

# MOVE 2014 STUDENT Guide



We can't wait to see you at MOVE this summer! The MOVE team has spent this past year reading and praying over the book of James, writing scripts, making up dances, ordering more yarn and balloons that anyone ever should, editing small group material, playing the most ridiculous games we can come up with (I mean, someone has to test them), sifting through about a billion cat videos in a quest for the greatest videos on the web, pouring into sermons, working with the best bands, traveling around the world collecting stories of Kingdom workers and most of all, praying that this summer you would understand the gravity of the resurrection. And we're doing all this in anticipation of your arrival. This guide is intended to help you get the most out of your week at MOVE. It's going to be an awesome week! We hope you're as excited as we are!

## **MOVE**ictionary: A quick glossary of terms you'll hear thrown around while at MOVE.

### **Morning Show**

Make sure you are ready each morning for the MOVE Morning Show. This is a daily student only session led by the emcee for the week and chalk-full of ridiculousness.

### **Extended Recreation**

This is an opportunity for you to enjoy an extended afternoon of free time. With your group, you may leave campus to check out sites in the area, participate in a service project or enjoy the many activities available on campus.

### **the Station**

The Station is your one stop shop for MOVE gear, sweet books, etc... Think of the Station as the mall, but with less sketchy food and middle schoolers. If you don't want to bring a ton of cash, the Station takes MasterCard, VISA, Amex and Discover. Be sure to know the location and posted hours of when they will be open throughout the week.

### **the HUB**

Man, what CAN'T you do at the HUB? This is where you'll want to go to sign up for tournaments, the Alternative, find your lost and subsequently found things... basically any question that you have can probably be answered at the HUB. Purchase a star and name it after that person you've been dating for 3 months... That's something you can't do at the HUB.

### **Encounter Time**

Following the Morning Session, you will be dismissed to your Encounter Time and Small Groups (D-Group). This is an opportunity for you to participate in devotions that are tied to the daily themes. You can find these devotions in your student booklet. If you have any questions, look to your leaders as they will be prepared to help you make the most of this time.

### **The Next Level**

If you are a graduated senior, MOVE invites you to attend The Next Level which is an in-depth Bible study taught by the Morning Speaker while everyone else is in their Encounter Time. This is a great opportunity for you to get an inside glimpse of that day's theme, ask questions and be challenged in your faith.

### **The Alternative**

MOVE provides you an opportunity to share your talents (singing, instrumental, bands, skits, poetry, comedic, etc.). You may sign up for The Alternative at the MOVE Station but do so quickly as spots are limited and fill up quickly. Come rehearsed and ready to amaze your fellow MOVE attendees!

### **Student Survey**

We want to know what you think! At the end of your week with MOVE, please take the time to fill out the student survey page within your student booklet. You can turn in your completed survey to the MOVE Station before you leave.

## **MOVE Rules**

1. Respect others and yourself.
2. No guys in girl's dorms beyond the front lobby and vice versa.
3. Alcohol , tobacco, drugs and weapons are absolutely prohibited
4. Everyone must be in their dorms by the designated "In Dorm Time".
5. For security reasons, no students with backpacks are allowed into the auditorium or cafeteria.
6. Follow the schedule. Be where you are supposed to be when you are supposed to be there.
7. During sessions, stay in your assigned seating. Please follow the posted seating chart.
8. Do not leave the auditorium once the speakers begin talking.
9. Respect the campus – no TP, water balloons, shaving cream, sidewalk chalk, etc. No practical jokes!
10. Do not move furniture as you will be charged for any assessed damage.
11. Do not dial 911 unless it is a true emergency.
12. Absolutely no fireworks at any time during MOVE or while on campus property.
13. No food deliveries of any kind to the campus.
14. Students may leave campus ONLY with adult supervision; those staying behind must have an adult present.
15. Follow the dress guidelines.

## **MOVE Clothing Guidelines**

### **Acceptable (or Tip Top!)**

- Move T-shirts
- Plaid Suits
- Fedoras
- Move sunglasses
- Tacky Dresses
- Eye glass pieces
- Move Hats
- Feather Boas
- Elbow-length gloves
- Wide brimmed hats
- Move Tattoos

### **Unacceptable**

- Short Shorts
- Sagging Pants
- Bikinis
- Miniskirts
- Spaghetti Straps
- Low Cut Tops

## What To Bring & What NOT to Bring

### What To Bring:

Bible  
Notebook and pen/pencil  
Clothing for five days, including travel time  
Personal toiletry items, including prescription medication  
Towel  
Bedding/sleeping bag to fit a single bed  
Camera  
Money for travel, the MOVE Station, offering, etc  
(optional) Athletic equipment for recreation time

### What NOT To Bring

Alcohol, cigarettes, drugs, etc  
CD players, iPods, TV's, etc  
Refrigerators or air-conditioners



## The Alternative

We cordially invite you to participate in the once-in-a-life-time event known as The Alternative. The Alternative is a showcase of talent through the far-reaching expanses of ability, creativity and originality. This is your chance to show us all what you can do. Who knows, maybe you'll get spotted by someone who can get you a job? Maybe you sing, write, do poetry, comedy, juggle, perform minor surgeries, solve a rubik's cube, swing the nun-chucks, wrestle a gator or fly. Whatever you do that is awesome, come do it here!

Here are the rules...

1. You get 2 mics & 2 direct boxes with instrument cables. That is all, nothing more, don't ask.... yes, we can hear your guitar.
2. There's a decent chance you will get some monitor wedges on the stage, but no promises.
3. In fact, if you make a comment about something being too loud or too quiet, we reserve the right to publicly embarrass you for being that guy.
4. You get about a minute of setup time at best, so we'd recommend not bringing a drum kit or a model airplane to assemble.
5. Assuming you didn't bring your own stage-hands, you must provide, transport, and setup your gear. No you cannot use the band's gear (drums, guitars, saxophones), even if they told you you can... you still can't. Now if you need a guitar, there's usually that one girl with a blue guitar that will let anyone use it, go for that. She's nice.
6. You will have 3 minutes from start to finish, with a timer on the screen. So if you launch into a heartfelt monologue about how you wrote this song last night, and even if you start crying, the timer starts at your first word. Choose wisely.
7. There are a limited number of slots, when they are full, that is it. If you add your own lines to the signup sheet, we reserve the right to publicly embarrass you for not being able to follow instructions. Please write legibly, some poor intern has to type these into a computer so your name will appear on the screen, cut them a break.

Don't forget to sign-up at the HUB!

## Tournaments

You think you got game? Bring it, but know this at MOVE, we have serious fun but we play by the rules. Therefore, you will find below the proper etiquette, terms, and sundry regulations for our three tournament sports: 3-on-3 basketball, volleyball and the grand-daddy of them all... dodgeball. Read the rules, know the rules and love the rules, because you will play by them. Sign-ups are at the MOVE Station. And please remember the dress code still applies.

### 3-on-3 Basketball

This is basketball at its half-court finest and fiercest. It doesn't matter if you are great at a hook shot, bank shot or if you even have a shot. You have to prove your skills for the ultimate bragging rights.

- Only one adult on the floor/court per team
- First team to 15 wins.
- Scoring is by 2's and 3's.
- Half court play only.
- The tournament is single elimination.
- Teams must take the ball back past the 3-point line after every change of possession.
- Ball is live after the check.
- Check all dead balls at the top of the key.
- Offense calls fouls.
- Make it take it rules DO NOT apply. After a basket is made the opposing team gets the ball.
- If you are in the act of shooting and you call a foul, you get the ball at the top of the key. If a shot goes in after a foul is called then there is no bucket.
- Fouls must be called before the shot is near the rim or the foul does not count.
- Substitutions at dead balls only.
- NO CUSSING.
- NO TIMEOUTS.

### Volleyball

This is 6-on-6 old school, so get your game on. Think you can bring it? Find five friends and prove it. (Guys this is your chance to get close to that girl you have your eye on. You never know winning the tournament could improve your odds.)

- Only one adult on the floor/court per team
- The tournament is single elimination.
- Rally scoring.
- Play to 21: win by 2 or first team to 25.
- If you hit the net with any part of your body, the other team is awarded a point.
- No double hits.
- Call your own lines.
- Substitutions at serve only.
- No blocking or attacking the serve.
- No re-serves.
- Serves that hit the net and go over are live.
- NO CUSSING.
- NO TIMEOUTS.

### Dodgeball

You will be using a tennis court as the Dodgeball tournament court. One team will be on each side of the net. We know it is small...but don't complain, because true champions overcome adversity, so don't be that guy.

- Only one adult on the floor/court per team
- Six team members per team will be allowed on the court during play.
- If you get hit anywhere on your body with a ball, YOU ARE OUT.
- The tournament is single elimination.
- If you catch a ball, the thrower is out, and ONE member of your team who was out may re-enter.
- The only time you may leave the box is to retrieve a ball.
- If you step outside the boundaries to dodge a ball YOU ARE OUT.
- If a ball is thrown at you and it bounces off a ball you are holding, and you subsequently drop your ball, YOU ARE OUT.
- Head shots are legal: Momma says, "If you are dumb enough to get hit in the head, you are dumb enough to be out."
- If a ball is thrown at you and it bounces off a ball you are holding and someone catches it, no one is out.
- You must have raving fans that are dressed the part, and as a result of the competition they must be hoarse from cheering for their team at the end of the tournament.

- If you are a weakling and the force of a ball thrown at you is great enough to knock you out of bounds, BUT you catch the ball. You are safe, the giant who threw the ball at you is out, and one member of your team can come back in.
- At the beginning of the match the dodgeballs must go to the back line before they can go forward...i.e. you can't just pick up a ball and drill someone from point blank range.
- NO CUSSING
- NO TIMEOUTS

*\*\*Tournaments may not be offered at every MOVE event. Rules are subject to change per MOVE staff who are final authority on the court.*

*\*\*\*Adults: Only one of you may be on the court/floor at one time.*

**We can't wait to see you at MOVE!**