



**California Christian School Competition**  
An Independent Baptist Academic and Fine Arts Competition

# GUIDELINES

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# **CALIFORNIA CHRISTIAN SCHOOL COMPETITION**

For Independent Baptist Churches with A.C.E Christian Schools

## **Why have we organized a new student competition?**

A few pastors in central California having small A.C.E schools began meeting in the fall of 2005. We felt there was a need for a Christian talent competition that would be patterned after the philosophy and curriculum of the national A.C.E. convention. Yet, we wanted it to be under local control, geared to the numerous smaller schools that existed, and open to independent Baptist churches of like convictions.

We have no spirit of animosity or criticism towards the various fine competitions already established. We do not seek to be in competition with any other program. We believe we are filling a unique need that was not being met. Set out below is our founding goals, principles and guidelines.

## **GENERAL INFORMATION**

1. The number one purpose of all competition is to motivate our students and staff to the training of our young people in developing talents and gifts that will ultimately be used in the service of the Lord. 1 Corinthians 10:31. We seek to develop the talents and gifts of our students, free from the influence of all worldliness and secularism.
2. We purpose to keep our competition and events flexible to the needs of the participating schools. We anticipate future expansion of categories and events as participation grows and God leads.
3. We will divide competition into three different age groups: ages 9-11 Junior Category, ages 12-14 Junior High Category, and ages 15-18 Senior High Category. All categories will be determined by the age of the student on January 1st of the current year regardless of their PACE level. Students may compete in levels above their age level to complete group events only.
4. With their pastor's approval, home school students will be allowed to compete in the competitions if they are faithful members of the participating church.
5. Awards will be given in each category to encourage excellence and reward diligence. It is our desire that the challenge of competition will inspire planning, vision, diligence, and enthusiasm in preparation. It is also hoped that the interaction of the students with teachers, staff, and parents in planning, practice, and preparation will build confidence, develop relationships, and cultivate a heart of service to the Lord. No student should be encouraged to make a half-hearted attempt at the last minute. Advanced planning and diligent practice or preparation should be taught as a development of character and future success.
6. No absentee entries will be accepted. Students must attend the entire competition to be eligible. Parents are encouraged to attend.
7. In the spirit of our overall philosophy, we will have a special speaker and timely preaching will be an integral part of the competition's daily schedule.

## COMPETITION GUIDELINES

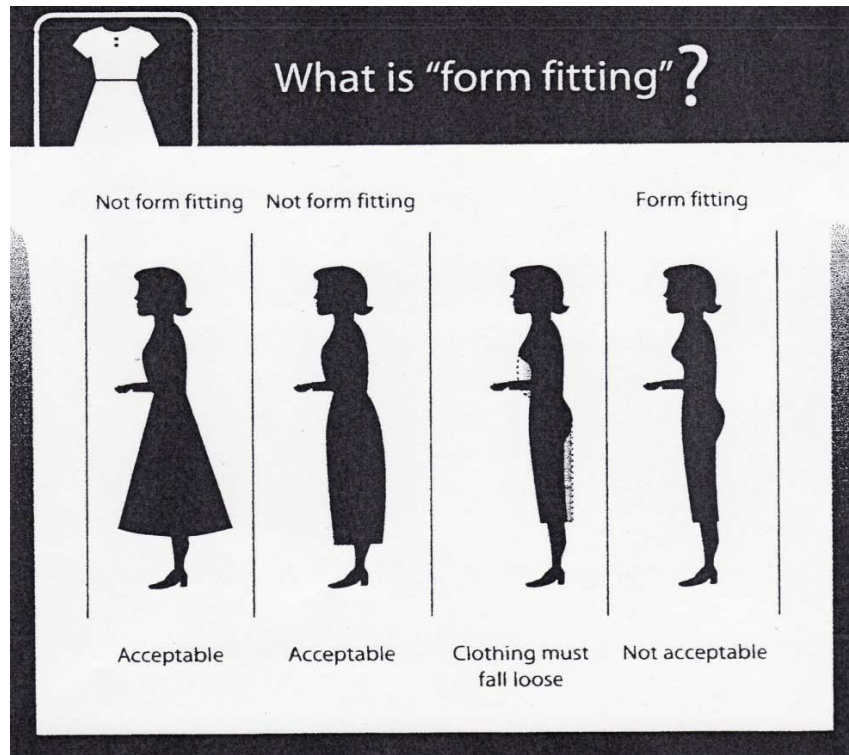
1. Each school must register online at [www.CCSCCompetition.org](http://www.CCSCCompetition.org) by March 1st. There will be forms for schools, individual contestants, and group events (to list which students are participating in which group events). The school registration fee is \$25. The individual registration fee is \$25 per student contestant. This does not include staff and parents. Meal tickets are also \$25 per person. This is for everyone eating, including children, students, parents and staff. Preschool age children will be ½ price for meal tickets. Children under 2 years old will be free. Meal tickets include lunch and dinner on Tuesday and Wednesday. We strongly encourage your group to eat on campus.
2. Each event has its own judge's form. The student must provide three judges' forms properly filled out for each event when they start their event. Judges' forms are provided in this booklet and can be copied. There will be a charge for any copies made at the competition.
3. For speaking and music events there must be three copies of each script or musical number which must be turned into the proper judges with the three judges forms before each event. Note: to honor copyright requirements, you may provide copied material to the judges, but any copies of copyrighted material will be destroyed after the competition and not returned. No handwritten music or script will be accepted.
4. If you are participating in chess or checkers, you must supply your own board and pieces. In table tennis, you must supply your own paddle and balls.
5. Music selections must be conservative and appropriate for a church service. Any hint of worldliness or contemporary style will not be acceptable. All music numbers must be memorized. Another student or adult can supply accompaniments for musical numbers, but it will not be judged as part of your event. Recorded accompaniments are acceptable only if it is piano alone. You must bring your own CD player. Professional recorded accompaniments are not allowed.
6. No microphones or amplification will be allowed in any events. Students should be trained to project their voice.
7. There is no category for classical music. All music should be music suitable for a church service. Certain classical numbers that are clearly identified as hymns or traditional church music would be acceptable. An example would be "Jesu, Joy of Man's Desiring" by Bach.
8. All musical selections will have a time limit of four minutes with the exception of piano solo-that will be a five minute limit.
9. All scripts for speaking events should follow a theme of Christian content. Permissible themes would include: character building, historical accounts, Bible themes, or patriotic themes. Strictly secular stories, poems, or themes are not acceptable.
10. All speaking events such as poetry recitations, famous speech, and expressive reading will have a time limit of four to eight minutes (two to six for Juniors).
11. No speaking or musical selections may be performed by the same individual or group in succeeding years.

### QUESTIONS?

**For specific questions regarding the competition or events, call Pastor Robert Benefield at (559) 625-1673**

## DRESS AND APPEARANCE STANDARDS

1. We will follow the dress and appearance standards that are consistent with most school and youth group standards. Boys should wear casual slacks and collared shirts (no jeans or t-shirts). Girls should wear dresses or skirts and blouses (no pants or jean skirts). Worldly or fad clothing or appearance will not be allowed. Boys and girls should have a Godly and holy appearance and demeanor. School uniforms would generally be appropriate as long as dresses are of proper length (bottom of the knee or longer).
2. Girls especially should avoid immodesty in its various forms. Tight or form fitting clothing, see through or clingy material, low-cut neck lines and exposed mid-drifts, or extremely low waist lines are all examples of unacceptable dress.
3. Individuals not in compliance will not be allowed to register or remain at the competition.
4. All staff, sponsors, and parents would be expected to follow the same dress standards. Anyone not adhering to the dress code will be asked to change to be in compliance or will be asked to leave.
5. Boys hair should be nearly trimmed – off the ears and off the collar.
6. For platform competition, all students will be required to follow dress standards in Platform guidelines.



## PLATFORM GUIDELINES

**GENERAL GUIDELINES** – Students appearing in any platform competition should observe these important points as they will enter into judging. Carelessness on these points could detract an otherwise excellent presentation.

**Appearance** – Dignity and good grooming should be apparent. Clothing should be clean and neatly pressed; shoes should be shined. Uniformity of dress is recommended for groups, in addition to the general dress standards required of all in attendance. The following standard is required for those in all platform events.

Boys – A suit or slacks and sport coat, button shirt (tucked in), and tie should be worn. No white socks, blue jeans, or tennis shoes are allowed. Ties should be dress ties not cartoon or character ties.

Girls – Appropriate attire should be a nice dress of the proper length (bottom of the knee or longer) and rather tailored, closed dress shoes (no sandals), and nylons. Girls' appearance should have no hint of suggestiveness or immodesty.

\*School uniforms are usually proper if they incorporate the above guidelines.

\*Boys should wear no jewelry except a watch and/or ring.

\*Girls should wear a very minimal amount of makeup and/ or jewelry.

\*Junior girls are not required to wear nylons. Socks or tights would be appropriate.

### **Poise – Self-confidence**

Approach – The approach is one of the most important elements in speaking, public reading, or singing. The contestant should walk confidently and briskly to the podium or front of the room and establish eye contact, pause for 5-10 seconds, and begin his presentation.

Eye Contact – The contestant should establish rapport with the audience by good eye contact. He should avoid looking down often at his notes or Bible, at the ceiling, or out of the window. His eyes should move up and down, back and forth over the entire audience, slowly and naturally.

Posture and Gestures – The rule for posture is DO NOT SLOUCH!!! The contestant should stand straight, but not lock-kneed. Gestures should be free and flow naturally from enthusiasm. Natural movements are more effective than forced gestures.

Delivery – The speaker should project his voice, using the diaphragm. Recreate the mood, experience, emotion, and feelings of the author. Employ voice and tempo variations.

### **Preparation**

Preparation and study are prerequisites for all speaking, reading, or musical performances. Research, organization, outline, and familiarity are the elements of preparation.

### **Platform Presentation**

Introduction of entry before the judges: Contestants in platform presentations are to give their first and last name and title of presentation distinctly “My name is John Doe from \_\_\_\_\_ Baptist School and the title of my song is \_\_\_\_\_.” Song authors or publishers should not be given. Selections that give attention to Contemporary Christian Music (CCM) style are not acceptable. For entries involving more than one person a spokesman should be selected.

JUDGES: This introduction is NOT to be counted as time against their presentation.

**MATERIAL SHOULD BE CAREFULLY CHOSEN OR WRITTEN FOR THE PLATFORM EVENTS TO ENSURE THAT EVIL CHARACTERS WOULD NOT BE GLORIFIED AND THAT THE STUDENT REHEARSING (OR LISTENER) WOULD NOT BE FORCED TO DWELL ON NEGATIVE OR HARMFUL THOUGHTS OR IDEAS. RATHER SELECTIONS SHOULD PRESENT GODLY PRINCIPLES AND SCRIPTURAL TRUTHS THAT HONOR THE LORD JESUS CHRIST.**

## **ACADEMIC COMPETITION**

### **BIBLE QUIZZING**

Bible quizzing is a competition, quizzing Bible knowledge and speed of recall. Opposing teams are challenged by oral questions, and any team member responding first is given opportunity to answer within a time limit. Points are scored for correct answers and penalties may be assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest scoring team is declared winner at the game's end. Early rounds of competition may involve 3 teams in each match. Each team is guaranteed at least 2 games. When only 2 teams remain in the competition, play will continue until an overall winner is determined. No video or recording of any kind is permitted during competition.

#### **Rules by Category**

##### **Quiz Panel**

The Quiz Panel will determine *any* contested decisions upon request of the Quizmaster and will declare the winner.

1. The Quiz Panel will consist of a Quizmaster, Scorer, and Timekeeper.
2. The Quiz Panel will be appointed and instructed by the Coordinator.
3. All decisions by the Quiz Panel will be final.

##### **Team Members**

1. For each game a team will be composed of 2 to 5 members and one substitute. A team may change team members after the conclusion of a given game in the tournament. A maximum of 6 ribbons will be awarded.
2. Teams will compete as Juniors (ages 9 – 11), Junior High (ages 12 – 14), or Senior High (ages 15 – 18).
3. If a school does not have enough students to constitute a team, a student from a younger age level may enter the next highest level. However, that player will not be eligible to be a part of a lower level team.
4. When a school team is called to quiz, they must compete even if they are missing a team member. The number of teams quizzing, and the time involved does not allow for competition to wait until a school locates a team member. While every effort will be made to accommodate team members who enter multiple areas of competition, time does not permit quizzing to be delayed while a school's quiz team member competes in other areas.

## **Team Coaches**

Each team's coach will be present during competition.

1. Although the number of coaches for pre-contest preparation will be at the school's discretion, each team will have only 1 official coach present during the competition.
2. If a school does not have separate coaches for each team entered in quizzing, then the school must have an alternate coach in the event that 2 teams are competing at the same time. At no time will a school be allowed to change the team lineup or change coaches while a game is in progress.
3. The coach will be responsible for the behavior of the team at all times.
4. The coach's behavior will be considered as team behavior and, as such, will meet the contestant's conduct code.
5. The coach may lodge a protest solely with the Competition Director after a game has been completed. No protests will be entertained by the judges at any time. Protests presented to the Competition Director courteously will be received courteously.
6. At the beginning of competition, the team coach for a school must report to the Quiz Master. He will give the Quiz Master a cell phone number where he can be reached to notify him that a new round of quizzing will begin and that his team will be quizzing.
7. If at the beginning of a round of quizzing a school cannot be located for quizzing, a reasonable effort will be made to locate the school. If the school cannot be located in a reasonable amount of time, that school will forfeit that round, receive a low loss, and a different team will be chosen to compete in that round.

## **Study Cycle**

1. The King James translation will be the only authorized translation for all competition purposes.
2. The 7-year cycle is listed below:  
  
2014 1 Thessalonians  
2015 Philippians  
2016 James  
2017 1 Peter  
2018 1 John  
2019 1 Timothy  
2020 Colossians
3. This rotation will continue each successive year.



### **Pre-Game Procedure and Seating Plan**

1. The Quizmaster and judges will face the opposing teams.
2. Three opposing teams will be seated so all may see and clearly hear the Quizmaster and see the scoreboard.
3. Each school's starting contestants will sit as a team, numbered 1,2,3,4 and 5.
4. Each team will choose a captain and a co-captain.
5. The official mode of response will be announced and explained prior to play.
6. The Quizmaster will review the rules and game procedure and answer any related questions preceding play.

### **Game Procedure**

The following game procedures are for typical games; however, they may be adjusted at the competition due to the number of participating teams. (For example, the number of questions asked per round may be reduced to allow for more games to be played.) Any changes will be announced and explained before the quizzing tournament begins.

1. A game will consist of 10 (Junior and Junior High) or 15 (Senior High) correctly answered regular or toss-up questions plus whatever free or tie-breaking questions become necessary.
2. There will be a maximum number of questions asked per game regardless of response – 15 (Junior and Junior High) or 20 (Senior High).
3. A game will commence with the reading of a regular question by the Quizmaster to all competing teams.
4. If no quizzer responds within 10 seconds after the reading of a question, the question will be tossed out and another read to continue play.
5. After the reading of a regular question, the first team member to produce a response on the quiz box will be recognized by the Quizmaster as the team spokesman for that question and will be addressed by number.
6. The reading of a regular, toss-up, or tie-breaker question may be interrupted by a quizzer, but he must then answer the question without hearing it read in its entirety.
7. The Timekeeper will deem the Quizmaster's verbal recognition of the quizzer as the signal to start the clock.
  - a. Thirty seconds will be allowed in which to answer any question in its entirety.
  - b. The quizzer will be allowed a maximum of 10 seconds before beginning his answer, but the clock will continue to run, marking the 30-second count.
  - c. If the quizzer fails to begin his answer within the 10 seconds, it will constitute an error.
8. Upon correctly answering a regular question, 20 points will be scored for the answering team and another regular question read to continue the cycle.
  - a. Individual quizzer's points will be tallied on a score sheet.
  - b. During the competition, any High School quizzer having correctly answered five 20-point questions will leave the game (quiz out). Junior High and Elementary quizzers may only answer four 20-point questions before quizzing out.
    - i. He may be replaced by an eligible substitute.
    - ii. He will not return to the current game.
    - iii. Should the team captain quiz out, the co-captain will assume the role of captain.

9. At the Timekeeper's call of time, any incorrect or incomplete answer will constitute an error.
  - a. Each individual quizzers errors will be tallied on a score sheet.
  - b. During the competition, any Senior High quizzers having made 5 errors on regular or toss-up question will leave the game (error out). For Junior and Junior High, the quizzers shall leave the game after 4 errors.
    - i. He may be replaced by an eligible substitute.
    - ii. He will not return to the current game.
  - c. Should a team captain error out, the co-captain will assume the role of captain.
  - d. Beginning at the fourth team error, 10 penalty points for each error will be deducted from the team's score.
    - i. The first 3 team errors will not affect a team's score.
    - ii. On the 12th and all subsequent questions (8th question Junior and Junior High), 10 penalty points for each error will be deducted whether or not the team has previously committed 3 errors.

### **Toss Up Questions**

After penalty points have been assessed for the incorrect answer to a regular question, the regular question shall be re-read and will constitute a toss-up question.

1. Only the 2 remaining teams may vie for response to this challenge.
2. If no contestant responds within 10 seconds, the question will be tossed out.
3. A correct answer to a toss-up question will score 20 points for the answering contestant's team.
4. Beginning at the fourth team error, an incorrect answer to a toss-up question will deduct 10 points from the team's score.
5. On the 12th and all subsequent questions (8th for Junior and Junior High), 10 penalty points for each error will be deducted whether or not the team has previously committed 3 errors.
6. When competition consists of only 2 teams, incorrect answers for toss-up questions will not be penalized.

### **Free Questions**

Upon error on a toss-up question, the remaining third team will be given a free question, which will be a new, previously unread question.

1. The first team member to rise may attempt to answer a free question without fear of penalty upon error.
2. No other attempts to answer will be permissible.
3. A correct answer to a free question scores 10 points for a team.
4. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered, or unanswered in any manner, hence the term "free."
5. An unanswered free question shall be tossed out.

### **Tie Score**

In the event of a tie score after the 15th question (10th for Junior and Junior High), single regular questions, termed "tie-breaker questions," shall be asked until the tie is broken.

1. Individual scores/errors shall continue to be tallied.
2. If the 15th question (10th for Junior and Junior High) is answered in error, the entire round will continue to completion, toss-up, and, if necessary, will include a free question. Thereafter, the single tie-breaker questions will continue until a winner is declared, as in a sudden-death play-off.
3. If, after the 15th question (10th for Junior and Junior High), 1 team has the highest score and the remaining 2 teams are tied in score, then the winner will drop from the contest and the game will continue until a tie-breaking question produces a loser.
4. The same process as described will be followed if two teams are tied for first place honors at the end of a game. Remember, each game will have a high and middle winner and 1 loser (See Determination of Winner).

### **Timeouts**

1. Time-outs will be allowed after the answer of 1 question or after time has been called for a question and before the reading of the next.
2. Time-outs will be no longer than 1 minute.
3. No time-outs will be allowed after the 12th question (8th for Junior and Junior High) has been answered correctly.
4. A time-out will not be necessary for substitutions due to the quizzing out or erroring out of team members,
  - a. Voluntary substitutions require the calling of time-out.
  - b. Other teams may substitute contestants during 1 team's time-out.
  - c. A time-out may be called for a team conference.
  - d. A challenge will take precedence over a time-out. The procedure for calling a time-out will be as follows: The captain or coach should stand and say, "Mr. Quizmaster, we would like a time-out."

## **Fouls**

The following actions will constitute fouls:

1. Talking or conferring by any team members after someone has been recognized by the Quizmaster.
2. A team's display of an overly antagonistic attitude toward officials and rulings.
3. A disagreeable attitude evidenced by indiscreet challenging.
4. Any behavior not conducive to the Christian spirit.
5. For every 3 team fouls, 10 points will be deducted from that team's score.
6. If a quizzer begins to answer before he is recognized, a foul will be given, but he will be allowed points for a correct answer.
7. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed, and the question will be repeated as a toss-up question.
8. If a light is on or comes on after the word "question" is spoken in asking the question, a foul will be given. Example: "Question number 1, question" A foul will be given if the light comes on after the first time the word "question" is spoken by the Quizmaster.
9. If a light flicks on after the question is begun, this is an error, not a foul. The Quizmaster gives the error to the quizzer and moves to the toss-up question. Example: "Question number 1, question: Who..." Light flicks (on and off) with word "who" or following words; this is treated as an attempted and failed answer.

## **Challenges**

1. A team is allowed 3 challenges during a game (2 challenges for Junior and Junior High). A record will be kept of challenges and a team told when they have only one challenge left.
2. Challenges must be made before any other question is asked.
3. Only a team captain may challenge by raising his hand and stating, "Excuse me, Mr. Quizmaster, I would like to challenge." The captain may yield the floor to a team member to voice the challenge.
4. Such a challenge must be made immediately following the awarding of the points for the question in challenge.
5. The Quizmaster, with or without counsel of the Quiz Panel, will have sole authority to accept or reject the challenge.
6. Should a challenge for a regular question be sustained, points which should not have been awarded will be withdrawn, but no penalty points will be assessed against the team. Also, any point that should have been awarded will be added to the score of the team answering correctly.
7. Should a challenge be overruled, no additional points shall be deducted from the challenging team's score.
8. An answer to any questions (regular, toss-up, free, or tie-breaker) will be considered open to challenge if one or more of the following is true:
  - a. It is believed that incorrect information was considered correct.
  - b. In a finish-the-verse question, the first 5 words of the verse are identical to those of another verse in the Scripture included in competition.
  - c. It is believed that correct information was considered incorrect.

## Questions and Answers

No unanswered (tossed out) questions shall be asked again until all questions have been asked once during the entire competition. All decisions on the correctness of answers will be the sole responsibility of the Quizmaster who may seek counsel of the judges at his own discretion.

### Description of question forms and acceptable answer forms

1. **Interrogative:** A question constructed by the use of a direct key word(s) from Scripture together with an interrogative and answerable by a paraphrased word or phrase.
  - a. Interrogatives shall be limited to selections from this list: who, what, why, where, when, which, and how.
  - b. Interrogative questions drawn from Scriptural context without the inclusion of direct key word(s) will not be permissible.
  - c. Interrogative questions will include the book and chapter citation from which the question is drawn. Example: Question: "In Jesus' trial in the wilderness in Matthew 4, Jesus was led into the wilderness by whom?" Answer: "The Spirit."
2. **Finish-the-Verse:** A verse completion question answerable by a direct Scriptural quotation without the reference citation.
  - a. Finish-the-verse questions will begin with the statement, "Finish this verse," or "Finish this verse and the following verse," or "Finish this verse and the following two verses." Verses must be quoted verbatim.
  - b. No quizzier will be expected to cite references in finish-the-verse(s) questions.  
Example: Question: "Finish this verse, 'He came unto his own...'"  
Answer: "...and His own received him not."
3. **Reference:** A question citing a reference with or without the use of a key word(s) answerable by paraphrased phrase and/or indirect quotation.
  - a. Reference questions will begin with the phrase, "According to," followed by a reference and the stated question.
  - b. Reference questions will be accepted if they refer to either verse and chapter citation or to chapter citation alone.
  - c. Reference questions may or may not use interrogatives.
  - d. Reference questions are answerable with paraphrased quotations as opposed to verbatim questions. Example: Question: "According to Matthew 4, Jesus answered Satan in what manner?" Answer: "He quoted the Scripture: 'It is written, man shall not live by bread alone, but by every word that proceedeth out of the mouth of God; Thou shalt not tempt the Lord thy God; Thou shalt worship the Lord thy God, and him only shalt thou serve.'"

4. **Quotation:** A total recall question, which states an exact Bible reference and is answerable by a direct verbatim quotation.
  - a. Quotation questions will begin with the phrase, "Quote this verse," followed with a book-chapter-verse reference.
  - b. Quotation questions will be answerable with the verbatim quotation of the verse cited. Quizzers may cite the reference; however, they must begin the quotation of the verse within the 10-second time frame.
  - c. A quizzer may restart the quotation as often as he wishes in the 30-second timeframe. If a quizzer restarts the quotation and corrects himself, that will constitute an error. Example: Question: "Quote this verse: John 1:4." Answer: "John 1:4, 'In him was life, and the life was the light of men.' "
  - d. Citing the reference will not be required when giving the quote.
5. The citation of the book and chapter will be included in each question (with the exception of finish-the-verse questions); however, the location in the question will vary.

### **Determining Correct Answers**

1. An answer will be considered correct only if it is correctly and completely stated within the 30 second time limit.
  - a. Answers to quotation and finish-the-verse questions must be verbatim and completely within the time limit.
  - b. When answering reference and interrogative questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness, so long as the information given before the call for time was correct and complete, the answer will be considered correct.
2. An answer which would require clarification for understanding will constitute an error.
3. Quoting a verse word for word in response to an interrogative or reference question will constitute an error.
4. An answer to a finish-the-verse or quotation question in which there is any deviation from verbatim quotation of Scripture (any additions, omission, reversal, or change of words) will constitute an error.
5. An answer will be considered correct if a proper name is mispronounced.
  - a. The Quizmaster may request clarification by spelling.
  - b. An incorrect spelling of the proper name will constitute an error.
6. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
7. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an automatic error.
8. Any incorrect information in an answer will constitute an error.
9. Any incomplete answer at the call for time will constitute an error.
10. When a quizzer has finished his answer, he should be seated.

### **Determination of Winner**

1. The team with the highest score at the end of the 15th question correctly answered (10th for Junior and Junior High) or sudden-death tiebreaker will be declared the high winner. The team with the second highest score will be declared the middle winner. The team with the lowest score will be considered the loser of the game. In other words, each game with 3 teams will have 2 winners and 1 loser.
2. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.
3. The Quizmaster will determine the teams competing in each game. "Determining a Winner" rule number 1 will help the Quizmaster determine the selection of teams to participate in each game.
4. The elimination procedure and brackets may be adjusted at the competition due to the number of participants but will be announced and explained before the quizzing tournament begins.

### **Championship Round**

In the final round of the tournament, games will be set at 20 questions for Senior High (15 for Juniors and Junior High). The rule changes will be applied apply at the 16th question rather than the 12th (12th instead of 8th for Juniors and Junior High).

## **SPELLING**

Each contestant is given a piece of paper and is assigned a seat. Contestants provide their own pencils. Pens are not allowed. The judge will pronounce each word twice and use it in a sentence. Contestants will then write the word. Each contestant will write all words. Following the final word, judges will collect all papers. Winners will be selected according to accuracy. Judges shall give at least two practice words before starting competition. In the event of a tie, the tiebreaker words given at the time of testing will be used.

The spelling on the following lists are the official spelling words for this test, as found on our website, and taken from the World Book Dictionary (dpib; edau & Company, Inc. 1978).

1. Jr. High and Sr. High will have a 3-year cycle as listed below:

2018 Spelling List A

2019 Spelling List B

2020 Spelling List C

2. This rotation will continue each successive year.
3. Juniors will use the same list each year. The junior words are found on the "SPELLING LIST FOR JUNIORS".



JR. HIGH / SR. HIGH SPELLING LIST A

**-A-**

aardvark  
 abandon  
 abdicate  
 ability  
 ablution  
 abolition  
 abroad  
 abscess  
 absentee  
 absorbent  
 abut  
 academia  
 accept  
 accolade  
 accompanist  
 accrual  
 accursed  
 acknowledge  
 acquiesce  
 across  
 acumen  
 adapt  
 adherent  
 adjudicate  
 administrator  
 adolescence  
 advantageous  
 aegis  
 aerodynamics  
 affable  
 afloat  
 ageratum  
 aggravate  
 agile  
 agriculture  
 akimbo  
 alchemy  
 alkali  
 allegory  
 allergic  
 allusion  
 already  
 altogether  
 ambidextrous  
 ameliorate

amiable  
 amphibrach  
 amylaceous  
 ancestry  
 anguish  
 anneal  
 annunciation  
 antagonize  
 antibiotic  
 antiseptic  
 apathetic  
 aphelion  
 apocalypse  
 apostrophe  
 apparent  
 appliqué  
 apprise  
 appurtenance  
 arbor  
 archaically  
 archives  
 argyle  
 arraign  
 arrant  
 arthritis  
 artillery  
 aspersion  
 astringent  
 atheistic  
 auger  
 awkward  
**-B-**  
 badminton  
 baize  
 balk  
 ballistic  
 balsam  
 bane  
 banquet  
 baptize  
 barnacle  
 barrister  
 basicity  
 bastion  
 batik  
 bauxite

beatitudes  
 bedizen  
 beginner  
 behoove  
 beleaguer  
 believe  
 beneficiary  
 bequeath  
 beryl  
 beveled  
 bibliography  
 bifilar  
 binocular  
 bivouac  
 blaspheme  
 bludgeon  
 bombardier  
 boomerang  
 bouillon  
 boycott  
 brazier  
 brevity  
 brilliant  
 bronchial  
 buccaneer  
 bulletin  
 bungalow  
 buoyancy  
 burrow  
**-C-**  
 cacophony  
 caisson  
 calisthenics  
 calyx  
 camphor  
 candidacy  
 canorous  
 canyon  
 capon  
 carafe  
 carburetor  
 caribou  
 carnage  
 carriage  
 cartilage  
 cashew

cassock  
 cataclysm  
 caterwaul  
 caulk  
 cavil  
 celery  
 cemetery  
 centipede  
 ceramics  
 cerulean  
 chagrined  
 chamfer  
 changeable  
 charisma  
 chasm  
 chastise  
 chauvinism  
 chenille  
 chifforobe  
 chortle  
 chutney  
 cinnabar  
 clientele  
 codger  
 coiffeur  
 colleague  
 column  
 commandment  
 commissure  
 compatible  
 complacency  
 compliant  
 concatenate  
 concentric  
 conche  
 conclude  
 condemn  
 confederation  
 congeal  
 conqueror  
 consecutive  
 consignee  
 consuetude  
 convalescence  
 conveyance  
 cornea

corroborate  
 cortisone  
 cosmopolitan  
 countenance  
 courteous  
 cozened  
 crescive  
 criticize  
 crotchety  
 cruet  
 ctenoid  
 cucumber  
 cuisine  
 cumin  
 curlicue  
 cursory  
 cylinder  
**-D-**  
 dahlia  
 dastardly  
 dawdle  
 debatable  
 debenture  
 debtor  
 decedent  
 decibel  
 decoy  
 deference  
 defunct  
 deign  
 deliquescent  
 demarcate  
 demitasse  
 demur  
 denture  
 depository  
 derelict  
 descendant  
 desiccation  
 desperate  
 despond  
 detergent  
 detonate  
 devastate  
 diabetes  
 dialect

JR. HIGH / SR. HIGH SPELLING LIST A

diaphanous  
dictionary  
dietetic  
dilapidate  
dilettante  
dinghy  
diocese  
director  
dirndl  
disarray  
disciple  
discreet  
dishevel  
dispersal  
dissertation  
dissipate  
distinction  
diverge  
dividend  
docile  
doggerel  
domain  
doodling  
douse  
dowry  
drivel  
drupe  
duffel dulcet  
dysbarism

**-E-**

eavesdropping  
ecclesiastical  
echoes  
eclipse  
ecstatic  
educator  
effaceable  
effete  
effigy  
elapse  
elegy  
eliminate  
elocution  
elusive  
emancipation  
embarrassmen

t

embroidery  
eminently  
emperor  
emphysema  
emulate  
encore  
endeavor  
engineer  
ensconced  
enthusiastic  
entitled  
entrance  
envelop  
envoy  
epidemic  
epitaph  
epoch  
equality  
equipment  
equivocal  
erase  
err  
erudite  
esculent  
espionage  
essay  
ethereal  
etymon  
eulogy  
euphoria  
evangelical  
evince  
exasperate  
excellent  
exchequer  
exemplary  
exhort  
exonerate  
exotic  
expert  
exponent  
exsuccous  
extinct  
extraneous  
extricate

**-F-**

fabulous  
facile  
fallacious  
falsification  
farcical  
farrago  
fascist  
fatuous  
favorite  
febrile  
fecundity  
feline  
fennel  
ferret  
fete  
fiduciary  
filament  
financier  
fiscal  
flaccid  
flammable  
flippancy  
flotsam  
flyable  
follicle  
forager  
forcible  
forestall  
forfeiture  
fortieth  
fountain  
fraction  
franchise  
fresnel  
frigate  
fugacious  
fulvous  
furniture  
fuselage

**-G-**

gabelle  
gaffer  
galah  
gallant  
gallop

gambrel  
gaping  
garnishee  
gauge  
gelatin  
genetics  
gerbil  
geyser  
ghostly  
glaciology  
glazier  
glorious  
gnome  
good  
gossamer  
government  
grammatical  
grandiose  
grievance  
grimace  
grosgrain  
grovel  
gubernatorial  
guile  
gullible  
gymnast  
gyroscopic

**-H-**

hackney  
halo  
handicap  
haplology  
harbinger  
hatchet  
hawse  
hearsay  
heifer  
heirloom  
hepatitis  
heretic  
heroine  
heuristic  
hiding  
hieroglyphic  
hoard  
hoeing

holograph  
homestead  
honor  
hosiery  
hovel  
hurrah  
hyacinth  
hydrolysis  
hygienic  
hypocrisy

**-I-**

ichthyology  
iconoclast  
identify  
idiotic  
idyl or idyll  
ignominy  
illiteracy  
imagery  
immaculate  
immemorial  
immigration  
immovable  
impeccable  
impermeable  
impetigo  
implacable  
impostor  
inaccuracy  
inane  
inauspicious  
incendiary  
incident  
incompetent  
inconvenience  
increment  
indehiscent  
indigent  
indispensable  
indulgence  
infamous  
inferred  
initiative  
innocence  
inoculate  
insentient

JR. HIGH / SR. HIGH SPELLING LIST A

insouciance  
instinct  
integer  
intense  
interfere  
interminable  
intolerance  
intrinsic  
invariably  
irascible  
irrelevant  
isagoge  
isocryme  
itinerant  
ivy

**-J-**

jackal  
jamboree  
jaundice  
jealousy  
jester  
jittery  
jocund  
jonquil  
jubilee  
judiciary  
junket  
juxtaposition

**-K-**

kangaroo  
kennel  
kernel  
kindergarten  
klystron  
knell  
knocker  
knowledge  
kudos

**-L-**

label  
laborer  
laceration  
lackadaisical  
lactose  
lair  
lament

languor  
larghetto  
laryngitis  
lascivious  
lathe  
launch  
laxity  
leapt  
lecturer  
legacy  
legislator  
lemonade  
leprosy  
lethargic  
leukemia  
liaison  
lien  
lightning  
limit  
liniment  
listen  
livelihood  
lobster  
loge  
loquacious  
louvered  
lucid  
luff  
luncheon

**-M-**

macabre  
mackerel  
maelstrom  
magneto  
maintain  
malignant  
mammoth  
mannequin  
mantel  
maraud  
margarine  
marital  
marshaled  
masculine  
masterpiece  
mattress

mauve  
mayhem  
mechanize  
medieval  
mellifluous  
memorabilia  
menu  
mercurial  
messenger  
metamorphosis  
methodology  
microscope  
mileage  
millionaire  
miniature  
misanthropic  
miscible  
miserere  
misspell  
modesty  
molasses  
momentous  
moneyed  
monotonous  
moot  
mores  
mortgage  
mortise  
motley  
mucilage  
mushroom  
myopic  
mysterious

**-N-**

naïve  
nasal  
natty  
nauseate  
necessarily  
nefarious  
negotiations  
neighborly  
nephew  
neurosis  
neutral  
nickel

ninety  
noisome  
nominee  
nonpareil  
notoriety  
nucleus  
nursery  
nutritious

**-O-**

oasis  
obituary  
obliged  
obloquy  
obsequious  
obstacle  
obtuse  
occidental  
occurrence  
octane  
odoriferous  
ohm  
omega  
omitted  
oneiric  
oolong  
opalescent  
operetta  
oppose  
oration  
ordinary  
oriole  
oscillate  
osseous  
otter  
outrageous  
overstepping

**-P-**

pachyderm  
pageant  
palatial  
palliative  
palpitation  
paltry  
pandemonium  
pantomime  
paradigm

parallel  
parapet  
parentage  
parishioner  
parliament  
paschal  
patellar  
pauper  
peal  
pecuniary  
pedestal  
penetrate  
peninsula  
perceive  
peremptory  
periphery  
permanence  
perpetuity  
personal  
perturbation  
phalanx  
phenomenal  
photosynthesis  
piceous  
piebald  
pilgrimage  
piquette  
placable  
platitude  
plentiful  
pneumonia  
poignant  
politician  
pommel  
porcine  
portfolio  
possession  
prairie  
precious  
predicate  
prefer  
premier  
preparation  
prescience  
primer  
privilege

JR. HIGH / SR. HIGH SPELLING LIST A

proceed  
 professor  
 proletariat  
 propaganda  
 prophet  
 prorogue  
 prowess  
 psilosis  
 psychology  
 ptosis  
 punitive  
 pusillanimous  
 pylorus

**-Q-**

quadrennial  
 qualm  
 quarantine  
 queasy  
 quern  
 queue  
 quietus  
 quintuplet  
 quiz  
 quotation

**-R-**

raccoon  
 raillery  
 rambunctious  
 rancorous  
 raspberry  
 rawinsonde  
 realize  
 reboant  
 receive  
 recidivism  
 recluse  
 reconnaissanc  
 e  
 redingote  
 referendum  
 regimen  
 rehearsal

relegate  
 relief  
 reminiscence  
 remora  
 rendezvous  
 repercussion  
 replica  
 requiem  
 reservoir  
 resistible  
 reticence  
 revengeful  
 rhapsodical  
 rheumatism  
 rhubarb  
 ridiculous  
 rivulet  
 roose  
 rouge  
 ruckus

**-S-**

sabbatical  
 saccharin  
 sacrilege  
 sagacious  
 salve  
 sanctimonious  
 sanguinary  
 satchel  
 sauté  
 saxophone  
 scalene  
 scatter  
 schedule  
 schipperke  
 schizoid  
 scissors  
 scowl  
 scruple  
 scull  
 secede  
 sector

sediment  
 seismograph  
 semaphore  
 sentinel  
 sequel  
 serge  
 serre-fine  
 sessile  
 severance  
 shalloon  
 shining  
 sieve  
 sincerely  
 sleight  
 sobriquet  
 solemn  
 sophistication  
 soporific  
 sovereign  
 specificity  
 spinach  
 sprinkle  
 stalactite  
 stationery  
 stearic  
 stigma  
 strenuous  
 strychnine  
 stupefy  
 subsidize  
 substitution  
 succotash  
 suint  
 superficial  
 supersede  
 surveillance  
 suspicion  
 syllepsis  
 synchronize  
 syrup

**-T-**

tabloid

tadpole  
 taint  
 tantamount  
 tasteful  
 tedious  
 temporal  
 tenor  
 tertian  
 tetanus  
 theocracy  
 therapy  
 thigh  
 tilde  
 tocsin  
 too  
 toxemia  
 tranquil  
 transferred  
 trapezist  
 treatise  
 trichinosis  
 triturate  
 truly  
 turgescant  
 tyrannical

**-U-**

ulterior  
 umbrage  
 unanimous  
 unctuous  
 unintelligible  
 unprecedented  
 upholsterer  
 usurp  
 utterance

**-V-**

vacillate  
 valise  
 vapor  
 vaunt  
 veil  
 vendue

verdigris  
 vertebrate  
 vicissitudes  
 vilify  
 vinaigrette  
 virtuous  
 vituperative  
 volume  
 vowel

**-W-**

waiver  
 warranty  
 wastebasket  
 weather  
 wharf  
 whelk  
 whetstone  
 whippoorwill  
 wholesome  
 wiry  
 witticism  
 wok  
 wrasse  
 writhe

**-X-**

xanthic  
 xiphoid  
 xylophone

**-Y-**

yarrow  
 yellow  
 yolk  
 yperite

**-Z-**

zealot  
 zenith  
 zircon  
 zucchini

**JR. HIGH / SR. HIGH SPELLING LIST B**

**-A-**

abacus  
 abattoir  
 aberrant  
 abjure  
 abnormal  
 aborigines  
 abrogate  
 abscond  
 absolutely  
 abstemious  
 abysmal  
 accede  
 accessible  
 accommodate  
 accomplish  
 accrue  
 achieve  
 acoustics  
 acreage  
 actuary  
 adagio  
 addendum  
 adjacent  
 adjust  
 admonitory  
 adoration  
 adventure  
 aerial  
 aerosol  
 affect  
 agate  
 agglutinate  
 aggression  
 agnostic  
 aide  
 alacrity  
 alfalfa  
 allay  
 allegretto  
 alleviate  
 aloe  
 altar  
 alyssum  
 ambitious  
 amerce  
 amnesiac  
 amulet

analysis  
 anecdotal  
 animosity  
 annihilate  
 anodyne  
 antecedent  
 antimacassar  
 antithesis  
 aperture  
 apiarist  
 apologizing  
 appall  
 appearance  
 appreciable  
 approbation  
 apropos  
 archaeology  
 archetype  
 ardor  
 armature  
 arraignment  
 arteriosclerosis  
 articulate  
 askance  
 asphyxiant  
 astronaut  
 attendance  
 auk

**-B-**

baccalaureate  
 bailiff  
 balalaika  
 ballad  
 balloon  
 balustrade  
 bangle  
 bantam  
 barbeque  
 barratry  
 basal  
 basilica  
 bathe  
 batiste  
 bayou  
 beau  
 bedlam  
 begonia  
 beige

belief  
 belligerence  
 benefit  
 bereavement  
 besiege  
 bewail  
 bicentennial  
 bilious  
 bipartisan  
 bizarre  
 blastula  
 boatswain  
 bonanza  
 borne  
 boundaries  
 boyish  
 breathe  
 brigadier  
 brittle  
 bronchitis  
 buckskin  
 bullion  
 bunion  
 bureau  
 business

**-C-**

cadge  
 cajole  
 calliope  
 camaraderie  
 canceled or  
 cancelled  
 candle  
 cantaloupe  
 capital  
 capricious  
 carapace  
 cardiac  
 caricature  
 carnivorous  
 carrion  
 cascade  
 cashier  
 casualty  
 catarrh  
 caucus  
 causal  
 cayenne

celestial  
 censor  
 centrifugal  
 cereal  
 cetacean  
 chalice  
 chancel  
 chaplain  
 charlatan  
 chassis  
 chattel  
 cheery  
 cheongsam  
 chlorine  
 chronological  
 chyle  
 circuit  
 cloche  
 codicil  
 collage  
 colloquial  
 comedian  
 commensurate  
 committed  
 compel  
 complement  
 component  
 concede  
 concession  
 conchoidal  
 concurred  
 condescend  
 confidence  
 congratulation  
 conscientious  
 consentaneous  
 conspicuous  
 contour  
 convenience  
 convince  
 corporeal  
 corrugate  
 corymb  
 council  
 counterfeit  
 covenant  
 credulous  
 criterion

criticizing  
 crucifixion  
 crustacean  
 cubical  
 cudgel  
 culottes  
 cuneiform  
 curmudgeon  
 cyan  
 cyst

**-D-**

damask  
 daughter  
 dearth  
 debauch  
 debrief  
 decadence  
 deceitful  
 decipher  
 decrepit  
 deficit  
 dehisce  
 delegate  
 delirious  
 demeanor  
 demobilize  
 denominator  
 deodorant  
 depressant  
 dereliction  
 description  
 designate  
 despicable  
 despondent  
 deterred  
 detour  
 develop  
 diacritical  
 diamond  
 diaphragm  
 dieffenbachia  
 difference  
 dilatory  
 dimension  
 dinosaur  
 diphthong  
 dirge  
 disagreeable

JR. HIGH / SR. HIGH SPELLING LIST B

disastrous  
disciplinary  
discrepancy  
disparage  
dissect  
dissever  
dissipated  
distraught  
divergent  
divisible  
doctrinal  
dolorous  
domicile  
dormant  
dowager  
drayage  
drought  
dubious  
dumbfound  
dysentery  
-E-  
ebullient  
eccrinology  
éclair  
economize  
eczema  
eerily  
effect  
efficacious  
egregious  
electrocardiogram  
elevator  
elite  
eloquence  
emaciation  
embalm  
embodiment  
emigrant  
emission  
emphases  
empirical  
emulsion  
encroach  
endeavoring  
enigmatic  
entelechy

enthymeme  
entitles  
entrepreneur  
environ  
enzyme  
epidermis  
epithet  
epochal  
equatorial  
equipped  
equivocate  
eriometer  
errancy  
eschew  
esoteric  
esplanade  
estuary  
etiology  
eudaemonic  
euphemism  
eustasy  
evasion  
exacerbate  
exceed  
except  
executioner  
exergue  
exigencies  
exonumia  
expeditionary  
explanation  
expunge  
extension  
extirpate  
extraordinary  
exuberance  
-F-  
façade  
Fahrenheit  
fallacy  
famine  
farfetched  
fascinating  
fatigue  
faucet  
faze

February  
feign  
felonious  
feral  
ferrous  
feted  
fief  
filial  
finesse  
fissionable  
flagrant  
flattery  
florescence  
fluoroscope  
foible  
foment  
forbearance  
forefather  
foreword  
forgo or  
forego  
fortress  
fourth  
fragment  
fraud  
fricassee  
fritter  
fulfill or fulfil  
funereal  
furor  
-G-  
gabardine  
gadabout  
gaiety  
galaxy  
galleon  
galore  
gamut  
gargoyle  
garrulous  
gaunt  
genealogy  
genial  
geriatrics  
gherkin  
giblet

glaring  
glimmer  
glossary  
goiter  
good  
goulash  
gracile  
granary  
granular  
grieve  
grisly  
grotesque  
guarantee  
guerrilla  
guillotine  
gumption  
gypsum  
-H-  
habitat  
halberdier  
halve  
handkerchief  
harangue  
harmonica  
haughty  
headache  
hearse  
heighten  
heliotaxis  
herbaceous  
heritage  
heroism  
heyday  
hierarch  
hippopotamus  
hoarseness  
holiday  
homage  
homogeneous  
honorary  
hostage  
hubbub  
hurtle  
hydrangea  
hydrometer  
hyperbole

hypocritical  
-I-  
icicle  
icy  
idiomatic  
idle  
idyllic  
illegally  
illusion  
imbrued  
immature  
immense  
imminent  
impasse  
impecunious  
impertinency  
impinge  
implicate  
impromptu  
inadvertent  
inanimate  
incandesce  
incessant  
incidentally  
incongruous  
incorrigible  
incumbency  
indictment  
indigestible  
indomitable  
inept  
infaust  
ingenuous  
injurious  
innocuous  
inquest  
insistent  
inspector  
insulation  
intellectual  
intercede  
interment  
interregnum  
intrepid  
intuition  
inveigle

JR. HIGH / SR. HIGH SPELLING LIST B

iridescent  
irreligious  
ischium  
issuance  
itinerary

**-J-**

jabot  
jaded  
japery  
jaunty  
jeopardy  
jewel  
jocosity  
joiner  
journal  
judge  
juggernaut  
justice

**-K-**

kaleidoscope  
kayak  
kepi  
khaki  
kindred  
knead  
knickers  
knoll  
knuckle  
kumquat

**-L-**

labial  
labyrinth  
lachrymal  
lacquer  
ladle  
laity  
lamprey  
lapel  
lariat  
larynx  
laser  
lattice  
laureate  
layette  
leather  
ledger

legalize  
legitimate  
lenience  
lesion  
lethargy  
levee  
libel  
lieutenant  
limb  
linear  
linoleum  
literature  
llano  
location  
longevity  
lose  
loyalty  
lucre  
lugubrious  
lurch

**-M-**

machinate  
macramé  
magic  
magnificence  
maintenance  
malleability  
maneuver  
manners  
manufacturer  
marcescent  
marginal  
marmalade  
martyr  
masquerade  
matriculate  
maudlin  
mawkish  
mayonnaise  
mediator  
melancholia  
memento  
menagerie  
mercerize  
meridian  
Messiah

metaphor  
metropolis  
midge  
millennium  
mimicked  
minimum  
miscellaneous  
miscreant  
misoneism  
mnemonic  
modicum  
molecular  
monastery  
mongrel  
monotony  
moral  
moribund  
mortgagee  
mosquito  
mountainous  
municipal  
musician  
myriad

**-N-**

nacelle  
narcissus  
nasally  
naughty  
nauseous  
necessary  
negligence  
neigh  
neophyte  
nescience  
neurotic  
newt  
nimiety  
nobility  
noisy  
nonchalance  
nostalgia  
nougat  
numb  
nutcracker  
nylon

**-O-**

obedience  
obligato  
oblivion  
obnoxious  
observant  
obstinacy  
occasion  
occlusion  
oceanic  
oculist  
officious  
ointment  
omelet  
omniscience  
onerous  
opa  
opera  
opine  
opposite  
orchid  
orientation  
orthodontia  
oscillation  
ostensible  
ottoman  
override  
overwrought

**-P-**

pacificatory  
paid  
palaver  
pallor  
palsied  
pamphlet  
panegyric  
paprika  
paradise  
paralleling  
paraphernalia  
pariah  
parlance  
paroxysm  
pasteurize  
patriarch  
pavilion

peasant  
pedagogic  
pelisse  
penguin  
penitentiary  
peregrinate  
perennial  
periphrasis  
pernicious  
perseverance  
personnel  
petard  
pharynx  
philately  
physique  
picnicking  
pigeons  
pincers  
pittance  
placard  
plaudit  
plumage  
pogamoggan  
poisonous  
polyglot  
ponderous  
porpoise  
portrait  
poultry  
precede  
precipice  
preeminent  
preference  
premiere  
preposition  
prevalent  
principle  
probably  
proclivity  
proficient  
prominence  
propelling  
proprietor  
prosaic  
prudent  
psychiatrist

JR. HIGH / SR. HIGH SPELLING LIST B

psychosis  
puce  
purge  
putrescent  
pyramid

**-Q-**

quagmire  
quandary  
quarry  
quell  
quest  
quiescence  
quilt  
quisling  
quizzically  
quote

**-R-**

radium  
raiment  
rampant  
rapacious  
raucous  
rayonnant  
really  
recede  
reception  
recipe  
recognizance  
recreant  
referee  
referred  
regulation  
reign  
relevant  
remedial  
remittance  
renaissance  
renegade  
repertoire  
reprieve

requisition  
resilience  
restaurant  
reticent  
revenue  
rheostat  
rheumy  
rhythm  
righteous  
rogue  
rostrum  
rouse  
ruffian

**-S-**

sabotage  
sacrament  
sacrilegious  
sagacity  
salvo  
sanction  
saponify  
satellite  
savagery  
scabard  
scalpel  
scavenger  
schematic  
schism  
schizophrenia  
sconce  
scratchy  
scrupulous  
scullion  
secession  
security  
sedulous  
seize  
senile  
sepal  
sequin

sergeant  
serried  
seta  
sextant  
sheathe  
shrewd  
silhouette  
singeing  
sleuth  
socket  
soliloquy  
sophistry  
sopranos  
spaghetti  
specimen  
splendor  
staccato  
static  
statistician  
stertorous  
stomach  
streusel  
studies  
subaltern  
subsistence  
subterfuge  
suet  
sullage  
superfluous  
superstitious  
surveyed  
sword  
symbiosis  
synecdoche

**-T-**

tabard  
tacit  
taffeta  
tambourine  
tariff

tautology  
temperament  
tenant  
terminate  
tertiary  
thalassic  
theology  
there  
thrice  
timid  
tongue  
torsion  
tragedy  
transcend  
transient  
trauma  
trekked  
tricycle  
triumph  
tryst  
turpitude  
tyranny

**-U-**

ultimate  
umbrageous  
unbeliever  
undoubtedly  
unnecessary  
unraveled  
usable or  
useable  
utensil

**-V-**

vacancy  
vacuum  
valorous  
variegated  
veer  
vein  
vengeance

verify  
vestigial  
vigesimal  
villager  
vindictive  
visibility  
vocabulary  
voracious

**-W-**

wainscot  
wanton  
warrior  
wayfarer  
Wednesday  
wharves  
wherry  
whimsical  
whisk  
wield  
withal  
wizen  
wondrous  
wreath  
writing

**-X-**

xenophile  
xylem

**-Y-**

yacht  
yautia  
yeoman  
youngster  
yule

**-Z-**

zealous  
zephyr  
zither  
zwieback



JR. HIGH / SR. HIGH SPELLING LIST C

**-A-**

abalone  
abbreviate  
abeyance  
ablative  
abode  
abound  
abrupt  
absent  
absolve  
abstention  
abyss  
accelerate  
accidence  
accommodation  
accouterment  
accumulate  
achromatic  
acquaintance  
acrimony  
acuity  
adamant  
adhere  
adjourn  
adjutant  
ado  
adulate  
adz  
aerobics  
aesthetic  
affidavit  
agenda  
aggrandizement  
aghost  
agrarian  
Airedale  
alastrim  
algae  
allegiance  
alleluia  
allure  
alpaca  
altimetry  
amanuensis  
ambivalence  
amethyst  
among

amusement  
analyze  
anesthetize  
anise  
annuity  
anonymity  
antediluvian  
antique  
apartheid  
aphasia  
aplomb  
apostle  
apparatus  
appellate  
apprehensible  
appropriate  
arbitrary  
archaic  
archipelago  
arduous  
arpeggio  
arrangement  
artesian  
artificial  
asparagus  
astringe  
atelier  
attrition  
avarice

**-B-**

bachelor  
bailiwick  
balance  
ballast  
balm  
banal  
bankruptcy  
banter  
barbiturate  
barrette  
basically  
bassinet  
bathymetry  
battalion  
bazaar  
beauteous  
befuddle

beguile  
belabor  
believable  
belvedere  
benign  
berserk  
besmirch  
bey  
biennial  
binaural  
biscuit  
blackguard  
blintze  
boll  
bonus  
bough  
bouquet  
bravado  
breeze  
brigand  
broccoli  
brusque  
buffet  
bulwark  
buoy  
bureaucracy

**-C-**

cache  
cagey  
calendar  
calumny  
camouflage  
cancer  
candor  
canvass  
capitol  
captaincy  
carat  
careen  
carillon  
carom  
cartel  
casein  
casserole  
casuistry  
catastasis  
caudal

cauterize  
celebrity  
cellar  
censure  
ceraceous  
cerise  
chaff  
chameleon  
chandelier  
characteristic  
chartreuse  
chasten  
chauffeur  
cheetah  
chicle  
cholangitis  
chrysanthemum  
cicatize  
cissoid  
coalition  
cohesion  
collateral  
colossal  
coming  
commiseration  
committee  
competent  
complex  
comprehensive  
conceit  
conch  
concinnity  
concurrence  
condolence  
confidentially  
connoisseur  
conscious  
consequence  
constant  
contretemps  
convenient  
cordially  
corridor  
corsair  
cosmetology  
counsel  
courageous

coyote  
crepe  
criticism  
croissant  
cruelty  
crystallize  
cuckoo  
cuirass  
culpable  
cupboard  
currant  
cyanide

**-D-**

dachshund  
dandelion  
davenport  
debacle  
debauchery  
debris  
decadent  
decentralization  
deciphered  
defendant  
definition  
dehydrate  
delicatessen  
delusion  
demise  
demolition  
dentifrice  
dependent  
deprivation  
derogatory  
desiccate  
desolate  
despise  
destitute  
deterrent  
deuteragonist  
devout  
diadem  
diapasons  
dichotomy  
diesel  
diffidence  
dilemma  
diminish

JR. HIGH / SR. HIGH SPELLING LIST C

diocesan  
dipnoous  
dirigible  
disappoint  
discalced  
discordant  
discretion  
disparagement  
disseminate  
dissidence  
distaff  
diurnal  
divestiture  
divvy  
documentary  
dolphin  
dominance  
doughty  
dowel  
dredge  
drudgery  
ductile  
dyeing

**-E-**

eastern  
eccentric  
echelon  
eclectic  
ecru  
edible  
efface  
effervesce  
efficiency  
eking  
elegance  
eligibility  
elixir  
eloquent  
emanate  
embargoes  
emboss  
eminence  
emollient  
emphasize  
empyrean  
encoignure  
encumbrance  
endemic

ennead  
enthusiasm  
entire  
entomb  
enumerate  
environment  
ephemeral  
epistolary  
epitome  
epyllion  
equilibrium  
equivalent  
erasable  
erode  
errand  
escrow  
especially  
espousal  
esurient  
etiquette  
eulogize  
euphonium  
eutectic  
evilly  
exaggerate  
excel  
excerpt  
executrix  
exhilarate  
existence  
exorbitant  
experience  
exploit  
exquisite  
extent  
extol  
extravagant

**-F-**

fable  
facetious  
faillie  
fallible  
fantasy  
farinaceous  
fascism  
fatigued  
fauna  
feasible

fecund  
feint  
femur  
ferocious  
festival  
fiasco  
fierce  
Filipino  
finicky  
fissure  
flamboyant  
fleece  
flotilla  
flurry  
foist  
fondant  
forceps  
foreign  
forfeit  
format  
fortune  
fracas  
frailties  
fray  
frieze  
frugal  
fulgorant  
furlough  
furrier

**-G-**

gabbro  
gadget  
gait  
galena  
gallery  
galvanize  
gangrene  
garish  
gaseous  
gauze  
genesis  
geology  
germane  
ghetto  
gingham  
glaucoma  
glimpse  
gnarled

goldenrod  
gorgeous  
gourd  
graduate  
grandeur  
grease  
grievous  
gristle  
grouch  
guaranteed  
guidance  
guipure  
guttural  
gypsy

**-H-**

hackamore  
halcyon  
hammock  
hangar  
harass  
haste  
havoc  
healthy  
heathen  
heinous  
hemorrhage  
heresy  
hermitage  
heterogeneous  
hiatus  
hierarchy  
hitchhike  
hockey  
holiness  
homely  
homogenized  
horrid  
hotel  
humor  
hustle  
hydraulic  
hygiene  
hypochondria  
hypotenuse

**-I-**

icicles  
identical  
idiosyncrasy

idol  
ignition  
illegible  
illusory  
imbue  
immediately  
immensity  
immolate  
impeach  
impediment  
imperturbable  
impious  
importune  
impugn  
inalienable  
inauguration  
incarnate  
inchoate  
incognito  
inconnu  
incredulous  
incunabulum  
indigenous  
indiscreet  
indubitable  
inertia  
inferential  
inimical  
inlier  
innuendo  
inscrutable  
insolvent  
instauration  
insurgent  
intelligible  
interchangeable  
intermezzo  
interrupt  
intricate  
intussusception  
invidious  
irksome  
irritant  
isle  
isthmus  
its

**-J-**

jacamar

JR. HIGH / SR. HIGH SPELLING LIST C

jadeite  
jargon  
javelin  
jerkin  
jiffy  
jocular  
jongleur  
journalism  
judgment  
junction  
justifiable

**-K-**

kamikaze  
keenness  
kerchief  
kimonos  
kinsman  
kneel  
knobbly  
knotted  
kohlrabi  
kyack

**-L-**

laboratory  
lacerate  
lachrymose  
lacrosse  
lagniappe  
lallation  
language  
lapse  
larkspur  
lasagna  
lassitude  
laughable  
lavender  
leaky  
lectern  
leek  
legislative  
leisurely  
lentil  
lethal  
leucite  
lewd  
license  
ligature  
limelight

linguist  
liquidate  
littlish  
loathe  
locomotive  
loose  
loupe  
lozenge  
ludicrous  
lunatic  
luxuriant

**-M-**

machinery  
mademoiselle  
magnetism  
maim  
malfeasance  
malleable  
manicurist  
manse  
maraca  
marchioness  
marigold  
marriageable  
mascot  
massacre  
matrimony  
mausoleum  
maxim  
meant  
medicine  
melee  
memoir  
mendicant  
merciful  
meringue  
metallic  
meteor  
miasma  
mien  
millinery  
mince  
minstrel  
mischievous  
misdemeanor  
missionary  
mobile  
moisten

molecule  
monastic  
monocle  
monsieur  
morass  
mortar  
mortgagor  
motif  
mourn  
museum  
mustard  
myrrh

**-N-**

naiant  
narrative  
natal  
nausea  
naysay  
nectar  
negligible  
neighbor  
neoplasm  
neuralgia  
neuter  
niche  
nineteen  
nocturnal  
nomenclature  
noncommittal  
noticeable  
nuclear  
nuptial  
nutrition  
nystagmus

**-O-**

obeisance  
oblige  
oblivious  
obscure  
obsolete  
obstreperous  
occasionally  
occurred  
ocelot  
odious  
offing  
oleander  
omission

onager  
onyx  
opacity  
operation  
opportunist  
oppugn  
ordinance  
original  
orthoepist  
osprey  
ostentation  
ouster  
overrule  
oviparous

**-P-**

pacifist  
palatable  
pallet  
palpable  
palsy  
panacea  
panoplied  
papyrus  
paraffin  
paralysis  
paraplegia  
parietal  
parley  
participle  
pastiche  
paucity  
peaceable  
peculiar  
peddler  
penchant  
penicillin  
Pentateuch  
peregrine  
perforate  
perish  
perpetrate  
persistent  
persuasion  
petulant  
phenomena  
phlegmatic  
piccolo  
picturesque

pilfer  
pioneer  
pizzeria  
plaque  
plausible  
pneumectomy  
pogonip  
polemic  
pomander  
porcelain  
portentous  
posse  
practicable  
precedent  
predicament  
preen  
prejudice  
premise  
prerogative  
primary  
pristine  
procedure  
procure  
prohibition  
pronounce  
prophecy  
propylaeum  
proselytize  
psammite  
psychological  
ptarmigan  
pumice  
pursuit  
pylon  
pyre

**-Q-**

quail  
quantity  
quatrain  
queried  
questionnaire  
quiescent  
quintessence  
quixotic  
quorum  
quotient

**-R-**

ragout

JR. HIGH / SR. HIGH SPELLING LIST C

raisin  
 rancor  
 rapport  
 ravioli  
 raze  
 ream  
 receipt  
 recess  
 reclamation  
 recommend  
 recruit  
 reference  
 referring  
 rehabilitation  
 rejoice  
 reliant  
 remedy  
 remnant  
 nascent  
 repel  
 repertory  
 reprisal  
 rescind  
 resilient  
 resuscitate  
 retrograde  
 reverence  
 rhetoric  
 rhinoceros  
 rhythmical  
 risible  
 romanticism  
 rosy  
 rubella  
**-S-**  
 Sabbath  
 saboteur  
 sacred  
 saddle  
 salient  
 samovar  
 sandal  
 saffron  
 sauerkraut  
 savant  
 scaffold  
 scansion  
 scepter

scherzo  
 schist  
 scintillate  
 scotoma  
 scrounge  
 scrutiny  
 scurrilous  
 seclusive  
 sedentary  
 seine  
 seizure  
 sententious  
 separate  
 serendipity  
 serif  
 serviceable  
 settee  
 sexton  
 shellacked  
 siccative  
 similar  
 skiing  
 sneeze  
 solecism  
 somersault  
 sophomore  
 soutache  
 spatula  
 specious  
 spontaneous  
 stadium  
 stationary  
 statistics  
 stichometry  
 strategic  
 strictly  
 stultify  
 subconscious  
 substantiate  
 subtle  
 suffrage  
 supercilious  
 superintendent  
 surgeon  
 susceptible  
 sycophant  
 symmetrical  
 synonym

**-T-**  
 tabernacle  
 taciturn  
 taiga  
 tandem  
 tarpaulin  
 tawdry  
 temperate  
 tenement  
 tern  
 testimony  
 their  
 therapeutic  
 thermometer  
 thrombosis  
 tincture  
 tonsillitis  
 tournament  
 traitor  
 transcontinental  
 transistor  
 treacherous  
 triceps  
 triplicate  
 troglodyte  
 tunnel  
 twelfth  
**-U-**  
 ukulele  
 ultraviolet  
 umlaut  
 uncanny  
 unfurl  
 unparalleled  
 unscrupulous  
 using  
 utilize  
**-V-**  
 vaccine  
 vagary  
 vapidity  
 vault  
 vehemence  
 velocity  
 verbiage  
 vermeil  
 vicarious  
 vigilant

villain  
 vinegar  
 visitor  
 vociferous  
 voucher  
**-W-**  
 waive  
 warmonger  
 wart  
 wealth  
 weird  
 wheedle  
 whether  
 whippersnapper  
 whither  
 wince  
 withhold  
 wizened  
 worsted  
 wring  
 wrought  
**-X-**  
 xerarch  
 xylography  
**-Y-**  
 yam  
 yawn  
 ylem  
 youthfully  
**-Z-**  
 zeal  
 zebra  
 zinnia  
 zoological

## SPELLING LIST FOR JUNIORS

### -A-

academy  
accept  
accomplish  
accord  
account  
accurate  
accuse  
ache  
acorn  
acre  
across  
affair  
affect  
Africa  
agreement  
allegiance  
allergic  
aloud  
alphabet  
already  
although  
always  
amendment  
amount  
amphibian  
ancestor  
angel  
animal  
ankle  
Antarctica  
anteater  
apostle  
appeal  
appear  
appoint  
April  
aquarium  
Arctic  
area  
arose  
arrange  
arrest  
arrive  
ash  
aspect  
assure  
astronaut

Atlantic  
atom  
attach  
attack  
attempt  
attention  
August  
Australia  
author  
authority  
automobile  
autumn  
average  
aware  
axis

### -B-

babies  
bakeries  
band  
barber  
bathe  
beard  
beast  
beat  
beautiful  
beauty  
beaver  
bed  
beech  
beeswax  
believe  
belt  
beneath  
birch  
birthday  
blend  
blew  
blur  
board  
bomb  
booklet  
boot  
border  
bough  
branch  
brass  
brave  
bread

break  
breakfast  
breathe  
bridge  
broke  
buffalo  
building  
bulb  
bulletin  
burden  
burial  
burrow  
burst  
business  
butterflies  
butterfly  
buy

### -C-

cabin  
cable  
calendar  
Calvary  
camera  
camper  
Canada  
car  
caravan  
caretaker  
carrot  
cash  
cattle  
caught  
celebrate  
celery  
chain  
chapel  
chart  
cheese  
chief  
choice  
choir  
Christ  
Christian  
citizen  
civil  
cleanliness  
cleanse  
cliff

climb  
clock  
clothing  
coal  
coast  
colonies  
color  
colossal  
combine  
comet  
comfort  
commandment  
commend  
common  
commune  
communicate  
communication  
communities  
community  
compress  
compression  
compressor  
concern  
condense  
connect  
cord  
count  
crack  
craft  
Creation  
creative  
Creator  
crew  
crop  
crowd  
crown  
crust  
cure  
customer  
cutting

### -D-

damage  
dangerous  
daughter  
debate  
debt  
December  
decide

declare  
decline  
defeat  
defend  
deliver  
depress  
depression  
depth  
desert  
desire  
desk  
destroy  
detail  
detect  
develop  
devote  
diamond  
dictionary  
die  
dipper  
disappear  
disciple  
dish  
dishonest  
dive  
doctrine  
dome  
done  
donkey  
double  
downhill  
downward  
draft  
drag  
drawbridge  
drawer  
dress  
drill  
drip  
drive  
drone  
drum  
duct  
due  
dull

### -E-

eager  
eardrum

## SPELLING LIST FOR JUNIORS

earn  
 earthquake  
 effort  
 Egypt  
 either  
 elbow  
 elect  
 element  
 elephant  
 elevator  
 eleven  
 else  
 elsewhere  
 encounter  
 encourage  
 energy  
 England  
 entire  
 entomb  
 equator  
 equipment  
 erect  
 escalator  
 evening  
 exact  
 exactly  
 example  
 except  
 exchange  
 excite  
 excuse  
 exercise  
 exist  
 express  
 expressed  
 expression  
 expressive  
 expressly  
 extent  
 extra  
**-F-**  
 families  
 famous  
 fang  
 farther  
 faucet  
 feather  
 February  
 federal

feet  
 fellow  
 fever  
 fiber  
 fireplace  
 firm  
 fisherman  
 fix  
 flap  
 flashlight  
 flatter  
 flax  
 flee  
 flicker  
 flight  
 floor  
 flour  
 focus  
 fog  
 forbidden  
 forerunner  
 foundation  
 fourth  
 freezing  
 freight  
 Friday  
 friendly  
 friendship  
 furniture  
**-G-**  
 gas  
 geologist  
 Germany  
 glasses  
 Gospel  
 government  
 governor  
 grandparent  
 graze  
 Greek  
 greet  
 grown  
 grumble  
 guess  
 guest  
 guitar  
**-H-**  
 hang  
 harvest

hatchery  
 helicopter  
 Hell  
 hemisphere  
 hibernate  
 hiccup  
 hinder  
 honeybee  
 however  
**-I-**  
 imaginary  
 instead  
 interest  
**-J-**  
 January  
 jump  
**-K-**  
 kangaroo  
 kingdom  
 kiss  
 knowledge  
**-L-**  
 larvae  
 latitude  
 library  
 liquid  
 location  
 lumber  
**-M-**  
 machine  
 magnify  
 mamma  
 mammal  
 manager  
 married  
 material  
 measurement  
 memorize  
 mention  
 microphone  
 microscope  
 mineral  
 minister  
 ministry  
 missionary  
 mobile  
 moist  
 Monday

monitor  
 monument  
 mountain  
 movement  
**-N-**  
 narrow  
 necessary  
 neighbor  
 nothing  
**-O-**  
 object  
 observe  
 ocean  
 off  
 olive  
 opaque  
 opossum  
 orphanage  
 ought  
 owl  
**-P-**  
 package  
 palace  
 pancake  
 passage  
 pasture  
 peel  
 penguin  
 peninsula  
 piano  
 population  
 postmark  
 potato  
 pottery  
 praise  
 preserve  
 president  
 probably  
 product  
 pump  
**-Q-**  
 question  
 quiet  
**-R-**  
 radio  
 rainbow  
 refrigerator  
 remember

remind  
 restaurant  
**-S-**  
 sailor  
 salamander  
 sardine  
 Satan  
 Saturday  
 Scripture  
 scroll  
 season  
 seeding  
 seem  
 serve  
 service  
 seventh  
 shadow  
 shake  
 shampoo  
 shelves  
 shore  
 sixth  
 smooth  
 sneeze  
 spacecraft  
 spade  
 speaker  
 splint  
 spoke  
 squirrel  
 steamboat  
 straight  
 strength  
 studied  
 suit  
 summertime  
 sunflower  
 sunshine  
 swallow  
**-T-**  
 tadpole  
 telegram  
 telephone  
 telescope  
 temperature  
 thankful  
 therefore  
 though  
 thought

## SPELLING LIST FOR JUNIORS

thousand  
through  
Thursday  
tomorrow  
tongue  
Tuesday  
twinkle

### **-U-**

understand  
unusual  
usually

### **-V-**

vacation  
vapor  
vegetable  
volcano  
volcanoes

### **-W-**

waiter  
waste  
Wednesday  
weight  
whale  
wheat  
wheel  
wigwam  
windmill  
window  
windpipe  
woman  
woodchuck  
woodpecker  
worship

### **-Y-**

yesterday

## SCIENCE EXHIBIT

### Types of Entries

1. Collection – classification and display. Examples: rocks, insects, leaves, etc. Man-made objects such as coins, stamps, arrow heads, etc., are not allowed.
2. Research – Develop a hypothesis, perform an experiment, record results, write your conclusion, and prepare a display to exhibit your work.
3. Engineering – Build electronic equipment, optical devices, solar energy converter, etc., using scientific principle to perform a task. Do not use commercial kits. (except juniors)
4. Each Science Exhibit must be designated as either Collection, Research, or Engineering.

### Entry Limitations

Only 9 science exhibits may be entered for any one school. They can be in any combination of age or category, not more than 2 entries per category.

### Checklist for Science:

1. Contestant may enter only one exhibit.
2. Each entry must be fully completed and ready for exhibition.
3. Entry must be the work of the contestant. Parents and sponsors may advise and assist but **must not build** any part of the exhibit. A list shall be submitted identifying any work included in the display that is not the work of the contestant (such as a specially machined component or electronic test equipment). Experiment notebooks and other supporting data should be available for the judges.
4. Exhibits must occupy a table no more than 48 inches wide, 30 inches deep, and 48 inches tall. The display board must fit within the allotted area.
5. If electrical power is required, 120-volt AC will be available. All switches and cords must be U.L. or C.S.A. approved. The exhibit must be wired in a safe manner.
6. No entry creating a safety hazard will be allowed. Dangerous chemicals; offensive odors; explosives; open flames; or live animals, reptiles or insects must not be exhibited. Exhibits requiring running water are not permitted.
7. Contestant will set up his/her exhibit and then leave area.
8. Three judges' forms should be left with the display.
9. 3 x 5 card should be attached to back of display identifying student, age, category, and school.
10. Junior High and Senior High exhibits require a research paper. See the next page for research paper requirements.

### Criteria

Originality – Creative approach to the project.

Scientific thought – Accuracy of displaying a scientific fact or principle. Consideration is given to probable amount of effort and study that went into the project.

Workmanship – Quality of the construction of the exhibit including the neatness of labels and descriptions.

Thoroughness – How completely and carefully the project is presented. Clarity – How clearly the average person can understand the exhibit.



## **SCIENCE EXHIBIT (continued)**

### **Research Paper**

Jr. High and High school need to have a research paper describing their science exhibit and citing researching that supports their exhibit. The paper needs to be included with the judge's forms in front of the display.

Jr. High:

1. Length 1-2 pages (300 to 600 words)
2. Format: Typed, double-spaced on plain white paper: one full inch margin on all sides.
3. Work Cited Page: The student does not need to put in footnotes throughout the paper, but they need to write a work cited page following the MLA format. The student needs to have at least two sources for their paper.

Senior High:

1. Length: 3-5 pages (800 to 1200 words)
2. Format: Typed, double spaced on plain white paper: one full inch margin on all sides
3. Footnotes: The Student should use footnotes throughout the paper following the MLA format. (See English PACE 131 and 132 for examples or go online by looking up MLA format.)

### **HINTS FROM THE SCIENCE JUDGES**

**The local public library often has books on the subject of science projects or Science Fairs. These books will give the student many helpful ideas, but the student still needs to be careful to be creative. Labels that are neatly lettered and attached will enhance the project.**

## CREATIVE COMPOSITION

**All writing entries must be submitted by March 1<sup>st</sup> with the student registration form.  
Judging will be completed prior to the beginning of actual competition.**

### ESSAY WRITING

A contestant chooses a topic and writes a persuasive paper. (suggested topics are listed below.)

1. A good persuasive essay will use facts, arguments, examples, and illustrations that allow the reader to persuade himself of the truth he is reading.
2. The essay must have been written after the previous year's competition and must be the original work of the student.
3. Plagiarism of any kind will automatically disqualify the entry.
4. One entry per contestant.

#### Checklist for Essay Writing:

1. Length: Juniors 300-600 words. Junior and Senior high: 600-1,200 words.
2. Format: All entries must be typed, double-spaced on plain white paper; 1 full inch margin on all sides.
3. Instructions for submittal – All written entries will now be submitted by email to sequoia4u@comcast.net. Files (1 Judges Form and 1 Copy of the Entry) should be sent in a Word Doc or PDF format, not simply typed into the body of the email. Formatting Guidelines still apply.

#### Suggested Topics (Compositions are not limited to these titles.)

*America Needs Christian Education  
Repentance, Revival, and Reformation  
What Is a Christian School?  
The Fear of God: Antidote to Humanism  
America Needs Godly Leadership  
Biblical Requirements for Christian Leadership  
The Character Qualities of a True Leader  
What One Man Can Do for His Country  
Duties of Responsible Christian Citizenship  
Christians Need Biblical Convictions  
What Is Success?  
The Cost of Christian Discipleship  
Do We Have Rights or Responsibilities?  
Keys for a Reformation  
Determining America's Course*

*Freedom's Last Choice  
Because You're Right  
Christian Political Responsibility  
Why Sit We Here Until We Die?  
Essential Traits of Christian Leadership  
Three Ways to Bring Revival to America  
Theistic Education: How to Reach America  
New Laws Or New People  
Freedom Is...  
Can You Legislate Morality?  
The Change Has Begun: We Must Finish the Fight  
The Umbrella of Parental Authority  
Meekness Is Strength  
Purity (motives, values, principles, character, habits)  
Abortion Is Murder*

### HINTS FROM THE ESSAY WRITING JUDGES

**Judges look for organization and persuasiveness in essays. Begin your entry with a strong thesis clearly stated in the first paragraph, then follow through logically, smoothly, and persuasively to support that thesis. Use your own idea and avoid clichés or generalizations that are not supported by examples or illustrations. Quotes are a good way to support a thesis but should be used sparingly; the judges are interested in what you have to say. Careful attention should be given to organization. Judges also look at the technical merits of the piece. Writing should be in the third person unless you have a specific reason for using first or second person. The essay should be neat and free of typing, spelling, grammar, and punctuation errors. Be careful not to go over the length limit. It would not be equitable for judges to allow you more space than they allow your competitors. Finish with a strong, persuasive closing statement.**

## **POETRY WRITING**

The contestant must compose an original poetry composition with a Christian, character, or patriotic theme. The contestant should keep in mind his purpose for the poem; why is it being written; and what effect is being achieved.

1. The poem may be a lyric poem, a folk ballad, a literary ballad, or a narrative poem.
2. The poem must have been written after the previous year's competition and must be the original work of the student.
3. One poem per contestant.

### **Checklist for poetry writing:**

1. At least 8 typewritten lines and no more than 30 typewritten lines.
2. Format: All entries must be typed on plain white paper, double-spaced with 1-inch margins. (Variations from these line limitations must show evidence of very careful attention to word choice and structure, plus a strong thematic basis.)
3. Instructions for submittal – All written entries will now be submitted by email to sequoia4u@comcast.net. Files (1 Judges Form and 1 Copy of the Entry) should be sent in a Word Doc or PDF format, not simply typed into the body of the email. Formatting Guidelines still apply.

### **HINTS FROM THE POETRY WRITING JUDGES**

**Judges look for poems that are neat in appearance, complete in thought, and effective in message and impact. The true purpose of a poem is to transmit in words a complete thought and yet, at the same time, to move emotions. A poem must have a reason for existence; the emotional impact and a resultant change in attitude is that reason. If your poem is correct in form, yet is not logically correct or emotionally stimulating, the poem will not score well. A poem must **DO** something, not merely talk about something. The theme, then, becomes of utmost importance, for if the poem is to do something, it must do something worthwhile. Secondary, but still important, is the form of the work. If the form is weak or inconsistent, it will not fall correctly on the ear, causing the message to be lost to the reader. Poems should also have a lyric quality, though they may not be intended for music. One more important point: a poem can only do **ONE** thing, not several. Strive for unity of purpose and skill of execution.**

## **SHORT STORY WRITING**

The contestant writes and submits a fictional composition. The story may be based on real experience; it may be purely imaginary; it may be a fictionalized report of an historical happening.

1. The story **MUST** have an evangelistic, Biblical, historical, or patriotic theme.
2. The short story must have been written after the previous year's competition and must be the original work of the student.
3. Plagiarism of any kind will automatically disqualify the contestant.
4. One entry per contestant.

### **Checklist for Short Story:**

1. Length: Junior 300-600 words, Junior and Senior high 600-1,200 words.
2. Format: All entries must be typed, double-spaced on plain white paper; one full inch margin on all sides.
3. Instructions for submittal – All written entries will now be submitted by email to sequoia4u@comcast.net. Files (1 Judges Form and 1 Copy of the Entry) should be sent in a Word Doc or PDF format, not simply typed into the body of the email. Formatting Guidelines still apply.

### **HINTS FROM THE SHORT STORY JUDGES**

**Judges look for stories that are original and imaginative yet still believable. It is important that your short story contains a balance of all the elements of narrative fiction: plot, setting, characterization, conflict, and resolution. It should not overemphasize one to the detriment of the others. Because of space limitations, it is important that you develop each facet of your story carefully and thoughtfully, paying particular attention to your choice of words. Use words economically, that is, do not use several trite, colorless words when one more imaginative word could take their place and enhance the tone of your story. Neither should you waste good words. Make each one count. Consider it carefully. Is it there for a reason? Is it used accurately? Does it tell the reader exactly what you want him to know or does he have to guess at your meaning? When you are satisfied that your story says what you want it to say, check it carefully to eliminate errors in grammar, punctuation, and spelling. Also check the word count since judges will subtract points if you exceed the limits.**

## JUDGE'S FORM JUNIOR SCIENCE EXHIBIT

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Church-School: \_\_\_\_\_

Category:  Junior

Must designate one:  Collection  Research  Engineering

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Concept</b> (30 points possible)		
A. Definite purpose of theme	10	_____
B. Creativity and originality	15	_____
C. Meets competition standards	5	_____
<b>2. Scientific Thought</b> (30 points possible)		
A. Accuracy of display	15	_____
B. Total thought and effort	10	_____
C. Usefulness	5	_____
<b>3. Workmanship</b> (25 points possible)		
A. Neatness	10	_____
B. Handling of materials	5	_____
C. Handling of tools required	5	_____
D. Design of layout – Including clarity of information on display board	5	_____
<b>4. Thoroughness</b> (10 points possible)		
A. Presentation	5	_____
B. Information	5	_____
<b>5. Display Clarity</b> (5 points possible)	5	_____
<b>TOTAL POINTS</b>	<b>100</b>	<b>=====</b>

Comments: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_  
(Judge's Signature)

## JUDGE'S FORM JUNIOR HIGH AND SENIOR HIGH SCIENCE EXHIBIT

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_ Word Count: \_\_\_\_\_  
 Category:  Junior High     Senior High  
 Must designate  Collection     Research     Engineering  
 one:

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Concept</b> (25 points possible)		
A. Definite purpose of theme	10	_____
B. Creativity and originality	10	_____
C. Meets competition standards	5	_____
<b>2. Scientific Thought</b> (20 points possible)		
A. Accuracy of display	10	_____
B. Total thought and effort	5	_____
C. Usefulness	5	_____
<b>3. Workmanship</b> (20 points possible)		
A. Neatness	5	_____
B. Handling of materials	5	_____
C. Handling of tools required	5	_____
D. Design of layout – Including clarity of information on display board	5	_____
<b>4. Thoroughness</b> (10 points possible)		
A. Presentation	5	_____
B. Information	5	_____
<b>5. Display Clarity</b> (5 points possible)	5	_____
<b>6. Written Information</b> (20 points possible)		
A. Composition: Information presented logically, science project explained, and research to back up project.	10	_____
B. Mechanics: Work cited page, grammar, punctuation. Footnotes are required for Senior High only.	10	_____
<b>TOTAL POINTS</b>	<b>100</b>	<b>=====</b>

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

## JUDGE'S FORM ESSAY WRITING

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_ Word Count: \_\_\_\_\_  
 Title of Entry: \_\_\_\_\_  
 Category:  Junior     Junior High     Senior High

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Theme</b> A Christian or patriotic theme should be given in precise thesis statement which is examined and discussed logically	15	_____
<b>2. Composition</b> (60 points possible)		
A. Essential points given logically	10	_____
B. and convincingly	20	_____
C. Cogency and unity: everything in the essay directly supports thesis	10	_____
D. Valid argument and persuasion without exhortation or preaching; strong closing statement	10	_____
E. Creativity and individuality of presentation	10	_____
<b>3. Mechanics</b> (25 points possible)		
A. Neatness, general appearance	5	_____
B. Spelling, punctuation, and grammar (subject verb agreement, pronoun agreement, no misplaced modifiers, etc.)	15	_____
C. Progression of ideas and argument, transitions, length of paragraphs	5	_____
<b>TOTAL POINTS</b>	<b>100</b>	=====

Note: As many as 10 points may be subtracted if essay is not between 600-1,200 words in length, (300-600 for Juniors) and is not typed double spaced on plain white paper.

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

## JUDGE'S FORM POETRY WRITING

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Title of Entry: \_\_\_\_\_  
 Category:  Junior     Junior High     Senior High

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Theme</b> Biblical or historical	20	_____
A. Poem has one central idea;		
B. unity in viewpoint.		
<b>2. Use of Poetic Material</b> (60 points possible)		
A. Shows feeling, sincerity, conveys emotion.	10	_____
B. Original, fresh use of words; avoids triteness	10	_____
C. Meter is regular, without jolting variations. Rhythm is smooth. Rhyme, if used, is generally good.	15	_____
D. Uses poetic devices such as imagery, figures of speech, symbolism, parallelism.	15	_____
E. Creativity and individuality of presentation	10	_____
<b>3. Mechanics</b> (25 points possible)		
A. Neatness, general appearance	5	_____
B. Spelling, punctuation, and grammar (subject verb agreement, pronoun agreement, no misplaced modifiers, etc.)	15	_____
<b>TOTAL POINTS</b>	<b>100</b>	=====

Note: As many as 10 points may be subtracted if poem is not 8 to 30 lines in length and is not typed double spaced on plain white paper.

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)



## JUDGE'S FORM SHORT STORY

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_ Word Count: \_\_\_\_\_  
 Title of Entry: \_\_\_\_\_  
 Category:  Junior     Junior High     Senior High

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. The Story</b> (80 points possible)		
A. Is there at least one life-like character?	10	_____
B. Are details of setting (place, time) woven into the action of the story?	10	_____
C. Theme – does the story have and demonstrate a biblical or historical theme?	15	_____
D. Is there a well-planned plot, with incidents that build conflict and lead to the climax?	15	_____
E. Is there a main conflict?	15	_____
F. Do all the incidents build to a climax that resolves the conflict?	15	_____
<b>2. Mechanics</b> (25 points possible)		
A. Neatness, general appearance	5	_____
B. Spelling	5	_____
C. Punctuation	5	_____
B. Grammar, tenses are consistent, and verbs agree, pronouns and antecedent agree.	5	_____
<b>TOTAL POINTS</b>	<b>100</b>	=====

Note: As many as 10 points may be subtracted if story does not come within 600-1,200 words (Juniors 300-600 words) and is not typed double-spaced on plain white paper.

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

## ART AND PHOTOGRAPY COMPETITIONS

### TYPES OF ENTRIES

1. Painting: Oil, Watercolor, Acrylics (judged together)
2. Drawing: Sketching-any monochromatic sketching medium; pastel or colored pencil; pen and ink-monochromatic pen or brush work (judged together)
3. Woodworking
4. Metalworking
5. Clay Sculpture

### GENERAL GUIDELINES

Entries must be the sole work of the student. Students are encouraged to draw on their own ideas for subject matter and composition. It is recognized that copying of other artwork is one method of learning but should not be presented as the original work of the student. If the student has created a replica artwork, they should bring in a photo of the original work. We encourage a diversion from an exact copy and will give extra points for original compositions.

Entries must meet all competition standards as far as dress codes and suitable subject matter are concerned. All entries must be done in realistic style-**no** abstract or surrealism. **No artwork should attempt to portray the face of Christ.** Avoid Disney or other movie themed characters that would portray a worldly image. Paint by number is allowed for Juniors only.

### CLAY SCULPTURE

Entries in this category must be entirely hand built and made out of **CLAY ONLY**. The use of slip molds or green ware available from ceramic or craft houses **is not allowed**. Slip molds may be used if the mold is made by the student, in which case, the mold must be submitted as part of the ceramic project. All clay sculpture should be kiln-fired to protect the entry. Clay sculpture may not exceed two feet in any direction. Craft kits allowed for Juniors only. Play Dough or any other untempered clay will not be accepted.

### WOODWORKING

Entries in this category must be made **ENTIRELY OF WOOD**. The contestant may use power tools. Craft items such as miniature toys, models, or picture frames are acceptable for Juniors only. Wood items may not exceed three feet in any direction. Any non-wooden part must be visually insignificant and have an obvious, and necessary function. Example: a small brass hinge on a wooden box would be acceptable. However, metal or rubber wheels on a wagon would not be acceptable.

### METALWORKING

Entries in this category must be made of **METAL ONLY**. Items may be made from any type of metal. The student may use any type of power tools needed (nippers, welder, grinders, etc.) to form the pieces of metal that will be put together. Items may not exceed three feet in any

direction. Craft items such as book ends, belt buckles, pen holders, etc., are acceptable for Juniors only. Weapons are not acceptable (i.e., knives, swords, maces, axes, guns, etc.).

Checklist for Art:

1. Entries must arrive for judging in satisfactory exhibition condition. (see Framing)
2. Judge's forms-three copies for each entry with name and church-school name.

**Framing**

All artwork must be enclosed in some type of frame. (Exceptions: clay sculpture, woodworking, and metalworking) Mat board may be used in conjunction with a frame but is not considered a frame itself. Artwork must be ready to hang in any easily accessible manner. Paintings, sketchings, and drawings must not exceed 3 feet in its longest dimension including the frame.

## PHOTOGRAPHY

### TYPES OF ENTRIES

There are several categories in both Color and Black/White. Contestants may enter no more than three classifications. All entries **MUST** have a 3x5 card identifying student, age, category, and school. The following are categories you may enter:

1. Portrait – A posed picture of an individual not a snapshot.
2. Scenic – A picturesque outdoor setting.
3. Still Life – A picturesque indoor arrangement of objects.
4. Wildlife – A picture of animals, flowers, insects, etc. in a natural outdoor setting. Pets and domestic animals are **not** wildlife. Plants/Flowers must not be from backyard or manicured garden.
5. Character Trait Picture – A picture that portrays one of the sixty character traits listed below. You must designate which character trait you are illustrating.

### Entry Limitations

Only 15 photography entries may be entered for any one school. They can be in any combination of age or category, not more than 3 per student, and not more than 2 entries per category.

Appreciative	Dependable	Honest	Purposeful
Attentive	Determined	Humble	Resourceful
Available	Diligent	Joyful	Respectful
Committed	Discerning	Kind	Responsible
Compassionate	Discreet	Loyal	Secure
Concerned	Efficient	Meek	Self-Controlled
Confident	Equitable	Merciful	Sincere
Considerate	Fair	Observant	Submissive
Consistent	Faithful	Optimistic	Tactful
Content	Fearless	Patient	Temperate
Cooperative	Flexible	Peaceful	Thorough
Courageous	Forgiving	Perseverant	Thrifty
Creative	Friendly	Persuasive	Tolerant
Decisive	Generous	Prudent	Truthful
Deferent	Gentle	Punctual	Virtuous

## **RULES**

1. Entries must have been taken since last year's competition.
2. Entries must be the sole work of the student.
3. Entries must be 8"X10" mounted with an 11"X14" mat that is not thicker than 3/16" or thinner than 1/16". (No frames)
4. Entries may be processed by commercial labs or by the student.
5. Entries must conform to same standards as competition guide- lines.
6. Entries may not be altered by any computer process like Photoshop, etc. to change the composition of the photo. Simple adjustments like cropping, exposure or contrast are acceptable. This is a competition of your skill with a camera, not the computer. This is not a graphic design competition, but strictly photography. A conventional or digital camera may be used.

## **CRITERIA**

Originality – The way the medium expresses the student's own idea rather than following the pattern of others.

Content – The subject matter or topic treated must conform to standards of what is acceptable in behavior, dress, etc.

Focus – Sharpness of essential details in the photograph. Good use of depth of field or diffusion for special effect.

Contrast – The difference between light and dark used to display the content to the best advantage.

Density – The accuracy of exposure exhibited by overall tonal quality. Lighting – The placement of lighting to best exhibit the subject.

Mounting – The color, texture, and permanence of the material on which the photograph is exhibited.

### **HINTS FROM THE PHOTOGRAPHY JUDGES**

**Judges will pay close attention to the technical qualities of your work. Next to content comes composition. This includes the number of subjects, their arrangement, and the background of the picture. When composing, keep your photography simple. Too much symbolism or clutter is distracting to the viewer. Avoid placing the main subject "dead center". This produces a dull, static effect, which is not very pleasing to the eye. After composing the photo, carefully check the background for distracting, objectionable elements. Many fine shots have been ruined by ugly telephone wires or distracting blotches of color that detract from the main subject. Nothing in the photo, even though in the background and out of focus, should violate Christian standards. Finally, pay close attention to the finishing touches. Your photo should be clean and free of scratches, dust specks, or wrinkles, and should be matted attractively. Often these are the factors that are used to break ties.**

## ART JUDGE'S FORM (BRUSH/PEN)

Name: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Category:  Junior     Junior High     Senior High

Date: \_\_\_\_\_

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Composition</b> (20 points total)		
A. Balance in the light and dark masses, express thoughtful planning	10	_____
B. Color tones are balanced in hot and cool values	5	_____
C. Composition is not split into two independent sections	5	_____
<b>2. Rhythm</b> (20 points total)		
A. All lines and masses flow with meaningful continuity	10	_____
B. Design of whole composition is well woven into one message.	5	_____
C. Composition leads into one focal point	5	_____
<b>3. Logic</b> (20 points total)		
A. Direction of light is clearly described	10	_____
B. Perspective is convincing	5	_____
C. Composition leads into one focal point	5	_____
<b>4. Handling of media</b> (15 points total)		
A. Construction of subject is confidently expressed.	5	_____
B. Media is handled with orderly treatment.	5	_____
C. Care has been used in textural effects	5	_____
<b>5. General merits of entire presentation</b> (25 points total)		
A. Notable originality is expressed	5	_____
B. Artist delivers proof of his understanding subject.	5	_____
C. Conscientious craftsmanship is shown	5	_____
D. Frame is in harmony with composition	5	_____
E. Artwork has proper hanger.	5	_____
<b>TOTAL POINTS</b>	<b>100</b>	_____

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

## ART JUDGE'S FORM WOODWORKING, METALWORKING, CLAY SCULPTURE

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Category:    Junior                    Junior High            Senior High  
                   Woodworking        Metal                    Clay

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Concept</b> (20 points total)		
A. Definite purpose or theme	5	_____
B. Presented in original fashion	10	_____
C. Composition is not split into two independent sections	5	_____
<b>2. Design</b> (25 points total)		
A. Size and weight in conjunction with purpose	5	_____
B. Area of space used has balance and harmony	5	_____
C. Edges of actual shape express thoughtful planning	5	_____
D. All parts made entirely from medium	10	_____
<b>3. Technique</b> (55 points total)		
A. Construction and craftsmanship confidently expressed.	20	_____
B. Sanding, polishing, or firing	10	_____
C. Textural effects	5	_____
D. Proper finish or glaze either applied or natural	10	_____
E. Knowledge of and/or use of tools required.	10	_____
<b>TOTAL POINTS</b>	<b>100</b>	=====

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

## JUDGE'S FORM PHOTOGRAPHY

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Church-School: \_\_\_\_\_

Category:    Junior            Junior High                    Senior High

Color Category:    Color            Black and White

Photo Category:    Still Life    Wild Life                    Scenic

Portrait        Character Trait: \_\_\_\_\_

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Originality</b> (15 points total)		
A. Definite purpose or theme	5	_____
B. Creativity and/or Originality	10	_____
<b>2. Content</b> (15 points total)		
A. Meets competition standards	5	_____
B. Area Handling of subject matter	10	_____
<b>3. Composition</b> (15 points total)		
A. Balance	5	_____
B. Lines	5	_____
C. Cropping	5	_____
<b>4. Focus</b> (15 points total)		
A. Sharpness of essential details	10	_____
B. Use of depth of field or diffusion special effects	5	_____
<b>5. Contrast</b> – Lights and darks used to display content to best advantage	10	_____
<b>6. Density</b> – Accuracy of exposure exhibited by overall tonal quality and/or grain	10	_____
<b>7. Lighting</b> – Placement of lighting	10	_____
<b>8. Mounting</b> (10 points total)		
A. Size 11" x 14"	5	_____
B. Use of color, texture and permanence of the mat.	5	_____
<b>TOTAL POINTS</b>	<b>100</b>	_____

Comments: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_  
(Judge's Signature)



## NEEDLE AND THREAD COMPETITION

All categories are for female contestants only. Contestants must make girls'/ladies' garments and must not receive help on their projects other than instructions. Contestants are allowed to submit one entry. **All fashions must meet competition dress requirements.** Do not submit mini-skirts, slacks, pant-suits, shorts, bathing suits, sleepwear, slits in skirts/dresses, or garments with low necklines. These rules also apply to the subjects used in Needlework entries. Thin or "see-through" fabrics must be lined.

Projects must be completely finished to be eligible.

The contestant is encouraged to be creative and vary from the pattern. If this is done, the differences should be explained. Points are given for originality.

### GARMENTS

Dresses – church dresses, casual dresses, tailored dresses, skirts, etc.

\*Juniors can do simpler projects or kits such as aprons, pot holders, ties, handkerchiefs, etc.

### NEEDLECRAFT

1. Counted Cross Stitch – No stamped cross-stitch accepted. Pictures must be framed. The back of all work must be accessible for judging. Examples: tablecloths, place mats, pictures, samplers.
2. Embroidery – Decorating fabric with embroidery floss or thread. The back of all work must be accessible for judging. Pictures must be framed. No counted cross-stitch. See "counted cross stitch" category. "Punch and Sew" embroidery will not be accepted. Only regular "needle and thread" embroidery will be judged. Examples: scarves, pillowcases, tablecloths, hand towels, placemats, borders for skirts, pillows, pictures, samplers.
3. Crewel – Decorating fabric using mostly wool yarn or thread. Pictures must be framed. The back of all work must be accessible for judging. Examples: pictures, chair covers, pillows.
4. Needlepoint – Decorating open-weave canvas with wool (or synthetic) yarn. Pictures must be framed; the back of all work must be accessible for judging. Rugs are not accepted. Plastic canvas is not accepted. Examples: pictures, chair covers, pillows.
5. Crochet – Examples: baby afghans, shawls, tablecloths, bedspreads, dresses, sweaters, baby garment sets (sweater, cap, mittens, or booties).
6. Knitting – **Machine knitting not allowed.** Examples: baby afghans, shawls, tablecloths, bedspreads, dresses, sweater, baby garment sets (sweater, cap mittens, or booties).
7. Afghans – Afghans can be either crocheted or knitted. No baby afghans in this category. Minimum size 50"X70"
8. Junior category will accept crafts, kits and other beginning projects.
9. All needlecraft is combined into one category and judged together with exception of afghans. Afghans are judged in a separate category.

Checklist for Needle and Thread:

1. Pattern
2. Judge's forms. Three with name and church-school name.
3. Plastic bag to hold pattern. Attach bag to hanger of sewing garments. Attach with safety pin to Needlework entry, or secure to back of frame as applicable.
4. A photograph of contestant modeling garment. (This does not apply to Needlecraft entries, etc.). A garment may be made for someone other than the contestant, but all guidelines must be followed – even the picture.

**HINTS FROM THE NEEDLE/THREAD JUDGES**

The qualities the judges look for are originality and careful attention to details. High points are given for neatness, cleanliness, uniformity, and precision.

The pattern, purchased or original, must accompany the Needle/Thread entry to receive the highest possible points. Check the Judge's forms. There are 5 points for submitting the pattern, and another possible 10-20 points for creativity. In crochet, knitting, and afghans there is another possible 10 points for gauge. These points cannot be given if the pattern is not submitted.

**GARMENTS:** If a garment is a compilation of several patterns, the pieces used from each pattern should be submitted with the entry. Please do not submit the pieces not used. Higher points will be received for the more difficult finishes. A proper finish should be used pertaining to the type of material (i.e. wools are usually bound, crepes need French seams, etc.). Zigzag sewing is very important. Even though a garment is slightly wrinkled en route to the convention, the correct pressing of each part as it is assembled will be evident to the judges. Bound buttonholes receive higher points than machine buttonholes.

**NEEDLEWORK:** It is best not to have any knots or loose ends. When working with an even number of threads, you may cut your thread twice the length needed-fold in half-thread loose ends through eye of needle-now you have started your work without knots or loose ends. To tie off without knots, simply hide ends in same color thread.

**JUDGE'S FORM NEEDLE/THREAD (DRESSES, SKIRTS, ETC.)**

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Category:  Junior       Junior High       Senior High

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
Christian appearance (length, cut, modesty)	10	_____
Pattern submitted	5	_____
Creativity-Pattern changes, color changes, originality	10	_____
Overall Beauty-Coordination of colors and accessories (such as buttons, bows, etc.), matching of plaid, etc.	10	_____
Stitching-machine and hand	15	_____
Seam finish	10	_____
Zipper, buttonholes, or fastenings	10	_____
Sleeve set and detail	10	_____
Collar/neckline detail	10	_____
Hem detail	10	_____
<b>TOTAL POINTS</b>	<b>100</b>	<b>=====</b>

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

**JUDGE'S FORM NEEDLE/THREAD  
(EMBROIDERY, CREWEL, NEEDLEPOINT, ETC.)**

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Category:  Junior       Junior High       Senior High

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
Pattern submitted	5	_____
Creativity-Pattern changes, color changes, originality	20	_____
Overall Beauty.	15	_____
Technique (difficulty of stitches, variety of stiches)	15	_____
Uniformity of Stitches	20	_____
Finishing (thread ends secured, Preferably no knots	15	_____
Blocking	10	_____
<b>TOTAL POINTS</b>	<b>100</b>	=====

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

## JUDGE'S FORM NEEDLE/THREAD (AFGHANS)

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Category:  Junior       Junior High       Senior High

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
Pattern submitted	5	_____
Creativity-Pattern changes, color changes, originality	20	_____
Overall Beauty.	10	_____
Technique (difficulty of stitches, variety of stiches)	15	_____
Uniformity of Stitches	20	_____
Gauge	10	_____
Finishing (thread ends secured, Preferably no knots	10	_____
Blocking	10	_____
<b>TOTAL POINTS</b>	<b>100</b>	=====

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

**ATHLETIC COMPETITION**  
**PHYSICAL FITNESS (MALE ONLY)**

**Sit-Ups**

1. Back lying, legs bent, feet together flat on floor, hands clasped behind head.
2. Sit up and touch the knees with the elbows.
3. Keep hands clasped behind head.
4. The event judge will assign a “buddy” who will hold the contestant’s feet against the floor.
5. The contestant will be allowed ten minutes to perform as many sit-ups as possible.

**Push-Ups**

1. Front lying, palms of hands flat on floor and approximately one foot from ears directly to side of head.
2. Straighten arms to lift body.
3. Chest must touch floor for each completed movement.
4. Body must remain in a rigid position during the upward push and downward motion.
5. The contestant will be allowed five minutes to complete as many push-ups as possible.

**Pull-Ups**

1. Standing with the bar adjusted to at least 8 inches beyond extended arm, grasp bar with back of the hand toward the contestant.
2. Flex arms, raise body, touch chin to bar; return to starting position.
3. Move slowly and deliberately with body in extended position.
4. the contestant will be allowed five minutes to perform as many pull-ups as possible.

**Rules**

1. The contestant must do the exercises in the following order (1) pull-ups, (2) push-ups, (3) sit-ups.
2. Only 60 seconds will be allowed between exercises.
3. A judge will count the number of correct exercises performed. The count will stop at the first improper movement, or when time is up.

**Scoring**

Pull-Ups – 1 point each  
Push-Ups –1/2 point each  
Sit-Ups –1/3 point each

The contestant with the highest total points shall win first place. Subsequent places will be determined by total points of each contestant.

**PHYSICAL FITNESS RECORD SHEET**

	NAME	SCHOOL	SIT-UPS	PUSH-UPS	PULL-UPS	TOTAL PTS
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

SIT-UPS = 1/3 point    PUSH-UPS = 1/2 point    PULL-UPS = 1 point

\_\_\_\_\_  
(Judge's Signature)

## **TRACK EVENTS**

40 yard dash

100 yard dash

1 mile run

This race may be run on a track or a cross country style course.

1/4 mile relay

Each team shall have 4 members who will run 110 yards and then pass a baton to the next member. Each team must bring their own baton. Maximum of two teams per age category.

All individual contestants in the sprints must be registered before competition.

Boys in male only athletic events (physical fitness and races) may wear sweats to run in (no shorts). They should also wear tennis shoes or soccer style shoes (no spikes). (Rubber cleats are okay – no metal spikes.)



## **CHECKERS**

All contestants **MUST provide a board and set of checkers.**

1. Black has the first move. The younger player receives black.
2. A piece that is touched by a player must be moved, if possible; if a playable piece is moved over any angle of its square, the move must be completed in that direction.
3. There is a time limit of three minutes for each move, except when a player is confronted with a compulsory jump in only one direction; then he must make his move within one minute.
4. All jumps must be completed. When this rule is violated, the player must retract his illegal move and make the capture instead.
5. Checkers is a one game only elimination match with a possibility of losers selected for playback.
6. Checkers is only open to Junior and Junior High participants.
7. There will be no spectators or coaches allowed at the table during a game. A spectator section will be designated.
8. Schools are limited to four contestants per age category.

\*In Checkers and Chess, male and female contestants will compete in the same category.

## **CHESS**

All contestants **MUST provide board and chessmen.**

**Object of play** – The game is won by capturing the adverse king. The capture is never consummated; when the king is attacked and cannot escape, he is said to be “checkmated” and the game ends. Many games end by resignation of a player who sees that he cannot escape eventual defeat.

**Drawn games** – A game may be abandoned as drawn for any of the following reasons: insufficient force, stalemate, perpetual check, agreement by either party, or the 50-move rule.

\*Chess is a one game only elimination match with a possibility of losers selected for playback.

### **Other rules to remember-**

1. White moves first; thereafter the players move alternately. The younger player will have first choice of white or black.
2. A player may not touch a piece without asking his opponent, unless he plans to play that piece.
3. After three minutes, time will be called; the player has one minute to finish his play or forfeit the game.
4. A player should not disturb his opponent or allow those watching to do so. There shall be no talking by players or spectators in the competition area.
5. There will be no spectators or coaches allowed at the table during a game. A spectator section will be designated.
6. Schools are limited to four contestants only per age category.

## **TABLE TENNIS**

– Male and Female compete in separate categories

1. A standard table, paddles and balls will be used. Each contestant must provide own paddle.
2. The serve must be made with ball in open hand and the trajectory of the serve must take the ball past the receivers end of the table between the corners.
3. Youngest player chooses either to serve first or preferred end. Opposing player gets remaining choice.
4. Players alternate serves every 5 points and change ends when a player reaches 10 points. Games are for 21 but must be won by 2 points.
5. Schools are limited to four contestants only per age/gender category.

\*Table Tennis is a one game only elimination match with a possibility of losers selected for playback.

## **3 ON 3 BASKETBALL**

**Male only**

1. Teams will consist of 3 players plus any substitutes and a coach.
2. Games will be played on a Half Court.
3. There will be 2 age categories: Senior High and Junior High. Students may move up to complete a team if desired, but that student cannot compete at both age levels. Juniors may play at an older level if needed, but there is no separate competition for their age group.
4. The Senior High games will consist of two, 15-minute halves, with a 5-minute break. The Junior High games will consist of two, 10-minute halves, with a 5-minute break.
5. The Senior High games will have up to three, 1-minute timeouts per half. The Junior High games will have up to two, 1-minute timeouts per half.
6. Points will be awarded as follows:  
If a 3-point line can be established, then shots from that distance will be 3 points and all other field goals will be 2 points for both age groups.
7. Fouls will be the same for both age groups. There will be no free throws.  
Offensive fouls will result in loss of possession.  
Rebounding fouls will result in possession to opposing team.  
Defensive fouls, shooting or otherwise, will result in 1 point being awarded to the offensive team which will also maintain possession (out of bounds at top of key)  
NOTE: Each team will be allowed 5 defensive fouls per half before points are awarded to opposing team.  
Individual fouls are not recorded, and no one fouls out of the game.
8. Jump balls will result in alternating possession at top of key
9. Each game will have a referee and an official scorekeeper / timer.
10. Players are to wear sweats or long pants. **No shorts**, please. Matching jerseys are encouraged

## **VOLLEYBALL** **Rules and Regulations**

Only one age category – Senior High. Younger students may be included.

### **THE SERVE**

1. Server must serve from behind the restraining line (end line) until after contact.
2. Ball may be served underhand or overhand.
3. Ball must be clearly visible to opponents before serve.
4. Served ball may graze the net and drop to the other side for point.
5. First game serve is determined by a volley. Each subsequent game shall be served by the previous game loser.

### **SCORING**

1. Rally scoring will be used.
2. There will be a point scored on every serve of the ball.
3. Offense will score on a defense miss or out of bounds hit.
4. Game will be played to 15 points
5. Must win by 2 points
6. 2 out of 3 games.

### **ROTATION**

1. Team will rotate each time they win the serve.
2. Players shall rotate in a clockwise manner.
3. There shall be 4-6 players on each side

### **PLAYING THE GAME (VOLLEY)**

1. Maximum of 3 hits per side.
2. Player may not hit the ball twice in succession. (A block is not considered a hit.)
3. A ball touching a boundary line is good.
4. A legal hit is contact with the ball by a player body above and including the waist which does not allow the ball to visibly come to a rest.
5. If 2 or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.
6. Switching positions will be allowed only between front line players. (After the serve only)

### **BASIC VIOLATIONS**

1. Stepping on or over the line on a serve
2. Failure to serve the ball over the net successfully
3. Hitting the ball illegally (Carrying, Palming, Throwing, etc.)
4. Reaching over the net, except under these conditions:
  - a. When executing a follow-through
  - b. When blocking a ball which is in the opponent's court but is being returned (the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact) Except to block the third play

## MUSIC COMPETITION

### GENERAL PERFORMANCE GUIDELINES

**Please refer to Platform Guidelines before preparing for Music events.**

1. Music selections must be conservative and appropriate for a church service. Any hint of worldliness or contemporary style will not be acceptable. All music numbers must be memorized. Another student or adult can supply accompaniments for musical numbers, but it will not be judged as part of your event. CD accompaniments are acceptable only if it is piano alone. You must bring your own CD player. Professional CD accompaniments are not allowed.
2. No microphones or amplification will be allowed in any events. Students should be trained to project their voice.
3. There is no category for classical music. All music should be music suitable for a church service. Certain classical numbers that are clearly identified as hymns or traditional church music would be acceptable. An example would be “Jesu, Joy of Man’s Desiring” by Bach.
4. All musical selections will have a time limit of four minutes with the exception of piano solo—that will be a five-minute limit.
5. Three copies of the arrangement, as performed, must be given to the judges before a performance. Music must be performed exactly as it appears on the score. If chords are changed, etc., music should be notated to reflect the changes. The judges must receive copies of the corrected/changed scores. Hand written copies are not acceptable.
6. Contestants may sing acappella; be accompanied by an adult sponsor or student playing a piano; or use accompaniment CD (piano only). Record only one song per CD. They should clearly label the CD with their name and church-school name. **OTHER SOUND TRACKS ARE NOT PERMISSABLE.**
7. All music is to be memorized.
8. There should be a pre-selected spokesman for each group who will introduce the group, the church-school represented, and the title of the song to be performed. (This is not counted against performance time.)
9. Personal amplification equipment for competition is not allowed.

#### Checklist for Music:

1. Copies of music: Three copies must be brought to convention. All three copies are to be combined, along with three judge’s forms, in a clear plastic folder with the student’s name and church-school name. **PHOTOCOPIES WILL NOT BE RETURNED.** Be sure to retain a copy for yourself. Sheet music or music books with complete name, and church- school name will be available for pick-up after the competition.
2. Judges forms: Submit three copies, properly filled out. (These may be photocopied from Contestant Guidelines.)

#### **HINTS FROM THE MUSIC JUDGES**

Most of the music judges’ comments deal with intonation and rhythmic accuracy; that is, the ability to sing and play on pitch and to perform the music exactly as written, giving all value to each note and dynamic marking. While poise, polish, and appearance contribute to a good performance, nothing can compensate for failures in intonation or rhythm. These are the heart of musicianship. Vocalists can improve their ability to sing on pitch by practicing good breathing techniques; breathe deeply to give the tone plenty of air support. Instrumentalists need to practice proper playing with deep breathing, good embouchure, correct fingering, etc. The accompaniment is a vitally important part of a musical entry, so be sure the ability of the accompanist or the quality of the recording is as high as possible. The accompanist may improvise to enhance the performance, if desired. **CAUTION:** Choose music that is not overly difficult for the experience and capabilities of the singer or player. It is better to choose music that is more simple than to attempt to perform music that is beyond the reach of the student.

## MUSIC COMPETITION EVENTS

### VOCAL

**Solos** – Solos will be separated into male and female categories. We are looking for something appropriate for a church service or youth rally. The style of American Idol is not acceptable.

**Duets** – Female duets, male duets and mixed duets will be one category. Unisons and solo sections within the duet are acceptable, but there should be significant sections of 2-part harmony in the arrangement.

**Trios** – Female trios, male trios, and mixed trios will be one category. Unison and solo sections within the trio are acceptable, but there should be significant sections of 3-part harmony in the arrangement.

**Quartets** – Female quartets, male quartets, and mixed quartets will be one category. Unison and solo sections within the quartet are acceptable, but there should be significant sections of 4-part harmony in the arrangement.

**Ensembles** – An ensemble will be any group of 6 or more. All ensembles will compete in the same category regardless of size. The ensemble arrangement can be written for 2, 3, or 4 parts and be acceptable. Unisons and solos within the arrangement are acceptable. However, the more parts the group is able to sing will obviously earn the group a higher score if the parts are done well. Your group should not attempt to sing more parts than it is able to clearly maintain. The ensemble should not include a director.

All vocal numbers may be presented with accompaniment or acapella. The accompaniment itself will not be judged except where it affects the overall flow of the presentation.

Groups that sing all unison without parts will not place. A duet is not just two people but two parts. Likewise, trios or quartets: It is not just three or four people but three or four parts. Ensembles should have at least two parts, but more parts will score more points.

### INSTRUMENTAL

**Piano Solo** – Piano solos will be separated into male and female categories. The piano solos should be appropriate for a church service or offertory. Classical numbers are not acceptable unless it incorporates a sacred song or hymn in the arrangement, it is recognized as a sacred song, or is found in one of our hymnbooks.

**Misc. Instrumental Solo** – This category will include all other instruments including strings, brass, or woodwinds. The arrangement may include a piano accompaniment, but it is not required. The accompaniment itself will not be judged except where it affects the overall flow of the presentation.

**Misc. Instrumental Ensemble** – This category includes any number or combination of instruments. It can include accompaniment or not. The arrangement must be written or notated to accurately portray what the ensemble is actually playing.

**Hand Chimes** – A standalone event. No accompaniment.

\*All musical numbers should follow printed music that is accurate and clearly marked and notated to allow the judges to compare the presentation to the actual music submitted. Hand written scores are not acceptable.

\***All Music is to be memorized. Exception** – *Hand Chime contestants may use music but will lose points.*

\***All musical numbers have a time limit of 4 minutes except piano solos which is 5 minutes.**

## MUSIC PRACTICE CHECKLIST

This form is to help you as a student or supervisor to know better what is expected as you prepare for competition. Some areas apply only to instrumental music.

Definitions and Helps to consider:

1. **Tone** – the pure clear sound of a pitch.
  - A. Beauty (intonation) a sound that is the correct pitch (beautiful and pleasant to hear).
  - B. Color – the brilliance of tone with variety.
  - C. Strength and control – both restraint and power.
  
2. **Accuracy** – the correct notes and timing.
  - A. Meter – the unit of a rhythmic pattern (3/4) (4/4) (6/8) etc.
  - B. Chords – the putting together of tones (they should be pleasant). Distinguishing and blending of parts where appropriate.
  - C. Accents – to emphasize (play or sing louder) a note or group of notes.
  - D. Precision – specifically accurate, strictly as the music indicates. Including pitch and parts.
  
3. **Articulation** – to play or pronounce with an understandable sound.
  - A. Slurring – connecting notes smoothly.
  - B. Bowing (string) making sounds clearly with a bow embouchure (wood instruments) the correct lip or mouth position.
  - C. Fingering – the right finger on the right note or in the right position.
  - D. Ensemble – the clarity of the combined sounds.
  - E. Attacks – the starting sound without NOISE.
  - F. Cut-offs – the quality of the ending part of the sound.
  - G. Clarity – Especially the words – understandable, vowels and consonants produced accurately.
  
4. **Interpretation** – the expression of the message during the performance.
  - A. Tempo – the speed of the song that best fits that selection.
  - B. Style – the kind of music, march, soft hymn, etc.
  - C. Phrasing – expressing a FEELING created by the way a group of notes is played, excitement, calmness, sadness, changes faster or slow.
  - D. Dynamics – overall changing of the volume – louds – softs, etc.
  
5. **Presentation** – the act of performing a musical piece for a person or group.
  - A. Musicianship – the quality and flow of the selection.
  - B. Deportment – the actions or gestures from the second the student is visible, during the performance, and while leaving the area.
  - C. Posture – the physical stance and position of body, feet, shoulders, and hands of the performer.
  - D. Memorization – playing or singing the selection by memory.
  - E. Suitability of Ability – performing a selection within the range and level of the student.
  
6. **Appropriateness of Selection** – stated in the general Guidelines for music competition.

**JUDGE'S FORM VOCAL MUSIC**  
**Solo Only**

Name: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Name of Selection: \_\_\_\_\_  
 Category:    Junior            Junior High            Senior High  
                   Male                Female

Date: \_\_\_\_\_

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Appearance and Stage deportment</b> (20 points Total)		
A. Approach – with confidence yet with grace and humility	3	_____
B. Posture – upright look, not slumped	4	_____
C. Eye contact – scan the audience, not stare	4	_____
D. Poise – in full control	3	_____
E. Clothing – color coordinated, neat, sharp, beautiful	3	_____
F. Departure – with confidence	3	_____
(Total points for section 1)		_____
<b>2. Interpretation</b> (35 points total)		
A. Mood – prayerful, enthusiastic, peaceful	4	_____
B. Intensity – is it weak, strong, not enough power, etc.	4	_____
C. Style – does the presentation match the printed intention	4	_____
D. Tempo – flowing, not too fast or too slow	4	_____
E. Phrasing – the feeling of motion or rest	5	_____
F. Climax – was it handled well	5	_____
G. Dynamics – do the volumes change correctly	5	_____
H. Word Emphasis – each word needs to be handled with the right emphasis	4	_____
(Total points for section 2)		_____
<b>3. Musicianship</b> (40 Points Total)		
A. Memory	5	_____
B. Projection – can each part of the music be heard	5	_____
C. Proper Dictation – correctly pronounced, articulated, enunciated.	5	_____
D. Tone Quality – the full rich sound	5	_____
E. Correct Rhythm – is it performed like the printed page	5	_____
F. Proper Breathing – breathing at the right places, the right way	5	_____
G. Intonation (pitch)	10	_____
(Total Points for section 3)		_____
<b>4. Appropriateness of Selection</b> (5 points possible)		
Fits Guidelines / Suitable to contestant's ability	5	_____
<b>TOTAL POINTS</b>	<b>100</b>	_____

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Time limit \_\_\_\_\_ Actual time \_\_\_\_\_  
(Judge's Signature)

**JUDGE'S FORM VOCAL MUSIC**  
**All Groups (2 or more)**

Name: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Name of Selection: \_\_\_\_\_  
 Category:    Junior            Junior High            Senior High  
                   Duet                Trio                    Quartet  
                   Male                Female                Mixed

Date: \_\_\_\_\_

Ensemble

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Appearance and Stage deportment</b> (18 points Total)		
A. Approach – with confidence yet with grace and humility	3	_____
B. Posture – upright look, not slumped	3	_____
C. Eye contact – scan the audience, not stare	3	_____
D. Poise – in full control	3	_____
E. Clothing – color coordinated, neat, sharp, beautiful	3	_____
F. Departure – with confidence	3	_____
(Total points for section 1)		_____
<b>2. Interpretation</b> (32 points total)		
A. Mood – prayerful, enthusiastic, peaceful	4	_____
B. Intensity – is it weak, strong, not enough power, etc.	4	_____
C. Style – does the presentation match the printed intention	4	_____
D. Tempo – flowing, not too fast or too slow	4	_____
E. Phrasing – the feeling of motion or rest	4	_____
F. Climax – was it handled well	4	_____
G. Dynamics – do the volumes change correctly	4	_____
H. Word Emphasis – each word needs to be handled with the right emphasis	4	_____
(Total points for section 2)		_____
<b>3. Musicianship</b> (45 Points Total)		
A. Memory	5	_____
B. Projection – Can each part of the music be heard and understood?	5	_____
C. Proper Dictation – correctly pronounced, articulated, enunciated.	5	_____
D. Tone Quality – the full rich sound	5	_____
E. Correct Rhythm – is it performed like the printed page	5	_____
F. Proper Breathing – breathing at the right places, the right way	5	_____
G. Blend and Balance - Required number of parts clearly heard and integrated	5	_____
H. Intonation – Each part sung in accurate pitch	10	_____
(Total Points for section 3)		_____
<b>4. Appropriateness of Selection</b> (5 points possible)		
Fits Guidelines / Suitable to contestant's ability	5	_____
<b>TOTAL POINTS</b>	<b>100</b>	_____

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Time limit \_\_\_\_\_ Actual time \_\_\_\_\_  
(Judge's Signature)



**JUDGE'S FORM**  
**MISCELLANEOUS INSTRUMENTAL MUSIC**

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Name of Selection: \_\_\_\_\_  
 Category:  Junior       Junior High       Senior High  
                Solo             Group

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Tone (20 points total)</b>		
A. Beauty/Clarity	5	_____
B. Color	5	_____
C. Strength and Control	5	_____
D. Embouchure (or fingering for string) tone quality	5	_____
(Total points for section 1)		_____
<b>2. Technique and Musicianship (35 points total)</b>		
A. Meter	3	_____
B. Melody	3	_____
C. Fingering and hand positions – accuracy of notes	3	_____
D. Accents	3	_____
E. Precision (to timing)	3	_____
F. Slurs – variation between staccato and legato etc.	3	_____
G. Bowing (strings), Tonguing (wind or brass instruments) (Technique in playing chosen instrument)	4	_____
H. Attacks	4	_____
I. Cut-offs	4	_____
J. Accuracy (to pitch)	5	_____
(Total points for section 2)		_____
<b>3. Interpretation (20 points total)</b>		
A. Tempo	4	_____
B. Style	4	_____
C. Phrasing	4	_____
D. Dynamics	4	_____
E. Accuracy (to markings)	4	_____
(Total Points for section 3)		_____
<b>4. Presentation (20 points total)</b>		
A. Deportment, Approach, Poise, Departure	4	_____
B. Posture	4	_____
C. Memorization	5	_____
D. Suitability of Ability	4	_____
E. Balance and Integration of Accompaniment and/or multiple instruments	3	_____
(Total Points for section 4)		_____
<b>5. Appropriateness of Selection (5 points total)</b>		
	5	_____
<b>TOTAL POINTS</b>	<b>100</b>	_____

Comments: \_\_\_\_\_

\_\_\_\_\_

Time limit \_\_\_\_\_ Actual time \_\_\_\_\_

(Judge's Signature)



## JUDGE'S FORM HAND CHIME CHOIR

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Name of Selection: \_\_\_\_\_  
 Category:    Junior        Junior High        Senior High

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
Approach/departure	5	_____
Musicianship	5	_____
Memory	10	_____
Appearance/poise	10	_____
Interpretation	10	_____
Blend (how the bells are struck together)	10	_____
Appropriateness of Selection (suitable to group)	5	_____
Rhythmic accuracy	15	_____
Tone (consistency of strike, form)	15	_____
Technique (damp, trills, vibrato, etc.)	15	_____
<b>TOTAL POINTS</b>	<b>100</b>	_____

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Time limit \_\_\_\_\_ Actual time \_\_\_\_\_ \_\_\_\_\_  
(Judge's Signature)

## PURSUASIVE SPEECH AND DRAMATICS

### EXPRESSIVE READING

PLEASE REFER TO PLATFORM GENERAL GUIDELINES BEFORE PREPARING EXPRESSIVE READING.

An expressive reading is a memorized interpretation by an individual of a selection which consists of a dialogue between two or more characters, or a monologue which is a reading in the first person or a Scripture passage. (Poems may not be included.)

1. Suggested Scripture accounts might include: Paul before Agrippa (Acts 26) Elijah on Mt. Carmel (I Kings 18) Eli and Samuel (I Samuel 3)
2. Play the part of an observer or narrator who is reporting the material written by an author directly to an audience.
3. Create an atmosphere by tone of voice, inflections, pauses, and gestures.
4. Expressive readings must be memorized.
5. Costumes are NOT allowed; singing is not allowed.
6. Males and females compete in separate events.
7. Presentation time limit is from four minutes minimum to eight minutes maximum. (Juniors limit 2-6 minutes)

#### Checklist for Expressive Reading:

Copies of script: Three copies must be brought to competition. All three copies are to be combined, along with three judge's forms, in a clear plastic folder with the student's name and church-school name. Be sure to retain a copy for yourself.

Judge's forms: Submit three copies, properly filled out. These may be photocopied from contestant guidelines.)

## **FAMOUS SPEECH (MALE ONLY)**

PLEASE REFER TO PLATFORM GENERAL GUIDELINES BEFORE PREPARING FOR FAMOUS SPEECH.

1. Contestants must present speeches or article originally given by men.
2. The time limit is four to eight minutes and Juniors time limit is two to six minutes. In the event that a selection would exceed the eight minute time limit if delivered in its entirety, the contestant should choose an excerpt to present in competition. The excerpt must be presented exactly as delivered by the original speaker.
3. A famous sermon may be presented in this category. Again, an excerpt will be allowed, but the contestant is not allowed to edit the excerpt or re-preach the sermon in his own words. The excerpt must be within the time limit.
4. Suggested speakers: George Washington, Patrick Henry, Jonathan Edwards, William Jennings Bryan, Charles H. Spurgeon, J. Harold Smith, General Douglas MacArthur, Winston Churchill, Ronald Reagan.
5. No singing allowed during the speech.
6. The speech is to be memorized.

### Checklist for Famous Speech:

Copies of speech: Three copies must be brought to competition. All three copies are to be combined, along with three judge's forms, in a clear plastic folder with the student's name and church-school name. Be sure to retain a copy for yourself.

Judge's forms: Submit three copies, properly filled out. (These may be photocopied from contestant guidelines.)

## **POETRY RECITATION (MALE) (FEMALE)**

PLEASE REFER TO PLATFORM GENERAL GUIDELINES BEFORE PREPARING THE POETRY RECITATION.

The contestant chooses a poem to recite.

1. The poem should be appropriate to the Christian audience.
2. There are separate categories for male and female.
3. Costumes are not allowed.
4. No singing allowed.
5. Poems must be memorized.
6. Time limit is four to eight minutes; Juniors time limit is two to six minutes.

### Checklist for Poetry Recitation:

Copies of poem: Three copies must be brought to competition. All three copies are to be combined, along with three judge's forms, in a clear plastic folder with the student's name and church-school name. Be sure to retain a copy for yourself.

Judge's forms: Submit three copies, properly filled out.  
contestant guidelines.)

(These may be photocopied from

### **HINTS FROM PUBLIC SPEAKING JUDGES**

**In public speaking, the key word is CONVINCING! Whether you present a dramatic monologue, a famous speech, or a recitation, your task is to convince the listener that these are your words, your thoughts, and your feelings. If you are portraying a specific character, you should make the audience believe you really are that person. Many factors contribute to a convincing performance: gestures, posture, voice inflection, and emotion. Match each carefully to your script and character. Perhaps the most frequent comments from the judges deal with "emotion". Emotion should be carefully balanced. If you portray too little emotion, your performance will appear bland and colorless. If you portray too much emotion, you will appear harsh, phony, and overbearing. Also be careful that your emotion does not detract for clear, crisp, easily understood diction. The key: preparation and practice! Practice in front of a mirror and use every opportunity to perform before others.**

## **PREACHING (JUNIOR HIGH AND SENIOR HIGH MALES ONLY)**

A contestant must prepare and deliver an original sermon not to exceed eight minutes in length. The sermon must be a topical salvation or evangelistic message. Each sermon will be judged on Biblical content, outline, and effective delivery, as well as the general guidelines given under “Platform Competition”. Grammar is very important!

In preparing a sermon, great care should be taken to develop an outline that is based on the Scripture and contains no questionable doctrine. You will be allowed only your outline as notes, but you should be well prepared as to what you will say. Many times, students will have a weak outline and then “shoot from the hip” in their preaching and end up saying something they didn’t intend to say. This should be avoided. Your outline alone will determine much of your score. However, the actual words that you preach, and your delivery, should be well prepared and thought out.

The student may receive help, guidance and suggestions from their pastor, youth pastor or other adult, but the actual outline should be the result of the students own original ideas and study.

### Checklist for Preaching:

Copies of outline: Three copies must be brought to convention. All three copies are to be combined, along with three judge’s forms, in a clear plastic folder with the student’s name and church-school name.

Judge’s forms: Submit three copies, properly filled out. (These may be photocopied from contestant guidelines.)

### **HINTS FROM THE PREACHING JUDGES**

**Your first task in preparing to preach is to develop a good outline. This will be the heart of your sermon, and since you must adhere to your outline carefully, you will want to make it do its best work for you. Your outline should flow naturally from the Scripture text and should be detailed and clearly organized with an introduction and conclusion. While notes are permissible, it should not be obvious that you are using them. Have someone evaluate your delivery to be sure it includes variety in gesture, voice inflection, and volume. Variety is important as it attracts your listeners’ attention more than sheer volume can; loud and fast are not always best. Above all, be sure your message is Scriptural, theologically correct, and leads the listener to an appropriate decision about his relationship to Christ.**

## **ILLUSTRATED STORYTELLING (MALE) (FEMALE)**

PLEASE REFER TO PLATFORM GUIDELINES BEFORE PREPARING FOR THIS ENTRY.

The contestant tells, from memory, a Bible-based story (i.e., missionary adventure, “Jungle Doctor”, Danny Orlis, etc.) He/she may use such items as flannel graph, visual aids, costume, sound effects, accompaniment, or any “prop” that enhances story material.

1. The contestants must indicate to judges to which age group he/she is speaking.
2. Contestants must use at least four hand-held illustrations
3. Do not record and use your own voice.
4. No other person may assist. Recorded material must be compiled, arranged, and operated by the contestant.
5. This is **not** a one-act play. The emphasis is on telling an effective story.
6. There are separate categories for male and female.
7. Set-up time is limited to two minutes.
8. The time limit for the presentation is four minutes minimum to eight minutes maximum and for Juniors the limit is two to six minutes.
9. High value will be given to the originality the performer used to make the story “live” to the audience.
10. DO NOT USE PUPPETS.

### Checklist for Illustrated Storytelling:

Copies of script: Three copies must be brought to competition. All three copies are to be combined, along with three judge’s forms, in a clear plastic folder with the student’s name and church-school name.

Judge’s forms: Submit three copies, properly filled out. (These may be photocopied from contestant guidelines.)

### **HINTS FROM THE ILLUSTRATED STORYTELLING JUDGES**

Since contestants in illustrated storytelling use some kind of visual aids, one of the keys to an effective presentation is the ability to control those visual aids easily, smoothly, and attractively without interrupting the flow of the story. If you are using story cards, practice turning them without looking down. If you are using a flannel graph, make sure your pieces will stick without distracting pats and pokes. Practice placing the pieces accurately and quickly without turning your back on the audience or stopping the story. Be sure your visuals are in good repair. If they are old, have them redrawn or repaired. In addition to improving their use of visual aids, storytellers should follow the suggestions given for other speaking categories. The judges look for exciting narrative, effective dialogue, props, smooth flow of ideas, and a dramatic climax.



## PUPPETS

PLEASE REFER TO PLATFORM GENERAL GUIDELINES BEFORE PREPARING FOR PUPPETS.

1. Contestants must provide their own stage and background. (All puppet shows must have a background to screen the puppeteers from the audience.)
2. No more than two puppeteers may be involved in the act. The team may be male, female, or mixed.
3. Homemade and/or professionally made puppets may be used.
4. Recorded background music or sound effects may be used, but contestants must perform LIVE all verbal communication.
5. Scripts must be tastefully presented, avoiding slang, insinuation, questionable language, or references to television, and worldly practices such as movies, dancing, or mixed swimming.
6. Scripts must be memorized.
7. Set-up time is five minutes.
8. The time limit for the presentation is four minute minimum and eight minute maximum; for Juniors the limit is two to six minutes.

### Checklist for Puppets

Copies of script: Three copies must be brought to competition. All three copies are to be combined, along with three judge's forms, in a clear plastic folder with the student's name and church-school name.

Judge's forms: Submit three copies, properly filled out. (These may be photocopied from contestant guidelines.)

### **HINTS FROM THE PUPPETS JUDGES**

**Puppeteers should remember that their primary objective is to minister, not just to entertain. Occasional jokes, in good taste, will help keep your audience interested in your message, but don't waste your time on too many jokes. The message comes first! Here are some practical hints to build your puppet handling skills. To make your puppet appear more realistic, manipulate his mouth by moving your thumb, not your fingers. When a human opens his mouth to talk, he drops his bottom jaw. He does not raise his whole head. Similarly, real people rarely stand completely still. Neither should puppets. Keep them alive and moving without overdoing it. Finally, look for creative, realistic ways to get your puppet on stage. Avoid what one judge called the "pop up toaster entrance". You will also be judged on your stage. It should be sturdy and neat. A wrinkled, wobbly stage is very distracting to the audience.**

**JUDGE'S FORM EXPRESSIVE READING, FAMOUS SPEECH  
AND POETRY RECITATION**

Name: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Title of Entry: \_\_\_\_\_  
 Category:  Junior     Junior High     Senior High

Date: \_\_\_\_\_

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
Approach/departure	5	_____
Appearance/posture	5	_____
Poise/self-confidence	10	_____
Use of phrasing and dramatic pause	10	_____
Imagery (word pictures painted)	5	_____
Pronunciation/diction	5	_____
Projection	5	_____
Enthusiasm	5	_____
Eye contact	5	_____
Facial expression	5	_____
Gestures	5	_____
Choice of Material (Christian or Patriotic message)	10	_____
Interpretation of the Author's ideas	10	_____
Degree of difficulty	5	_____
Memory	10	_____
<b>TOTAL POINTS</b>	<b>100</b>	<b>=====</b>

Time limit \_\_\_\_\_ Actual time \_\_\_\_\_

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

**JUDGE'S FORM PREACHING**  
Junior High and Senior High ONLY

Name: \_\_\_\_\_  
 Church-School: \_\_\_\_\_  
 Sermon title: \_\_\_\_\_  
 Category:    Junior High        Senior High

Date: \_\_\_\_\_

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>Biblical Content</b> (25 points total)		
1. Bible Text	5	_____
- Based on an appropriate doctrine of theme		
2. Scripture used to support message as developed	10	_____
3. Application to life problem or situation		_____
4. Practical, reasonable, scriptural	10	_____
(Total points for section 1)		_____
<b>Outline</b> (25 points total)		
1. Proper form, neatness, clarity	5	_____
2. Introduction: grabs attention	5	_____
3. Continuity and harmony of major points	10	_____
- At least three logical, connected main points backed by Scripture		
4. Development and support of major points	5	_____
-outline thoroughly developed		
(Total points for section 2)		_____
<b>Delivery</b> (50 points total)		
1. Appearance and posture	5	_____
-dignity and respect for pulpit		
2. Sincerity, warmth, eye contact	5	_____
3. Pronunciation and diction	5	_____
4. Voice quality and gesture	5	_____
5. Projection: powerful and persuasive	10	_____
6. Illustrations or anecdotes – effective and appropriate	10	_____
7. Closing challenge	10	_____
-appeal which requires a decision from each listener		
(Total Points for section 3)		_____
<b>TOTAL POINTS</b>	<b>100</b>	=====

Time limit \_\_\_\_\_ Actual time \_\_\_\_\_

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

## JUDGE'S FORM ILLUSTRATED STORYTELLING

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_ Age Targeted \_\_\_\_\_  
 Title of Entry: \_\_\_\_\_  
 Category:  Junior       Junior High       Senior High  
                Male             Female

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
Approach/departure	5	_____
Poise/self-confidence	10	_____
Facial expression	5	_____
Voice inflection	10	_____
Pronunciation/diction	5	_____
Originality	5	_____
Enthusiasm	5	_____
Worthwhile message	10	_____
Effectiveness of narrative	15	_____
Flow of idea; conflict and climax	10	_____
Memory	5	_____
Use of dramatic accessories (props, easel, music, sound, lighting, flannel graph, etc.)	15	_____
<b>TOTAL POINTS</b>	<b>100</b>	=====

Time limit \_\_\_\_\_ Actual time \_\_\_\_\_

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)

**JUDGE'S FORM  
PUPPETS**

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Church-School: \_\_\_\_\_ Age Targeted: \_\_\_\_\_  
 Sermon title: \_\_\_\_\_  
 Category:  Junior High       Senior High  
 Script:  Purchased       Original

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
<b>1. Spoken Material</b> (35 points total)		
A. Shows Preparation and planning, not wholly extemporaneous, not just a collection of Jokes	15	_____
B. Suitable to occasion; basic theme and unity, builds to a message of Christian or patriotic worth	20	_____
<b>2. Puppets, Staging</b> (20 points total)		
A. Suitable, personable, well-made characters, props, costumes	10	_____
B. Effective stage, background, props, etc.	10	_____
<b>3. Effective Presentation</b> (45 points total)		
A. Use of variety: laughing, sighing, etc.	5	_____
B. Develops character	5	_____
C. Variation of voice between characters	10	_____
D. Arouses audience response	10	_____
E. Timing: natural movements, posture, lip movement, entrances and exits.	15	_____
<b>TOTAL POINTS</b>	<b>100</b>	_____

Time limit \_\_\_\_\_ Actual time \_\_\_\_\_

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 (Judge's Signature)