Worship Service on Sunday morning which will include a time of praise and worship, mission testimonies, and a Gospel message through sculpture.
- **Other Activities** – all groups are encouraged to participate in other activities such as the Leadership Meeting (Leaders Only) on Friday night at 9:00pm and Flag Raising on Saturday morning. Bonus points will be awarded to the group for being on time and participating the entire time of the activity.

## **Open Activities**

(The following activities are open for groups to participate with their leaders.)

- **Hiking & Fishing** – Latham Springs has several hiking trails to explore and lakes that can be fished (bring your own fishing gear). No swimming is allowed in the lakes.
- **Campcraft Village** – a Campcraft Village will feature educational campcraft stations such as rope making, ropecraft (knots), fire starting, Buddy Burners, water purification, and building shelters.
- **Walk of Virtues** – a Rope Bridge that has each of the RA Virtues listed overhead. In order to get onto the Rope Bridge, a person has to name one of the RA Virtues and explain what this virtue means to them before they will be allowed to cross the Bridge.

## Competition Events

(The following lists provide a quick reference for the competition events listed by each age group. More information concerning each of these competition activities are listed later in this manual.)

<b>Lads: (1st – 3rd)</b>		<b>Crusaders: (4th – 6th)</b>	
Mission Displays	Soccer Dribble	Mission Displays	Shooting Skills:
Mission Speak Out	Tire Roll	Mission Speak Out	Archery
Bible Drill	Turtle Races	Bible Drill	Riflery
Baseball Throw	Shooting Skills:	Basketball	Skeet Shooting
Golf Chip	Slingshots	Shootout	Slingshots
Lad Dash	Push Carts (2	Compass Course	Campcraft
Lad Olympics	Man)	Crusader Dash	Competition
Long Jump	Tire Change (2	Long Jump	Push Carts (2
Nail Driving	Man)	Golf Chip	Man)
Rod Casting	Log Pull (3 Man)	Rod Casting	Tire Change (2
		Soccer Dribble	Man)
		Softball Throw	Log Pull (3 Man)
		Turtle Races	Survival of the
			Fittest (5 Man)

<b>Challengers: (7th – 12th)</b>		<b>Leaders: (Ages 18 and Up)</b>	
Mission Displays	Shooting Skills:	Compass Course	Campcraft
Mission Speak Out	Archery	Leader Dash	Competition
Bible Drill	Riflery	Rod Casting	Push Carts (2
Basketball – 3 on 3 Hoops	Skeet Shooting	Turtle Races	Man)
Basketball	Slingshots	Shooting Skills	Tire Change (2
Shootout	Campcraft	Archery	Man)
Challengers Dash	Competition	Riflery	Log Pull (3 Man)
Compass Course	Push Carts (2 Man)	Skeet Shooting	Survival of the
Cross Country	Tire Change (2	Slingshots	Fittest (5 Man)
Run	Man)		Group
Long Jump	Log Pull (3 Man)		Competition:
Rod Casting	Survival of the		Mission Display
Turtle Races	Fittest (5 Man)		Campfire Cooking
			Mighty Men of
			Texas

TEXAS BAPTIST MEN

**MIGHTY  
MEN  
OF  
TEXAS**



## The Mighty Men of Texas

The Mighty Men of Texas is the highest honor that will be awarded to the church group that earns the most points based upon their participation at the Royal Ambassadors and Challengers Campout & Mission Mania event. This group will be recognized at the conclusion of this year's awards ceremony and will have the honor of lighting the ceremonial campfire at the beginning of the mission program at next year's event. Each group has the same opportunity to earn this recognition, regardless of size.

Its purpose is to challenge participants to excel beyond the basics. It stresses taking responsibility to a higher level. It targets the individual as much as the entire group.

The Mighty Men of Texas emphasizes the virtues found in the RA Pledge. It demands as much responsibility from the boy as it does from the leader. It is a group effort.

Points will be accumulated based on the group's participation and success in the Royal Ambassadors and Challengers Campout & Mission Mania activities. Points are awarded in three categories: Group, Individual, and Overall Responsibility

**Groups** can earn the majority of the points based upon involvement with mission-related activities such as:

- **Mission Project** – Each group is encouraged to participate in the State-wide Royal Ambassadors/Challengers mission project and bring it to the event.
- **Mission Display** – Each group is encouraged to bring one or more mission displays representing projects that your group has done at your church.
- **Prayer Walk** – The entire group is encouraged to participate in the identified prayer walk trails to receive the maximum number of points.
- **Mission Central** – The entire group is encouraged to visit the Missionaries at Mission Central and sign up for mission projects and strategies to receive the max points.

**Individuals** can earn points for their groups in the following ways:

- **Mission Speak-Out** and **Bible Drill** – Bonus points are awarded to each group for the first participant in these activities. Competition points are also awarded.
- **Competitive Events** – Points are awarded for 1st, 2nd, and 3rd places in each of the competitive events. As an Ambassador for Christ – Do your best.

**Overall Responsibility** – “To become a well-informed, responsible follower of Christ.” Points are awarded for personal responsibility as it relates to the entire group. Listed below are several ways that points are awarded and/or lost.

- **Pre-registration** of your group before the deadline. Bonus points awarded.

- **Attendance** at all program related events – Bonus points are awarded for your entire group being on time for each program-related activity (Leaders Meeting and Flag Raising.)
  
- **Campsite Inspection** – Groups can sign-up to have their campsites judged for safety, general appearance, and campcraft skills demonstrated.
  
- **Demerits** affect the entire Group! They will be based on infractions against stated camp policies/rules or as a result of repeated warnings to an individual or group of individuals for bad, unsafe, or inappropriate behavior. Each case will be evaluated based on the given set of circumstances. A leader may contest each decision in a mature Christian manner.

## **Archery**

- I. Archery will be open to participants in 4th through 12th grades, and Leaders.
- II. There will be four (4) divisions for Archery contestants:
  - A. Crusaders Grades 4th-5th-6th by grade.
  - B. Challengers I Grades 7th-8th-9th by group.
  - C. Challengers II Grades 10th-11th-12th by group.
  - D. Leaders Ages 18 and Up by group.
- III. The State office will furnish all equipment. No personal equipment will be used. Crusaders, Challengers, and Leaders will each use Matthews Genesis bows.
- IV. The distance will be five (5) yards for Crusaders, ten (10) yards for Challengers, and fifteen (15) yards for Leaders. Each archer will shoot ten (10) arrows. Targets will be 36" N.A.A. targets.
- V. A short instruction time covering the fundamentals and safety rules of archery will be given before each round of archers.
- VI. Patches with chevrons will be awarded to the top six shooters in each grade or group.

## **Ball Throw**

- I. The State Ball Throw will be open to Lads and Crusaders. The Lads will throw baseballs and the Crusaders will throw softballs.
- II. There are two (2) divisions: Lads (1st-3rd grades) and Crusaders (4th-6th grades).
- III. The State Office will furnish the equipment.
- IV. The throw can be made from a standing or running position. At a given point the ball must be released and scored for distance. A boy will be allowed three (3) throws and the best of the three will be scored. Balls landing outside the designated boundaries will not be measured.
- V. Competition for Lads and Crusaders will be held in separate areas.
- VI. Patches and chevrons are awarded to the top six participants in each grade.

## Basketball – 3 vs 3 Hoops

### I. Eligibility Rules

- A. Young men in the 7th, 8th, and 9th grades may form a Challengers I team and young men in the 10th, 11th, and 12th grades may form a Challengers II team. Teams can only be composed of young men in the 3 grades within their division. (Challengers I team 7th, 8th, & 9th grades only. Challengers II team 10th, 11th, & 12th grades only.)
- B. Teams should be formed from a Challengers chapter/church. **One** Challengers I (9<sup>th</sup> grade only) may move up to the Challengers II division in order for a registered chapter or church to meet team requirements of three players. This team will compete in the Challengers II division.

However, when there is an insufficient number to form a team within a chapter/church, young men from different chapters/churches may combine to form a team. Rules A & B apply - teams can only be composed of young men enrolled in the 3 grades within their division or only one Challengers I player (9th grader only) playing on a Challengers II team.

Composition of teams will be left to the Tournament Registrar at the Hoops Registration Table at the Campout & Missions Mania event.

### II. Awards

Patches with chevrons will be awarded following the conclusion of the tournament to the top six teams.

### III. Rules Governing Play

1. Games must start with three players, but may be completed with only two players.
2. A coin flip will determine who gets first possession.
3. Ball will change possession after every basket made. (No make it, take it.)
4. The ball will be "taken back" on every change of possession. Failure to take it back will result in loss of possession and the loss of any points resulting from that possession. ("Taken back" means both feet behind the two-point line.)
5. The ball must be checked by an opposing player before it is put into play.
6. The ball must be passed into play.
7. After all fouls or balls out of bounds, the ball will be taken out at mid-court.
8. TWO-POINT SHOTS: Similar to a three-point shot, a shot made from outside the 19-foot stripe will count as two points. The shooter's feet must be **clearly and completely** behind the two-point line for the basket to count as more than one point.
9. The court monitor will have final say if there are questions.

### III. Fouls and Other Debates

1. There will be a monitor assigned to each court. It is his responsibility to act as scorekeeper and settle all disputes between teams concerning fouls, ball out-of-bounds, and any two-point shots. He keeps time and reports the outcome of each game to the "Hoops" Director.
2. Monitors' decisions are final, and protests are not allowed.
3. Players will call their own game fouls, out of bounds, etc. The player fouled is responsible for calling the foul. If a foul is not called, play does not stop.
4. The "Team Captain" for either team may waive calling their own game prior to the start of a game or at any time during the game by requesting the court monitor to make all calls.
5. If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. If the basket is missed, the ball is checked and in-bounded at mid-court by the team fouled.
6. The "Team Captain" may ask the court monitor to keep track of fouls (for both teams at any point during the game. A player is ejected from the game on his sixth foul. (Please note that this rule differs from No. 4 in that the court monitor in this situation only tracks fouls -- they do not make any calls.)
7. Jump balls go to the defense.
8. Flagrant fouls or continuous misconduct **will** result in the dismissal of the offending player. The court monitor will call flagrant fouls. When a flagrant foul is committed, the player fouled will shoot one uncontested two-point shot and retain possession of the ball. Two flagrant fouls on a player will result in the automatic ejection from the game. Flagrant fouls include intentional shoves (pushes), foul language, and any type of intimidating action such as "trash talk" or "stare downs," or any other unChristian-like conduct.
9. Anyone involved in fighting for any reason, whatsoever, will be ejected from the game.

### IV. Time

1. Each team is allowed two 30-second time-outs. These stop play, but the clock will continue to run. Time-outs in the last two minutes stop the clock.
2. A five-minute forfeit allowance will be enforced. If a team is late, but arrives prior to forfeiting, the remaining time to conduct the game will be determined by the monitor.
3. If stalling occurs, the defensive team may ask the monitor to enforce a 30-second clock. Failure to attempt a shot (and "draw iron") in 30 seconds, after being advised by the monitor, will result in loss of possession.
4. If a game is ended at 12 minutes, the team ahead wins; if a game reaches this time limit in a tie, the teams will play to sudden death -- with the team that has possession at the end of regulation play retaining possession.

Games will end at 15 points, win by two points, or 12 minutes...whichever comes first.

Exception: the championship game and the game to determine third place will have no time limit, and the winners must score 21 points and win by a two-point margin.

## **Basketball Shootout**

### **1. Divisions**

There are three divisions:

1. Crusaders – Grades 4th-5th-6th compete by their grades.
2. Challengers I – Grades 7th-8th-9th compete as a group.
3. Challengers II – Grades 10th-11th-12th compete as a group.

### **2. Rules Governing Competition**

1. Each competitor will have one (1) minute to shoot as many shots as he can.
2. Competitor must have one foot on the circle or designated marking when the ball leaves his hands.
3. Each circle or designated marking will have a set point value (1, 2, or 3 points) for a basket made from that spot.
4. Each basket made will count toward the competitor's final score.
5. The competitor is responsible for retrieving the basketball each time he shoots. If, for some unusual circumstance, the ball cannot be retrieved in a timely manner, the monitor/director of this event may stop the clock so that the dead time will not be counted against the competitor. All decisions of this nature will be determined by the event director.
6. The event director will tell the competitor when to begin shooting and when time has expired.
7. The event director will also call out the cumulative score whenever a basket is made during the competition and will record the final score.

### **3. Awards**

1. Patches and chevrons will be awarded to the top six competitors in each grade or group.

## Bible Drill

The Bible Drill challenge provides an opportunity for Royal Ambassadors and Challengers to race against the clock to locate Books of the Bible or specific Bible verses. The RA Bible (HCSB) is used at the Bible Drill competition.

There will be four divisions in the Bible Drill challenge:

1. Lads (Grades 1st-3rd) will compete by grades. (20 second time limit)
2. Crusaders (Grades 4th-6th) will compete by grades. (15 second time limit)
3. Challengers I (Grades 7th-9th) will compete by group. (10 second time limit)
- Challengers II (Grades 10th-12th) will compete by group. (10 second time limit)

### Preparing for the Bible Drill:

1. Each drill will have a maximum of ten participants.
2. Participants will stand or sit behind a line.
3. A number will be in front of each participant.
4. Judges will sit in front of the Bible Drillers.
5. Each drill will have 10 Bible calls (Books or Verses).

### During the Bible Drill:

1. Instructions will be given to the participants by the Caller.
2. Each participant will be given time to locate the book or verse in the RA Bible.
3. After locating the correct book or verse, the participant will place his index finger on the book or verse. Lads will indicate that they have found the correct book by raising their other hand. Crusaders and Challengers will take one step forward.
4. Each participant that indicates they located the book or verse will be checked by the Timekeeper.
5. Judges will score correct finds.
6. The decisions of the Judges are final.
  - *Participants will be given the benefit of the doubt.*

### Bible Drills:

#### BOOKS OF THE BIBLE DRILL

each participant must find the book called and place his finger on any page in that book during the time allotted.

#### BIBLE VERSE DRILL

each participant must find the Scripture verse called and place his finger on that verse during the time allotted.

**Lads** will have 10 Books of the Bible Drills

**Crusaders** will have 5 Books of the Bible Drills and 5 Bible Verse Drills.

**Challengers** will have 5 Books of the Bible Drills and 5 Bible Verse Drills.



### **Drill Commands:**

Attention:

- For Lads – Sit up straight, eyes on caller and Bible in your lap.
- For Crusaders/Challengers - Stand straight, feet together, eyes on caller and Bible at your side.

Present Bibles:

- For Lads bring your Bible over your lap, parallel with the floor.
- For Crusader/Challengers bring your Bible to waistline, parallel with the floor.

Start:

- This command is the signal for you to begin looking for the book or verse. The index finger must be placed upon any part of that book or the specific verse.

Time:

- The timekeeper calls out "Time" at the end of time. No one may step forward or raise their hand after this command. The timekeeper will verify that each participant located the correct book or verse.

Attention:

- For Lads – Place your Bible in your lap.
- For Crusaders/Challengers - Close the Bible, return it to its original position and take a step back.

### **Judging**

- Mistakes are marked on the score sheet
- Only one mistake will be scored for a participant on any single call.
- While mistakes are scored, only the number of correct responses is recorded.
- The first participant to step out on each call will receive additional points.

### **Mistakes are:**

- The participant fails to indicate (raise his hand or step out) within the time period. (Lads - 20 seconds), (Crusaders - 15 seconds) (Challengers – 10 seconds)
- The participant gives the incorrect response.
- The participant fails to stand straight, keep his eyes on the Caller, or misuses the Bible.

### **Awards:**

Patches and chevrons will be awarded to the top six participants in each grade or group. Royal Ambassadors and Challengers who compete in the Bible Drill will earn bonus points for their group for the Mighty Men of Texas award. The top three participants in each division will also earn competition points for their group for the Mighty Men of Texas award.

## Bible Verses

Listed below are the first 12 scripture verses that will be used in the Green Cycle Bible Drill. These are all taken from the **Christian Standard Bible** which participants will use in the Bible Drill.

1. **Genesis 1:1** - In the beginning God created the heavens and the earth.
2. **Exodus 20:12** - Honor your father and your mother so that you may have a long life in the land that the LORD your God is giving you.
3. **Psalm 118:24** - This is the day the LORD has made; let us rejoice and be glad in it.
4. **Psalm 119:105** - Your word is a lamp for my feet and a light on my path.
5. **Proverbs 3:5-6** - Trust in the LORD with all your heart, and do not rely on your own understanding; in all your ways know him, and he will make your paths straight.
6. **Proverbs 15:1** - A gentle answer turns away anger, but a harsh word stirs up wrath.
7. **Isaiah 9:6** - For a child will be born for us, a son will be given to us, and the government will be on his shoulders. He will be named Wonderful Counselor, Mighty God, Eternal Father, Prince of Peace.
8. **Isaiah 40:8** - The grass withers, the flowers fade, but the word of our God remains forever.
9. **Nahum 1:7** - The LORD is good, a stronghold in a day of distress; he cares for those who take refuge in him.
10. **Matthew 4:10** - Then Jesus told him, Go away, Satan! For it is written: Worship the Lord your God, and serve only him.
11. **Matthew 5:16** - In the same way, let your light shine before others, so that they may see your good works and give glory to your Father in heaven.
12. **Luke 6:37** - Do not judge, and you will not be judged. Do not condemn, and you will not be condemned. Forgive, and you will be forgiven.

For more competition Bible Drill, see <https://www.texasbaptists.org/events/bible-drill-speakers-tournament> and <https://sbtexas.com/church-ministries/bible-drill/>

Prepared by: TBM – RAs & Challengers for Campout and Missions Mania | [tbmtx.org](http://tbmtx.org) | 214-275-1100

## Campcraft Competition

1. The State Campcraft Contest will be a part of the annual Campout & Mission Mania event for Crusaders, Challengers and Leaders. Team registration forms will be available at the Campcraft Registration Table.

### 2. General Rules

A. There will be four (4) divisions in Campcraft contests:

1. Crusaders                      Grades 4th-5th-6th as a group
2. Challengers I                Grades 7th-8th-9th as a group
3. Challengers II               Grades 10th-11th-12th as a group
4. Leaders                        Ages 18 and Up as a group

B. Each person may participate in the contest one time only.

C. A boy may move up to a higher Division to substitute on a team in order for a group to meet minimum team requirements. That team must compete in the Division represented by the highest grade. The Leaders division is for Leaders only. Crusaders and Challengers cannot compete with Leaders.

D. There must be at least two (2) team members and no more than five (5) participants on each team.

E. The contest will be RELAY style. A judge will use a stopwatch in each contest. The judge will add 10 seconds per item to the final time for each error.

F. The Individual Relays

1. Log Sawing. – The goal is to safely use a saw to cut one (1) inch of wood from the log. The team begins behind the starting line. When the judge says, "Go," the team races to the sawbuck that has a 4" log (fence post) on it and a bow saw. The team may use any safe "Buddy System" to saw approximately one inch off the log. Hands and legs must be away from the saw blade and remain behind the bow saw where the hand grips are. If the judge sees that the team is sawing in an unsafe manner, he will say "Stop," point out what needs to be corrected, then allow the team to continue until they have finished sawing. Time will continue to run from the start until the end that is sawed off hits the ground which ends the team's time.
2. Knot Tying – The goal for the team is to tie the first four knots called randomly by the judge. Four (4) knots will be selected at random by the judge from the

following knots: Overhand, Figure Eight, Square, Clove Hitch, Bowline, Double Half Hitch. One or any combination of the team members may tie knots, but the relay tagging rules must be followed. The first boy goes to the rope, ties one knot given him by the official and returns to the starting line. He tags the second team member who runs to the rope and ties the second knot given by the official. This continues until four of the six knots are tied. Any knot or knots tied incorrectly will result in a 10 second penalty per knot. Team members must continue to take turns in succession until the knot is tied correctly. In the event that no team member can tie the specified knot, the team will be disqualified from the knot tying event and cannot compete in the tent pitching and be considered for the overall campcraft award.

3. Tent Pitching – The goal for the team is to successful pitch a two-person nylon A-Frame tent. All team members stand behind the “start-finish” line which is 20 feet from the tent pitching area.

Time begins when the judge says, "Go." The team runs to the tent which has the poles rolled inside with tent ropes wrapped around it and tied in square knots. Two hammers and eight stakes are in a bucket. The team pitches the tent using the eight tent stakes placed properly, one at each corner, two for the tent poles, and two for the side ties. Tent stakes must be driven at least halfway into the ground. Zippers may be left open. When the judge thinks the tent is properly pitched, (tent standing reasonably straight with no team member touching any part of the tent, ropes or stakes), he will say, "Strike." The team then strikes the tent, places the hammers and the eight stakes in the bucket, rolls the tent poles inside the tent, wraps the ropes around it and secures the tent and poles with square knots. Time will stop when all items have been secured and all of the team members are back across the "start/finish" line. The tent should be rolled tightly enough to fit back into the original box from which it came. There is a seven (7) minute time limit for Crusaders and a five (5) minute time limit for Challengers and Leaders.



- G. All equipment for the contest will be provided by the State Office.
- H. Final decisions and interpretations of rules will be made by the Campcraft Event Director.

### 3. Awards

Teams that have completed all three individual relays will have their total times calculated to determine the overall Campcraft event winners in the Crusaders, Challengers, and Leaders divisions. Patches with chevrons will be awarded to the top six teams in all four divisions.

## Campfire Cooking

Campfire cooking is an opportunity for your group to demonstrate their cooking ability. Leaders are encouraged to get your guys together and prepare your group's favorite dish and see how you stack-up against the others. Here are some guidelines for this event.

There will be four different categories in which you can enter a dish. You may enter as many dishes as you wish, but the same dish may not be entered in more than one category. The judges have the final decision as to which category the dish fits. All dishes entered must have been prepared at this year's event. The categories are:

Main Dish

Side Dish

Dessert

Bread

A completed entry consists of the entry form as well as a legible recipe to include ingredients and quantities, number of servings, cooking time, and any other important information. There is a plan to eventually compile recipes into a cookbook.

### Judging information:

1. Entries will be due at the RA Pavilion by 6:30 pm. You are encouraged to bring a serving spoon (if needed) for the judges to use for your dish.
2. Depending on the number of entries, there may be more than one panel of judges.
3. After a registration picture is taken and a serving sample is dished out for judging, the remainder of the dish will be returned to the submitting church for their use.
4. Each church group that submits a completed entry will receive bonus points for submitting at least one entry. Additional bonus points will not be awarded for additional entries; however, they could be eligible for competition points.
5. The top three dishes in each category will earn competition points for their church group. An overall "best dish" will be recognized from the first place finishers in each of the four categories. No points will be awarded for this recognition.
6. All judge's decisions are final. There are no provisions for protests or challenges.

### Awards:

Patches and chevrons will be awarded to the top six places in each of the four divisions. Judges Awards and Honorable Mention ribbons may be given at the discretion of the judges.

## Campfire Cooking Entry Form

Completed forms, recipes, and dishes are due at the Campfire Cooking event location (RA Pavilion – near the RA Dorm) by 6:30 pm on Saturday. One completed entry form and recipe sheet is required for each dish entered.

Circle the Category in which you would like to enter your dish. Final determination is left to the event officials.

Main Dish

Side Dish

Dessert

Bread

Church / City: \_\_\_\_\_

Name of Dish: \_\_\_\_\_

Is there a complete legible copy of the recipe included?      Yes      No

Placing: \_\_\_\_\_ (This will be completed by the event officials)

Please list the leader/leaders names and their Mania event number for each leader that helped to prepare this dish. Each Leader has to have a Mission Mania number.

Leaders Names:

Mania Number:

_____	_____
_____	_____
_____	_____

Please list the names of each Royal Ambassador and Challenger that helped to prepare this dish. Each participant has to have a Mission Mania number.

Royal Ambassadors and Challengers Names:

Mania Number:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Recipe Sheet

Recipe Name: \_\_\_\_\_

Church / City: \_\_\_\_\_

Serves: \_\_\_\_\_ Submitted by: \_\_\_\_\_

Ingredients: \_\_\_\_\_

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Preparation Instructions: \_\_\_\_\_

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Spiritual Application: \_\_\_\_\_

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## Compass Course

A. There are six (6) competition groups:

1. Three (3) separate Crusader groups – Grades 4th-5th-6th by grade
2. One (1) combined Challengers I group – Grades 7th-8th-9th by group
3. One (1) combined Challengers II group – Grades 10th-11th-12th by group
4. One (1) combined Leaders group – Ages 18 and Up

B. The Texas Baptist Men's Office will provide compasses for use.

C. Crusaders will begin at the registration table.

D. Challengers I, Challengers II, and Leaders will begin in the "Step or Pace Graph Area." They will be shown a sample of a correctly filled out "Step or Pace Graph" sheet. They will then be given a blank "Step or Graph" sheet. They will then determine their average length of either their steps or paces (each pace is 2 steps) in feet by walking a specified 100-foot distance at least twice. After filling out their "Step or Pace Graph" sheet they will go to the registration table.

E. At the registration table each competitor will be shown samples of completed "Compass Course Competition" sheets. He will be shown how to correctly fill out his "Compass Course Competition" sheet. He will then be given a pencil and a clipboard that has a copy of the specific competition course he is to complete and a compass that is glued to the clipboard.

F. The competitor will go to his specific starting stake for his course when directed and with NO OUTSIDE HELP walk his course in a MAXIMUM of 15 minutes and write down the requested information on his "Compass Course Competition" sheet.

The "Compass Competition" course lengths are as follows"  
Crusaders (Grades 4th-6th) 6-legged compass course  
Challengers I (Grades 7th-9th) 8-legged compass course  
Challengers II (Grades 10th-12th) 9-legged compass course  
Leaders (Ages 18 and Up) 9-legged compass course

After finishing his course he will turn everything back in. His "Compass Course Competition" sheet will be taken to the scoring table and his score determined.



G. Scoring is as follows:

1. A maximum of 100 points is awarded for successfully completing the course and writing down on the "Compass Course Competition" sheet the requested information.
2. The following points will be subtracted from a perfect score of 100:

Each incorrect stake-name 3 points

Each foot in error 2 points

Each compass degree in error 1 point

H. Tie-breaker procedures:

Each competitor will be timed as he is on the Compass Course. Time will begin when he is given the instruction to begin. Time will stop when he completes the course and turns in his completed score sheet. His elapsed time will be recorded on the score sheet. All ties in placing will be broken by the shortest time.

I. Patches and chevrons will be awarded to the top six places in each grade or group. First place in all six (6) competition groups will also receive a compass.

## **Golf Chip**

The Golf Chip event is open for Lads (Grades 1st-3rd) and Crusaders (Grades 4th-6th).

### **I. Target**

There will be four scoring circles inside the base line.

- A. The base line will be 15 feet from the chipping line.
- B. The outer circle will be 96 inches in diameter
- C. The next circle will be 72 inches in diameter
- D. The next circle will be 48 inches in diameter
- E. The inner circle will be 12 inches in diameter

### **II. Scoring**

- A. Base line to edge of outer circle = 1 point
- B. Outer circle to edge of next circle = 3 points
- C. Inner circle to edge of next circle = 5 points
- D. Inner circle to edge of center circle = 10 points
- E. Center circle = 20 points

### **III. Play**

Each Royal Ambassador will be given 5 golf balls and a club. All five balls will be scored and added together for their final score.

### **IV. Awards**

Patches and chevrons will be awarded to the top six places in each grade.

## Lad Olympics

The Lad Olympics is open to Lads (Grades 1st-3rd). This event consists of five (5) skill areas that are combined to form an obstacle type course with one lapsed time. The areas are (1) wood block carry, (2) 2x4 walk, (3) basketball transfer, (4) marble carry, and (5) soccer ball run.

The Lad stands at the "Start" stake or marker. When the event director says "Go", the time will start. The Lad will run to the first 4x4 beam and walk or run across it without touching the ground. If the Lad touches the ground, he must start over until he has crossed the 4x4 beam without touching the ground.

The Lad will run to the table indicated by the event director before the start and move five 2x4x6-inch wood blocks to the other end of the table passed the line marked on the table; any dropped blocks must be put on the table before proceeding to the next area.

The Lad then runs to the basket, bucket, or container with three basketballs in it and transfers all three balls to the other container. This can be done with one trip or more if desired until all three balls are transferred.

Then the Lad proceeds to the table indicated by the event director before the start for the marble carry. The Lad picks up a spoon and places the spoon in a cup containing marbles. He must get one marble in the spoon and transfer it to the cup on the other table without dropping it. The marble cannot be touched with a finger or anything else during the transfer. If the marble falls out of the spoon the Lad must return and get another marble until he has transferred one marble to the cup on the other table.

Then the Lad crosses the second 4x4 beam and walks or runs across it without touching the ground. If the Lad touches the ground, he must start over until he has crossed the 4x4 beam without touching the ground.

Then the Lad runs back to the start point where a soccer ball will be three feet in front of the start point. The Lad must kick the ball down to and around the cone, and then kick it back to the start point. When the Lad and the ball are both past the start point, the time will stop.

Patches and chevrons will be awarded to the top six places in each grade.

## Log Pull

The Log Pull competition event is for all registered participants. There are (5) five divisions in the Log Pull event:

1. Lads (Grades 1st-2nd-3rd) competing as a group.
2. Crusaders (Grades 4th-5th-6th) competing as a group.
3. Challengers I (Grades 7th-8th-9th) competing as a group.
4. Challengers II (Grades 10th-11th-12th) competing as a group.
5. Leaders (ages 18 and up) competing as a group.

The Log Pull competition is a 3-man team event which requires tying a "Timber Hitch" around one end of a log and then the entire team works together in pulling (dragging) the log around a predefined course.

The team is timed while on the course. Time will begin when the timer says "Go." One member of the team must correctly tie a Timber Hitch around one end of the log. The team can begin pulling the log when the timer says "Correct." All team members must hold on to the rope as they are pulling the log. If one or more team members lets go of the rope, the timer will say "Stop" to allow all the team members to grab a hold on to the rope. Time will continue to run on the clock. The team can begin pulling once the timer says "Go." The team has to work together in pulling the log around a "T" post and back to the finish line. The clock stops when the last team member crosses the finish line.

Patches and chevrons are awarded to the top six teams in each division.

## Missions Display

Theme: "Learning and Doing in Jesus' Name"

1. The purpose of this competition is to encourage mission involvement by individual RAs and Challengers, their families, and their RA chapter or Challengers group.

### 2. Categories of Display

A. **Mission Education Projects** These projects will have as a basic emphasis "To become a well-informed, responsible follower of Christ" and "To learn how to carry the message of Christ around the world." The project goals are the **learning, communicating and teaching of missions** on the local, state, national and international levels.

There will be five (5) divisions:

1. Lads Grades 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> by grade
2. Crusaders Grades 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> by grade
3. Challengers I Grades 7<sup>th</sup>, 9<sup>th</sup> as a group
4. Challengers II – Grades 10<sup>th</sup>-12<sup>th</sup> as a group
5. Chapter Lads – Crusaders – Challengers

The same project cannot be entered as an individual project and in the chapter project division. Also the same project may not be entered as a mission education and mission action project. A boy or a chapter may enter separate projects in the mission education and mission action divisions.

B. **Mission Action Projects** – These projects will have as a basic emphasis "To have a Christ-like concern for all people;" "To work with others in sharing Christ;" and to "Help others in Jesus' Name." The project goal is the **active, personal involvement** of the RA/Challenger or his chapter in "Helping others in Jesus' Name" through the application of the project.

There will be five (5) divisions:

1. Lads Grades 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> by grade
2. Crusaders Grades 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> by grade
3. Challengers I Grades 7<sup>th</sup> - 9<sup>th</sup> as a group
4. Challengers II – Grades 10<sup>th</sup>-12<sup>th</sup> as a group
5. Chapter Lads – Crusaders – Challengers

The same project cannot be entered as an individual project and in the chapter project division. Also the same project may not be entered as a mission education and mission

action project. A boy or a chapter may enter separate projects in the mission education and mission action divisions.

### **3. Awards**

- A. 1st, 2nd, and 3rd place awards will be awarded in each grade in the mission education and mission action project categories for Lads and Crusaders divisions in the individual competition.
  
- B. 1st, 2nd, and 3rd place awards will be awarded to the individual winners in the Challengers I and Challengers II divisions as a group (not by grade) in the mission education and mission action project categories.
  
- C. 1st, 2nd, and 3rd place awards will be awarded in each division (Lads, Crusaders, and Challengers) in the chapter competition for both mission education and mission action projects classification.

### **4. Judging**

- A. All projects must be registered and on display by 12:00 noon (Saturday). Registration for Mission Displays is open on Saturday from 9:00 a.m. until 12:00 noon.
- B. Individual display projects must be registered by the boy or young man who did the mission project to explain the project or activity to the judges. Chapter display projects must be registered by the chapter that did the mission project to explain the project or activity.
- C. Only Mission Projects completed during the past twelve months are eligible for judging. Be sure to indicate the date on the Mission Display when the project was done.
- D. Judging will begin at 12:30 p.m. The Mission Display area will be closed while judging takes place from 12:30 p.m. until 1:30 p.m.
- E. Mission Displays can be reclaimed after judging is completed at 1:30 p.m. when Mission Central re-opens.
- F. Mission Displays can remain on display during Mission Central so that others can view your Mission Display. All Mission Displays must be picked up by the time that Mission Central closes at 6:00 p.m.
- G. The Campout & Mission Mania event leaders cannot bear any liability for unclaimed projects after the award judging. Unclaimed projects will be left at the site or disposed of after Mission Central concludes (6:00 p.m.).
- H. The Campout & Mission Mania event leaders will make every reasonable effort to keep the projects secure but cannot ensure that they will not be lost, stolen or damaged. The event does not bear any liability for those losses.

## 5. Judging Criteria

- A. Mission Education projects will be judged on their creativity, the personal involvement of the RA/Challengers or Chapter, the time expended and the impact the project had on the participants and others.
- B. Mission Action projects will be judged by its impact on those helped and by the growth and spiritual lessons learned by the RA/Challengers or the Chapter. Other important judging criteria would be the time and effort invested in the project, the number of participants and the number of people assisted. Additional information would be the resources utilized to complete the project.
- C. Excellent project ideas are found in the Resource Notebook, monthly magazines and mission study books.
- D. The presentation of both mission education and mission action displays for judging, should be by telling of the story of the project through:

- The written word
- Pictures or drawings
- Video
- Computer presentation
- Items for visual effect
- Other methods

Whatever method or combination of methods chosen, they must be easily operated and understood by the judges and spectators without the presence of the participants. Any special needs (electrical, space, etc.) will need to be requested two weeks prior to the State Office and may not be available at the site.

The method of presentation, whether elaborate or simple, will not be a factor in judging the project. A poster with pictures, captions and an item or two for visual aid would be an excellent way of telling the story.

Judges will award places, Judges awards, etc. based on the judging criteria listed above. Each group will receive bonus points for having at least one entry in the Mission Displays. Additional bonus points will not be awarded for additional entries. However, all entries are eligible to earn competition points for the top three places in each division.

## **Mission Speak Out**

### **Lads and Crusaders Divisions**

#### **1. Purpose**

To involve Lads and Crusaders in mission awareness by providing an opportunity to develop skills for speaking about missions.

#### **2. Contest Divisions**

- A. Lads (Grades 1st-2nd-3rd)
- B. Crusaders (Grades 4th-5th-6th)

#### **3. Qualifications**

- A. Must be actively involved in Royal Ambassadors.
- B. Must be in 1st, 2nd, 3rd grades for Lads and 4th, 5th, 6th grades for Crusaders.
- C. A completed application for each speaker must be turned in at the registration area prior to the close of registration on Saturday at noon. The pastor's signature is not required for Lads and/or Crusaders.

#### **4. Entrance Specifications**

- A. The Mission Speak Out Applications are located in the Royal Ambassadors and Challengers Campout and Missions Mania manual, which is available at [www.texasbaptistmen.org](http://www.texasbaptistmen.org).
- B. A completed application for each speaker must be turned in at the registration area prior to close of registration on Saturday at noon.
- C. Speak Out participants will meet the event director at the Speak Out event area at the scheduled time on Saturday afternoon.
- D. The top three Lad and Crusader Speak Out finalists will participate in the Mission Mania program to receive their awards during the award program Sunday morning. Appropriate dress (Sunday Casual) is requested.
- E. Each Lad and Crusader Speak Out participant may be videoed during their presentation.



## 5. Speech

- A. Should reflect the young man's participation in the Royal Ambassadors program. Examples should be given of how his involvement in RAs affects the topic discussed.
- B. Must be from (2) two to (4) four minutes in length. Participants will be penalized for finishing over or under these time limits. Speaker will be stopped after (6) six minutes.
- C. Must be the participant's own composition. Proper credit must be given to all quoted materials.
- D. Speak Out participants may choose from one of the following topics:
  - **What Royal Ambassadors Means to Me** - Share from personal experience what being involved in your RA group means to you.
  - **The Royal Ambassador Pledge** - Choose two of the five points of the pledge and explain what they mean to you and how they relate to your world.
  - **Learning and Doing in Jesus' Name** - Explain what this statement means to you. A part of this explanation should include examples of how this relates to your world.
  - **Helping Others in Jesus' Name** - Explain what this statement means to you. A part of this explanation should include examples of how you have helped others.
  - **RA Mission activities/projects** - Share how your involvement in a RA Mission activity or project has helped you learn how to be an Ambassador for Christ and develop your Christian commitment.
  - **The Cooperative Program: Supporting Missions Around the World** - Share how gifts to the Cooperative Program are having an impact on Southern Baptists' efforts of taking the gospel of Christ to the uttermost parts of the world.
  - **Royal Ambassador Virtues** - . Pick three of the ten RA Virtues and explain what they mean to you.

## **6. Judging**

- A. Participants will be graded on a basis of 100 points: There is a 3-point penalty for each 30 seconds (or part of) being under or over time limits.

Content - 50 points

Delivery - 50 points

- B. Judges will evaluate each speaker individually based on both the content and delivery of the speech. At the end of the round, speakers are ranked in order of the quality of the speeches. Best is first, second best is second, and so on. All speaker contestants are ranked in the round. There can be no ties. The top three ranked speakers will advance to the next round.
- C. State winners (top three places) for both divisions will be selected by a panel of judges at Mission Mania.
- D. Judges' rankings of participants in each round shall be uncontestable.

## **7. Awards**

Patches and chevrons will be awarded to the top six participants in the Lad and Crusader divisions. Plaques will be presented to the 1st, 2nd, and 3rd place winners in both the Lad and Crusaders divisions during the Mission Mania Awards Ceremony on Sunday morning.

## **Challengers I and II Division**

### **1. Purpose**

To involve Challengers in mission awareness by providing an opportunity to develop skills for speaking about mission involvement.

### **2. Contest Divisions**

- A. Challengers I (Grades 7th-8th-9th)
- B. Challengers II (Grades 10th-11th-12th)

### **3. Qualifications**

- A. Must be actively involved in Challengers.
- B. Must be a member of a Southern Baptist Church.
- C. Must be in 7th, 8th, 9th grades for Challengers I and 10th, 11th, 12th grades for Challengers II.
- D. Application brought to Mission Mania must be completed by applicant and signed by Challenger leader and pastor. Application form is included in this manual.

### **4. Entrance Specifications**

- A. It would be beneficial to contact the State Office by email at [ras@tbmtx.org](mailto:ras@tbmtx.org) or (214) 275-1100 by November 1 to indicate your intention of participating in the Mission Speak Out.
- B. A completed application for each speaker must be turned in at the registration area prior to the close of registration on Saturday at noon.
- C. Speak Out participants will meet the event director at the Speak Out event area at 3:00 p.m. on Saturday.
- D. The top three Challengers I and II Speak Out finalists will participate in the Mission Mania program to receive their awards during the Sunday award program. Appropriate dress (Sunday Casual) is requested.
- E. The Challengers II winner will be given the opportunity to present his speech during the Sunday morning awards ceremony program.
- F. Each Challenger Speak Out participant may be videoed during their presentation at Mission Mania. Dress appropriately for your presentation.

## 5. Speech

- A. Should reflect the young man's participation in the Challengers program. Examples should be given of how his involvement in Challengers affects the topic discussed.
- B. Must be from (4) four to (6) six minutes in length. Participants will be penalized for finishing over or under these time limits. Speaker will be stopped after (8) eight minutes.
- C. Must be the participant's own composition. Proper credit must be given to all quoted materials.
- D. Speak Out participants may choose from one of the following topics:
  - **My Challengers Journey** - Share from your experience of involvement in The Challengers Journey.
  - **Me, A Missionary** - Share from your experience what it means to be a missionary.
  - **Discovering My Gifts for Mission Service** - Share how Challengers and other church programs have helped you in discovering a calling to and gifts for mission service.
  - **Mission Projects and Me** - Share how your involvement in various mission projects and ongoing ministries of your church has helped to develop an understanding of your role in mission involvement.
  - **The Cooperative Program: Supporting Missions Around the World** - Share how gifts to the Cooperative Program are having an impact on Southern Baptists' efforts of taking the gospel of Christ to the uttermost parts of the world.
  - **Encountering God Through Bible Study** - Share the importance of daily personal prayer and Bible study to developing a Christian lifestyle, and how these affect your mission involvement.
  - **What Challengers Means to Me** - Share from personal experience what being involved in your Challengers group means to you.

## 6. Judging

- A. Participants will be graded on a basis of 100 points: Speakers will be stopped after (8) eight minutes. There is a 3 point penalty for each 30 seconds (or part of) being under or over time limits.
  - Content - 50 points
  - Delivery - 50 points
- B. Judges will evaluate each speaker individually based on both the content and delivery of the speech. At the end of the round, speakers are ranked in order of the quality of the speeches: Best is first, second best is second, and so on. All speaker contestants are ranked in the round. There can be no ties. The top three ranked speakers will advance to the next round if needed.
- C. State winners (top three places) for both divisions will be selected by a panel of judges at Missions Mania.
- D. Judges' rankings of participants in each round shall be uncontestable.

## 7. Awards:

- A. Patches and chevrons will be awarded to the top six participants in both of the Challengers divisions. Plaques will be presented to the 1st, 2nd, and 3rd place winners in both the Challengers I and Challengers II divisions during the Missions Mania Awards Ceremony on Sunday morning.
- B. The Challengers II winner will be given an opportunity to present his speech during the Mission Mania program.
- C. Scholarships will be presented to the Challengers II finalist for the purpose of post-secondary education (college or trade school) or a mission endeavor in the following amounts:
  - 1st place - \$1,000.00
  - 2nd place - \$600.00
  - 3rd place - \$400.00

Recipients will have one (1) year from the date awarded to claim their scholarship. After the five year time limit, the scholarship will be forfeited and revert back to the scholarship fund to be reused.

Scholarship recipients will need to contact the TBM State Office in writing by email at [savion.lee@tbmtx.org](mailto:savion.lee@tbmtx.org) to let us know which school or mission sending agency you would like the funds directed. Checks will not be issued to the individual except to be deposited in an approved college fund.

The Raymond G. King Memorial Missions Scholarships are awarded annually to the top three winners of the Challengers II Mission Speak Out held during the Texas State Royal Ambassadors and Challengers Mission Mania. The scholarships are to be used by the recipients for either post-secondary education expenses or to fund a mission trip or mission project.

For more information on the Raymond G. King Memorial Missions Scholarship contact Savion Lee at [savion.lee@tbmtx.org](mailto:savion.lee@tbmtx.org) or call (214) 275-1100. Prayerfully consider supporting the Mission Speak Out with your time or financial gifts. Send donations to Texas Baptist Men at 5351 Catron, Dallas, TX 75227. Checks should be made payable to Texas Baptist Men and noted for the Ray King Speak Out.

## Speech Preparation Helps

### A. Content

1. Do I speak on the subject?
2. Does the material accomplish my purpose?
3. Does content show originality?
4. Do I give credit for quoted materials?
5. Is content organized?
6. Is there unity of thought?
7. Is my subject developed in a logical manner?
8. Am I discriminating in choice of words?
9. Is my sentence structure and my grammar correct?

### B. Delivery

1. Does my voice have a pleasing quality and pitch?
2. Is my articulation good?
3. Is my pronunciation correct?
4. Does my delivery seem natural or affected?
5. How is my stage presence? (Consider personal appearance, poise, posture, attitude, confidence, personality, and ease before an audience)
6. How do I express myself? (Consider directness, fluency, emphasis, sincerity)
7. Does my delivery convey the thought to the audience?

### C. Overall Effect

Is the speech interesting, understandable, convincing and pleasing?

### D. Suggestions to help improve your speaking ability

1. Write your speech down on a piece of notebook paper.
2. Read it over and make any corrections that you need.
3. Read your speech out loud. Practice hearing yourself speaking out loud.
4. Speak loud enough that you may be heard by the person sitting in the back of the room.
5. Practice your speech in front of a mirror.
6. Practice your speech in front of your Leaders and/or parents.



## Mission Speak Out Application

The Mission Speak Out involves Royal Ambassadors and Challengers in mission awareness by providing an opportunity for them to speak publicly for mission involvement. The following guidelines for competition are intended to give uniformity to the event.

- Participants must be active members of a Royal Ambassadors or Challengers group.
- Challengers must be a member of a Southern Baptist church.
- Each young man's application must be signed by his leader and his pastor (optional for Lads and Crusaders).
- It would be beneficial to contact the state office at (214) 275-1100 or [ras@tbmtx.org](mailto:ras@tbmtx.org) before November 1 to indicate your intention of participating in the Challengers Mission Speak Out.
- A completed application for each speaker must be turned in at the registration area prior to the close of registration on Saturday at noon.

Name: \_\_\_\_\_ Grade: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Parent's Name: \_\_\_\_\_

Church Membership: \_\_\_\_\_

Name of RA or Challengers Group: \_\_\_\_\_

Leader's Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Leader's Signature: \_\_\_\_\_

Pastor's Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Pastor's Signature: \_\_\_\_\_

## Nail Driving

1. The Nail Driving event will be open to Lads (Grades 1st-3rd).
2. The State office will furnish all equipment for this event.
3. Competition Procedures:
  1. The event leader will start three nails into the board.
  2. The Lad is provided with safety glasses, a hammer, and instructions concerning the event.
  3. The event leader signals the Lad to begin hammering the nails into the board and records the total time necessary to nail all three nails. Time ends when all three nails have been successfully driven into the board.
  4. The event director will monitor the event and make final decisions concerning all matters related to this event.
4. Patches and chevrons will be awarded to the top six places in each grade.

## Push Carts

### 1. Divisions:

The Push Cart event will have (5) five divisions:

Lads            Grades 1-2-3 by Grade  
Crusaders    Grades 4-5-6 by Grade  
Challengers I Grades 7-9 by Group  
Challengers II      Grades 10-12 by Group  
Leaders            Ages 18 and Up by Group

### 2. Race Rules and Tips:

The Push Cart race is a two man team competition event. Team members must work together to navigate a prescribed course. The goal of the team is to complete the course as quickly as possible without hitting any objects.

### **3. Racing Procedures:**

- A. All equipment will be furnished by the state for the Push Cart event.
  
- B. One team member will start the race as the designated driver and the second will start as the pusher. When the event Official signals "Ready" and the Green "Go" light comes on, the team will begin the course, navigating the race course as quickly as possible while avoiding any objects, barriers, or obstacles on the course. When the team reaches the "Exchange Zone," they will exchange positions as quickly as possible and complete the course.
  
- C. Time will start when the green "Go" light comes on. Time will stop when the front of the cart crosses the finish line. Any objects, barriers, or obstacles that are hit by the push cart or team member during the race will constitute a foul and will result in an additional (5) five seconds for each foul being added to their total time.

### **4. Awards**

- A. Patches and Chevrons will be awarded to the top six places for each grade level in the Lads and Crusaders divisions.
  
- B. Patches and Chevrons will be awarded to the top six places in the Challengers I and Challengers II divisions as a group.
  
- C. Patches and Chevrons will be awarded to the top six places in the Leaders division as a group.

## **Rod Casting**

1. The Rod Casting event is open to Lads, Crusaders, Challengers, and Leaders. There are five (5) divisions.

Lads (grades 1-3) by grade

Crusaders (grades 4-6) by grade

Challengers I (grades 7-9) as a group

Challengers II (grades 10-12) as a group

Leaders (ages 18 and up) as a group

2. The State Office will furnish all equipment for this event.
3. Competition Procedures:
  - A. Each participant will be allowed to make a total of ten (10) cast (side casting only) to bring in a total of seven (7) fish.
  - B. Points for each fish are determined by the number on the fish.
  - C. Double catches count toward the total.
4. Patches and chevrons will be awarded to the top six places in each division by grade or as a group.

## Running and Jumping Events

### Running Events

#### **Dashes:**

- I. The Dashes are open to Lads, Crusaders, Challengers, and Leaders. There are five (5) divisions.

Lads (grades 1-3) by grade

Crusaders (grades 4-6) by grade

Challengers I (grades 7-9) as a group

Challengers II (grades 10-12) as a group

Leaders (ages 18 and up) as a group

- II. Competition Procedures:

Each participant will start at their designated starting line. When the race official signals "Go," the runner will run as fast as possible to the finish line. The time for their run is recorded. Only one run for each participant.

There will be three separate starting distances for the following divisions:

Lads Dash

Crusaders Dash

Challengers Dash & Leader Dash

- III. Patches and chevrons will be awarded to the top six places in each division by grade or as a group.

#### **Shuttle Races:**

- I. The Shuttle races are open to Lads & Crusaders. There are two (2) divisions.

Lads (2 man team) - (grades 1-3) by grade

Crusaders (4 man team) - (grades 4-6) by grade

- II. Competition Procedures:

The goal is to shuttle a baton (stick) between team members as quickly as possible. The first team member will begin running (at the signal "Go" from the race official) from the finish line towards where the second team member is waiting to receive the baton. When the first team member reaches the line where the second team member is located, they pass the baton to the next runner who runs back toward the finish line. Lads will exchange the baton one time between the two-man team. Crusaders will exchange the baton three times between the four-man team. Each team member will begin at their designated starting position. When the race official signals "Go," the

runners will run as fast as possible to shuttle the baton between the team members. If the baton is dropped – the team member whose turn it is to carry the baton must return and pick up the baton and carry it to the next person or to the finish line. The total time for the team is recorded. Participants are only allowed to enter once in a shuttle race.

- III. Patches and chevrons will be awarded to the top six places in each division by grade or as a group.

### **Challengers Cross-Country Run:**

The Challengers Cross-Country run is open to Challengers: There are two divisions:

- Challengers I (grades 7-9) as a group
- Challengers II (grades 10-12) as a group

Challengers participating in the cross-country run will need to check in at the Cross-Country event registration area. Each runner will be shown the course they must run. At the command of “Go” from the race official the runner will begin the course. They will run the course until they return to the start/finish line. Their time will stop once they cross the line. Their time is recorded for this event.

Patches and chevrons will be awarded to the top six places in each division.

### **Long Jump:**

The Long Jump event is open to Lads, Crusaders, and Challengers.

There are (4) four divisions:

- Lads (grades 1-3) by grade
- Crusaders (grades 4-6) by grade
- Challengers I (grades 7-9) as a group
- Challengers II (grades 10-12) as a group

Each participant will be allowed to make a total of three jumps to determine their best distance. If a jumper steps over the jump line – a foul will be called and a total distance will be recorded as (0) zero. The best jump for each participant will be recorded to determine the top six for each division. Patches and chevrons will be recorded for each group or division.

## Shooting Skills – Marksmanship

### Riflery

- I. Riflery - Marksmanship will be open to registered participants listed below.
- II. There will be four (4) Divisions for competition:
  - A. Crusaders (Grades 4th-5th-6th by grade) will shoot **Air Rifles** at 15 ft. range, using official N.R.A. targets.
  - B. Challengers I (Grades 7th-8th-9th by group) will shoot **Pellet Rifles** at 50 ft. using official N.R.A. targets.
  - C. Challengers II (Grades 10th-11th-12th by group) will shoot **Pellet Rifles** at 50 ft. using official N.R.A. targets.
  - D. Leaders – (Ages 18 and Up by group) will shoot **Pellet Rifles** at 50 ft. using official N.R.A. targets.

### III. Competition Procedures

- A. Each participant will shoot 10 shots for score.
- B. Shooting position: All participants will shoot from the same position (standing, sitting, or prone) as determined by the event director.
- C. Scoring: Scoring will be the responsibility of each event director and his staff.
- D. The State Office will provide all equipment. No personal equipment will be used.

### IV. Awards:

Patches and chevrons will be awarded to the top six scores in each grade or group.

### Skeet Shooting

Safety is paramount. Safety equipment (shooting glasses, ear muffs, etc.) must be worn at all times when participating. Those who fail to handle sporting arms safely or fail to use the provided safety equipment will be disqualified and forfeit their points and the privilege to participate.

All judges' rules, decisions, interpretations, etc. are final and uncontestable. Any attempt to challenge a judge's decision will result in disqualification and forfeiture of points and the privilege to participate.

There are four (4) divisions: Crusaders, Challengers I, Challengers II and Adults.

- A. Crusaders (Grades 4th-5th-6th by grade) will fire at four (4) stationary targets and one (1) thrown clay target.

- B. Challengers I (Grades 7th-8th-9th by group) will attempt to fire at three (3) stationary targets and two (2) thrown clay targets.
- C. Challengers II (Grades 10th-11th-12th by group) will attempt to fire at two (2) stationary targets and three (3) thrown clay targets.
- D. Adults (Ages 18 and up) will fire at five (5) thrown clay targets.

Any ties will be determined by firing at a predetermined number of stationary targets for the Crusader division and a shootout of thrown targets in all other divisions. The rules of the shootout will be clearly explained to the participants at the time of the tiebreaker.

All participants must use provided sporting arms and the gauge specified by the judges.

Participants may not receive any assistance from others as they are shooting.

Patches and chevrons will be awarded to the top six scores in each grade or group.

### **Sling Shots**

There are five (5) divisions in the Sling Shot competition: **Lads** (Grades 1st-2nd-3rd by grade), **Crusaders** (Grades 4th-5th-6th by grade), **Challengers I** (Grades 7th-8th-9th by group), **Challengers II** (Grades 10th-11th-12th by group), and **Adults** (Ages 18 and up by group).

Slingshots will be a progressive challenge with distances of 5, 10, 20, and 30 feet.

A competitor must hit 6 out of 10 shots at one level to progress to the next level (distance). **Do not shoot (practice or retry) after completing 10 shots at a target.**

Lads will start at the 5 foot distance. Crusaders, Challengers and Adults will start at the 10 foot distance.

Scoring:

- 5 Feet – 1 point per hit (Lads only)
- 10 Feet – 2 points per hit
- 20 Feet – 5 points per hit
- 30 Feet – 10 points per hit

All competitors must use the equipment provided for this event. No personal equipment is allowed. Competitors must wear safety glasses while shooting the slingshots. Equipment provided: Safety Glasses, Slingshots - Trumark S9 Trushot, Targets – 12” pizza pans, Ammo – pea gravel or pinto beans.

Patches and chevrons will be awarded to the top six scores in each grade or group.





## **Soccer Dribble**

The Soccer Dribble event is for Lads (Grades 1st-3rd) and Crusaders (Grades 4th-6th).

This event consists of dribbling a soccer ball around five stakes or markers and returning. Time starts when the ball is first kicked and ends when the ball and the Lad are both back past the "start" point.

The course will consist of six stakes or markers. The first stake is the "start" point and the sixth stake is 100 feet away. The other four stakes are at 20, 40, 60, and 80 feet in a straight line between the first and sixth stakes.

The Royal Ambassador must "weave" the ball between the stakes or markers (i.e., if he passes the first stake on his right then he must pass the second stake on his left then the third stake on his right, and so on until he passes the sixth stake and returns the same way). If the RA misses a stake he must dribble the ball back and around the stake until all markers or stakes are passed in the correct order.

The State Office will furnish all equipment. Patches and chevrons will be awarded to the top six participants in each grade.

## **Survival of the Fittest**

The Survival of the Fittest challenge is a five-man team event that is for Crusaders, Challengers, and Leaders. There are four (4) divisions:  
Crusaders (Grades 4th-5th-6th) compete as a group.  
Challengers I (Grades 7th-8th-9th) compete as a group.  
Challengers II (Grades 10th-11th-12th) compete as a group.  
Leaders (Ages 18 and up) compete as a group.

The Survival of the Fittest event is a timed course that has several obstacles and challenges that will test any team. The winning strategy is not physical strength – it is teamwork. As long as the competing team learns how to work together, they have a chance to win. Without teamwork, they are just striving to complete the course. The challenges and obstacles will require both individual effort and team cooperation to complete. The team that completes all of the obstacles and challenges in the shortest amount of time earns the title, "Survival of the Fittest Champions."

The Survival of the Fittest challenge course is divided into two (2) courses:  
Course A – Crusaders (Grades 4th-6th)  
Course B – Challengers (Grades 7th-12th) and Leaders (Ages 18 and up)

Please note that participants can only compete on one team. If a participant competes on more than one team – all teams on which he competes will be disqualified from the Survival of the Fittest competition.

Each team will be timed by a timer while they are on the course. Each team will begin at the starting line. Time will begin when they are given the instruction “Go” to begin the first obstacle. Time will continue to run as the team works towards successfully completing each challenge. Once the team has completed each challenge, they will race to the next staging area. Once all team members are in the staging area, the timer will stop their time as instructions are given to complete the next obstacle. Once the course is clear for the team to begin the next challenge, the timer will start the clock again at the command “Go.” Once a team has completed the last challenge on the course, they race towards the finish line. The team’s time will stop when the last team member crosses the finish line. Their time is recorded on the team’s registration card.

Patches and chevrons will be awarded to the top six teams in each division.

## **Tire Change Challenge**

### **I. Divisions:**

The Tire Change Challenge event will have (5) five divisions:

Lads                    Grades 1-2-3 by Grade  
Crusaders        Grades 4-5-6 by Grade  
Challengers I    Grades 7-9 by Group  
Challengers II    Grades 10-12 by Group  
Leaders            Ages 18 and Up by Group

### **2. Race Rules and Tips:**

The Tire Change Challenge is a two-man team competition. Each two-man team works together in order to change two tires on a simulated race car. Contestants are timed during the removal of the tires from the hubs, switching of the tires on the car, and then reattaching the tires back onto the hubs. The team with the fastest time wins.

### **3. Racing Procedures:**

1. All equipment will be furnished by the State for the Tire Changing event.
2. Each team will consist of two participants. Participants will work together to change two tires on the simulated race car.
3. Each team will be timed as they change the tires. The participants begin at the start-finish line. Time will begin when the race official says “Start.” The team can then cross the line and begin changing the tires by removing (5) five lug nuts, switch tires, then tighten the lug nuts using an air impact wrench. Time will stop

when the team returns the equipment back to its original position and then crosses over the start-finish line.

4. Each team will be allowed a maximum of (5) five minutes to accomplish the task of changing both tires. Time will stop at the five minute limit and the team will receive encouragement and assistance needed to complete the task. The team's time will not be considered for the state competition.

#### **4. Awards**

- A. Patches and Chevrons will be awarded to the top six places for each grade level in the Lads and Crusaders divisions.
  
- B. Patches and Chevrons will be awarded to the top six places in the Challengers I and Challengers II divisions as a group.
  
- C. Patches and Chevrons will be awarded to the top six places in the Leaders division as a group.

### **Tire Roll**

The Tire Roll event is for Lads (Grades 1st-3rd).

This event consists of rolling a 15" tire from the "start" point to and around a stake or marker 100 feet away and back to the "start" point. The time starts when the event director says "go" and ends when the tire and the Lad both are back past the "start" point. The tire must be rolled and cannot be carried. If the tire is carried, the Lad will be disqualified.

The State Office will furnish all equipment. Patches and chevrons will be awarded to the top six participants in each grade.

## **Turtle Races**

### **I. Divisions:**

The Turtle Race event will have (5) five divisions:

Lads	Grades 1-2-3 by Grade
Crusaders	Grades 4-5-6 by Grade
Challengers I	Grades 7-9 by Group
Challengers II	Grades 10-12 by Group
Leaders	Ages 18 and Up by Group

### **II. Race Rules and Tips:**

Turtle races consist of plywood turtle-shape (shell, head, four legs, and tail) figures with a small hole in the head. A string or heavy duty fishing line is secured to a stationary object and then threaded through the head of the turtle. The turtle moves as the string is raised and lowered. A consistent pace allows the turtle to move quickly. A fixed course is marked on the floor with a starting line and a finish line. (A 10-foot race course with a 13-foot line secured at one end.)

### **III. Racing Procedures:**

1. All equipment will be supplied by the State for the turtle race.
2. All turtles will be placed touching the starting line. All turtles have to remain laying flat on the ground until the signal to begin. When a race official signals "Start," time will begin. Each contestant will be timed as he moves his turtle. Time will stop when the turtle touches the finish line.

### **IV. Awards**

- A. Patches and Chevrons will be awarded to the top six places for each grade level in the Lads and Crusaders divisions.
- B. Patches and Chevrons will be awarded to the top six places in the Challengers I and Challengers II divisions as a group.

C. Patches and Chevrons will be awarded to the top six places in the Leaders division as a group.

## Saturday Night at the Races

(8:00 pm until 10:00 pm)

If you build it and bring it – then you can race it three times from 8:00 pm until 10:00 pm in the Worship Center on Saturday night. We will set up a track for Line Gliders, Sail Boats and RA Race Cars. See you at the Saturday Night Races at Mission Mania.

### Line Gliders

#### 1. Divisions:

The Line Gliders will have (5) five divisions:

1. Lads Grades 1-2-3 by Grade
2. Crusaders Grades 4-5-6 by Grade
3. Challengers I Grades 7-9 by Group
4. Challengers II Grades 10-12 by Group
5. Leaders Ages 18 and Up by Group

#### 2. Race Rules and Tips:

1. Each Racer will need to bring their own Line Glider and extra rubber bands. RA Line Glider kits can be purchased from Royal Racers at [www.royalracers.com](http://www.royalracers.com)
2. Helpful hints for building and racing a RA Line Glider are located in the Royal Ambassadors Resource Notebook. Go to the Texas Baptist Men's website at [www.texasbaptistmen.org](http://www.texasbaptistmen.org) to download a copy of this free resource.
3. Only the official propeller and rubber band (92-120) supplied with the RA Line Glider kit can be used in competition. Bring extra rubber bands.
4. No device may be used for propulsion except the official propeller and rubber band (92-120) supplied in the RA Line Glider kit. Only one rubber band can be used during the line glider race.
5. Width, Length, and Height Limits: There is no width limit. The total length of the glider cannot exceed (13) thirteen inches. The bottom of the glider should not hang lower than (8) eight inches from the "Track-Line" to allow adequate clearance for the racer.
6. Weight: There is no weight limit for the glider. The recommended minimum total weight should be at least 3/4 ounce. Note: Very light RA Line Gliders have occasionally found the torque so great that the glider will flip over and fall off the track-line.

### **3. Racing Procedures:**

1. Line Gliders will race for distance on a ninety (90)-foot mono-filament track-line with a one (1)-foot incline. Each racer will be allowed to race three (3) times (maximum) for his best distance.
2. When called, each racer will step to the starting position, wind his propeller (suggested 150 turns maximum) and place the Line Glider on the track-line and then release the Line Glider. Leaders are encouraged to assist younger Lads in winding their propellers and placing their Line Glider on the track.
3. Each participant will be asked to release his hand from the back of the glider before he releases the propeller so that no assistance is given to the glider at the start. Any push starts on the glider from the race participant will result in a foul and the distance will not be counted.
4. Once the glider stops, a track official will record the total distance traveled. The racer can then retrieve his Line Glider and return to the end of the line in the starting area for additional attempts.
5. Each time that a racer steps into the starting position, it counts toward one of his three attempts. In the event that a racer's rubber band breaks or his glider torques off of the track line, a distance of zero (0) is recorded on the score sheet. We encourage each racer to bring at least one additional rubber band with them to the race area so that he can replace a broken rubber band on his glider.

### **4. Awards**

5. Patches and Chevrons will be awarded to the top six places for each grade level in the Lads and Crusaders divisions.
6. Patches and Chevrons will be awarded to the top six places in the Challengers I and Challengers II divisions as a group.
7. Patches and Chevrons will be awarded to the top six places in the Leaders division as a group.
8. No points will be awarded towards the Mighty Men of Texas award.



## RA Race Cars

### 1. Divisions:

The RA Race Car event will consist of five (5) divisions:

- Lads Grades 1-2-3 by Grade
- Crusaders Grades 4-5-6 by Grade
- Challengers I Grades 7-9 by Group
- Challengers II Grades 10-12 by Group
- Leaders Ages 18 and Up by Group

### 2. Race Rules and Tips:

1. Each Racer must bring their own Race Car to enter the race. **Only the official Royal Racers or RA Racer cars will be allowed to enter and race.** Go to [www.royalracers.com](http://www.royalracers.com) or [www.raracers.net](http://www.raracers.net) for more information on ordering race car kits.
2. Helpful hints for building a race car are located in the Royal Ambassadors Resource Notebook. Go to the Texas Baptist Men's website at [www.texasbaptistmen.org](http://www.texasbaptistmen.org) to download a copy of this free resource.
3. Width Overall width not to exceed 2 3/4 inches.
4. Length Overall length not to exceed 7 3/8 inches.
5. Height – Overall height not to exceed 2 3/4 inches
6. Weight: Weight shall not exceed 5 ounces. No loose materials of any kind are permitted on the car. The car may be hollowed out and built up to a maximum weight by addition of wood or metal only, provided it is securely built into the body or chassis. No taped on weights will be allowed.
7. Springing: The car must not ride on any type of springs.
8. Wheels: Only wheels that come with the car kit may be used. The only sanding, grinding, lathing, or any other reduction method allowed is to be done for the sole purpose of removing casting marks. Any reduction to any wheel or part thereof will cause disqualification. Wheel bearings, washers, and bushings are prohibited.
9. Attachments: The car **must** be freewheeling with no starting devices. All attachments **must** be permanently attached to the car.
10. Only dry lubricant (graphite) may be used on race cars.
11. The front of the race car cannot extend past the starting peg. The race car has to contact the starting peg at a maximum height of one (1) inch.

12. Inspection: Each car **must** pass official inspection by the official inspection committee before it may compete. The inspectors have the right to disqualify those cars which do not meet specifications listed here.

### **3. Racing Procedures:**

Racers can apply graphite lubricant to their race cars only in the designated areas one time before they begin racing. Once a car passes inspection – the car must remain within the race area. No modifications can be made to a car once it has passed inspection. Only Racers (participants with their cars) and Race Officials are allowed within the race area. All others are encouraged to remain in the spectator area and cheer on the racers.

Each racer will race his RA Race Car three times (once in each race lane) and the race time will be captured in a computer database. The fastest six RA Race Cars in each division will be awarded patches and chevrons. No points will be awarded towards the Mighty Men of Texas award.

### **4. Awards**

A. (1) Patches and chevrons will be awarded to the top six places for each grade level in the Lads and Crusaders divisions.

(2) Patches and chevrons will be awarded to the top six places in the Challengers I and Challengers II divisions as a group.

(3) Patches and chevrons will be awarded to the top six places in the Leaders division as a group.

No points will be awarded towards the Mighty Men of Texas award.

B. Best Design awards will be given by grade in Lad and Crusader divisions, and by group in Challengers and Leaders divisions. Any car that is entered into the Best Design must run down the track at least one time.

C. Most Spiritual Design awards will be given by grade in Lad and Crusader divisions, and by group in Challengers and Leaders divisions. Any car that is entered into the Most Spiritual Design must run down the track at least one time.

D. A car may only be entered in either the Best Design or Most Spiritual (Not Both).

E. Judges Awards may also be given.

## Sail Boats

### 1. Divisions:

The Sail Boats event will have (5) five divisions:

Lads                Grades 1-2-3 by Grade  
Crusaders        Grades 4-5-6 by Grade  
Challengers I    Grades 7-9 by Group  
Challengers II    Grades 10-12 by Group  
Leaders            Ages 18 and Up by Group

### 2. Race Rules and Tips:

1. Each Racer must bring their own RA Sail Boat to enter the Sail Boat race. RA Sail Boat kits can be purchased from Royal Racers at [www.royalracers.com](http://www.royalracers.com). Or the sail boat can be custom built as long as it meets the requirements below.
2. Helpful hints for building and racing a RA Sail Boat are located in the Royal Ambassadors Resource Notebook. Go to the Texas Baptist Men's website at [www.texasbaptistmen.org](http://www.texasbaptistmen.org) to download a copy of this free resource.

RA Sailboat Specifications:

- Width – maximum 3" wide for boat body, maximum of 5" wide sail.
- Length – minimum of 6" long, maximum of 8" long.
- Height – no limit.
- Depth – maximum of 1 1/2" below the bottom of the boat if a rudder or keel is constructed.
- Weight – minimum 1 ounce (28 grams), no maximum weight limit.
- Sail area – maximum of 20 square inches (5" x 4" or equivalent.) This may be cut into different shapes as desired.
- Sail and side beams to hold sail – may extend wider than 3" but must be less than 5" wide. The bottom beam needs to be at least 1 1/4" from the bottom of the boat in order to clear the vertical sides of the rain gutter.
- Details – additional wood, plastic, string, etc., may be added for decorating as long as the above limits are not violated.
- Attachments – no device may be added that will offer additional propulsion (example: propellers, etc.)

### **3. Racing Procedures:**

Sail Boats will be raced in a ten (10)-foot plastic rain gutter by time. Each racer will be allowed to race three (3) times (maximum) for his best time.

When called, each racer will step to the starting position and place his Sail Boat in the rain gutter. At the command of "Start" from the race official, the racer can use any form of self-generated wind propulsion (blowing, blowing through a straw, paddle) to move the Sail Boat from the starting line to the finish line.

Time will begin when the race official says, "Start." Time will stop when the bow of the Sail Boat crosses the finish line.

### **4. Awards**

- A. Patches and Chevrons will be awarded to the top six places for each grade level in the Lads and Crusaders divisions.
  
- B. Patches and Chevrons will be awarded to the top six places in the Challengers I and Challengers II divisions as a group.
  
- C. Patches and Chevrons will be awarded to the top six places in the Leaders division as a group.
  
- D. No points will be awarded towards the Mighty Men of Texas award.

# Latham Springs Map

