



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

GUIDELINES

Subject Index

GENERAL INFORMATION	2
COMPETITION GUIDELINES	3
DRESS AND APPEARANCE STANDARDS	4
PLATFORM COMPETITION	5
ACADEMIC COMPETITION	6
BIBLE QUIZZING	6
SPELLING	15
SCIENCE EXHIBIT	31
CREATIVE COMPOSITION	33
ART AND PHOTOGRAPY COMPETITIONS	40
TYPES OF ENTRIES	40
NEEDLE AND THREAD COMPETITION	47
ATHLETIC COMPETITION	52
PHYSICAL FITNESS (MALE ONLY)	52
TRACK EVENTS	54
CHECKERS	55
CHESS	55
TABLE TENNIS	56
3 ON 3 BASKETBALL	56
VOLLEYBALL	57
MUSIC COMPETITION	58
VOCAL	59
INSTRUMENTAL	59
PERSUASIVE SPEECH AND DRAMATICS	66
EXPRESSIVE READING	66
FAMOUS SPEECH (MALE ONLY)	67
POETRY RECITATION (MALE) (FEMALE)	68
PREACHING	69
ILLUSTRATED STORYTELLING (MALE) (FEMALE)	70
PUPPETS	71

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.CCSCompetition.org by March 1st. There will be forms for schools, individual contestants, and a group events (to list which students are participating in which group events). The school registration fee is \$25.00. The individual registration fee is \$25.00 per student contestant. This does not include staff and parents. Meal tickets are \$25 per person. We strongly encourage your group to eat on campus. Preschool age children will be ½ price for meal tickets. Meal tickets include lunch and dinner on Tuesday and Wednesday.
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 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.

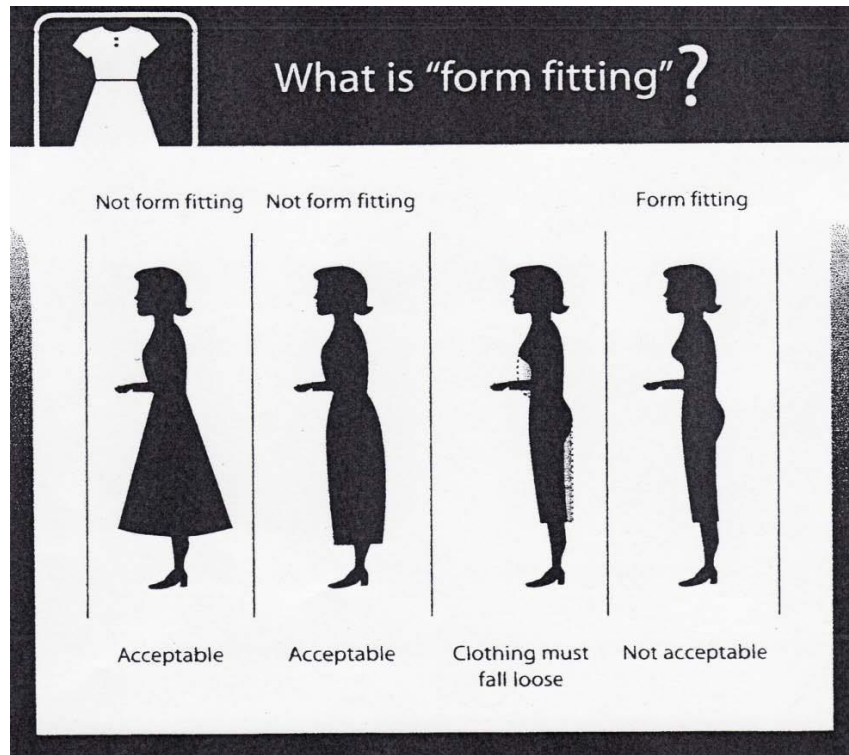
QUESTIONS ?

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 COMPETITION

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 _____.” Songs author should not need to be given. Selections that give attention to CCM 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 quizzer's errors will be tallied on a score sheet.
 - b. During the competition, any Senior High quizzer having made 5 errors on regular or toss-up question will leave the game (error out). For Junior and Junior High, the quizzer 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 desk. Contestants provide their own pencils or pens. 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, a list of tiebreaker words may be given orally in a general session.

Words are provided by A.C.E. and must be spelled exactly as they appear on the official A.C.E. list. Alternate or British spellings will not be allowed. A.C.E.'s list is compiled from the preferred spelling found in the World Book Dictionary (dpib; edau & Company, Inc. 1978). In the event of a tie, the chief judge will use a list of words chosen from PACEs above the 97 level.

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.

JR HIGH / SR. HIGH SPELLING LIST A

-A-	ambidextrous	basicity	carburetor	congeal
aardvark	ameliorate	bastion	caribou	conqueror
abandon	amiable	batik	carnage	consecutive
abdicate	amphibrach	bauxite	carriage	consignee
ability	amylaceous	beatitudes	cartilage	consuetude
ablution	ancestry	bedizen	cashew	convalescence
abolition	anguish	beginner	cassock	conveyance
abroad	anneal	behoove	cataclysm	cornea
abscess	annunciation	beleaguer	caterwaul	corroborate
absentee	antagonize	believe	caulk	cortisone
absorbent	antibiotic	beneficiary	cavil	cosmopolitan
abut	antiseptic	bequeath	celery	countenance
academia	apathetic	beryl	cemetery	courteous
accept	aphelion	beveled	centipede	cozened
accolade	apocalypse	bibliography	ceramics	crescive
accompanist	apostrophe	bifilar	cerulean	criticize
accrual	apparent	binocular	chagrined	crotchety
accursed	appliqué	bivouac	chamfer	cruet
acknowledge	apprise	blaspheme	changeable	ctenoid
acquiesce	appurtenance	bludgeon	charisma	cucumber
across	arbor	bombardier	chasm	cuisine
acumen	archaically	boomerang	chastise	cumin
adapt	archives	bouillon	chauvinism	curlicue
adherent	argyle	boycott	chenille	cursor
adjudicate	arraign	brazier	chifforobe	cylinder
administrator	arrant	brevity	chortle	-D-
adolescence	arthritis	brilliant	chutney	dahlia
advantageous	artillery	bronchial	cinnabar	dastardly
aegis	aspersion	buccaneer	clientele	dawdle
aerodynamics	astringent	bulletin	codger	debatable
affable	atheistic	bungalow	coiffeur	debenture
afloat	auger	buoyancy	colleague	debtor
ageratum	awkward	burrow	column	decedent
aggravate	-B-	-C-	commandment	decibel
agile	badminton	cacophony	commisure	decoy
agriculture	baize	caisson	compatible	deference
akimbo	balk	calisthenics	complacency	defunct
alchemy	ballistic	calyx	compliant	deign
alkali	balsam	camphor	concatenate	deliquescent
allegory	bane	candidacy	concentric	demarcate
allergic	banquet	canorous	conche	demitasse
allusion	baptize	canyon	conclude	demur
already	barnacle	capon	condemn	denture
altogether	barrister	carafe	confederation	depository

derelict
descendant
desiccation
desperate
despond
detergent
detonate
devastate
diabetes
dialect
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
embarrassment
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
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
largetto
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
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
reconnaissance
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

syllipsis
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
turgescence
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
 dehiscence
 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
 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
 exonomia
 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
 gible
 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
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
nimity
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
propriator
prosaic
prudent
psychiatrist
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
scabbard
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
cicatrise
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
deuteronist
devout
diadem
diapasons
dichotomy
diesel
diffidence
dilemma
diminish

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
fulgurant
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
jadeite
jargon
javelin
jerkin

jiffy
jocular
jongleur
journalism
judgment
juncture
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
pendant
penicillin
Pentateuch
peregrine
perforate
perish
perpetrate
persistent
persuasion
petulant
phenomena
phlegmatic
piccolo
picturesque
pilfer
pioneer
pizzeria
plaque
plausible
pneumonectomy

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
raisin
rancor
rapport
ravioli
raze
ream

receipt
recess
reclamation
recommend
recruit
reference
referring
rehabilitation
rejoice
reliant
remedy
remnant
renascent
repel
repertory
reprisal
rescind
resilient
resuscitate
retrograde
reverence
rhetoric
rhinoceros
rhythmical
risible
romanticism
rosy
rubella

-S-

Sabbath
saboteur
sacred
saddle
salient
samovar
sandal
sassafras
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
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
owlet
-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
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.

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
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
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 have 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 1st 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 SCIENCE EXHIBIT

Name: _____ Date: _____

Church-School: _____

Category: Junior Junior High Senior High

Must designate one: Collection Research Engineering

AREAS OF EVALUATION	POSSIBLE POINTS	POINTS AWARDED
1. Concept (25 points possible)		
A. Definite purpose of theme	10	_____
B. Creativity and originality	10	_____
C. Meets competition standards	5	_____
2. Scientific Thought (20 points possible)		
A. Accuracy of display	10	_____
B. Total thought and effort	5	_____
C. Usefulness	5	_____
3. Workmanship (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	_____
4. Thoroughness (10 points possible)		
A. Presentation	5	_____
B. Information	5	_____
5. Display Clarity (5 points possible)	5	_____
6. Written Information (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	_____
TOTAL POINTS	100	=====

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
1. Theme A Christian or patriotic theme should be given in precise thesis statement which is examined and discussed logically	15	_____
2. Composition (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	_____
3. Mechanics (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	_____
TOTAL POINTS	100	=====

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

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
1. The Story (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	_____
2. Mechanics (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	_____
TOTAL POINTS	100	=====

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. Only **new** artwork will be acceptable. 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.

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 untempored 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 use 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
1. Composition (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	_____
2. Rhythm (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	_____
3. Logic (20 points total)		
A. Direction of light is clearly described	10	_____
B. Perspective is convincing	5	_____
C. Composition leads into one focal point	5	_____
4. Handling of media (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	_____
5. General merits of entire presentation (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	_____
TOTAL POINTS	100	=====

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
1. Concept (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	_____
2. Design (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	_____
3. Technique (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	_____
TOTAL POINTS	100	=====

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

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	_____
TOTAL POINTS	100	=====

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	_____
TOTAL POINTS	100	=====

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	_____
TOTAL POINTS	100	=====

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.

Each school may enter up to 3 contestants, or teams, in each race. There will be heats in the shorter races if necessary.

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 competes 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.

*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: _____

Date: _____

Church-School: _____

Name of Selection: _____

Category: Junior Junior High Senior High
 Male Female

AREAS OF EVALUATION

POSSIBLE POINTS POINTS AWARDED

1. Appearance and Stage deportment (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)

2. Interpretation (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)

3. Musicianship (45 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) 5 _____
- H. Balance and integration of accompaniment – does the accompaniment add to the beauty or override 5 _____

(Total Points for section 3)

4. Appropriateness of Selection (5 points possible)

Fits Guidelines / Suitable to contestant's ability 5 _____

TOTAL POINTS 100 _____

Comments: _____

Time limit _____ Actual time _____

(Judge's Signature)

JUDGE'S FORM VOCAL MUSIC
All Group (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
1. Appearance and Stage deportment (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)		_____
2. Interpretation (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)		_____
3. Musicianship (45 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	_____
H. Balance and integration of accompaniment – does the accompaniment add to the beauty or override	5	_____
(Total Points for section 3)		_____
4. Appropriateness of Selection (5 points possible)		
Fits Guidelines / Suitable to contestant's ability	5	_____
TOTAL POINTS	100	_____

Comments: _____

Time limit _____ Actual time _____

(Judge's Signature)

**JUDGE'S FORM
INSTRUMENTAL MUSIC**

Name: _____
 Church-School: _____
 Name of Selection: _____
 Category: Junior Junior High Senior High
 Duet Trio Quartet

Date: _____

<input type="checkbox"/> Ensemble	POSSIBLE POINTS	POINTS AWARDED
-----------------------------------	--------------------	-------------------

AREAS OF EVALUATION

1. Tone (20 points total)

- | | | |
|--|---|-------|
| 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)

2. Technique and Musicianship (35 points total)

- | | | |
|---|---|-------|
| 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) | 4 | _____ |
| (Technique in playing chosen instrument) | | |
| H. Attacks | 4 | _____ |
| I. Cut-offs | 4 | _____ |
| J. Accuracy (to pitch) | 5 | _____ |

(Total points for section 2)

3. Interpretation (20 points total)

- | | | |
|---------------------------|---|-------|
| A. Tempo | 4 | _____ |
| B. Style | 4 | _____ |
| C. Phrasing | 4 | _____ |
| D. Dynamics | 4 | _____ |
| E. Accuracy (to markings) | 4 | _____ |

(Total Points for section 3)

4. Presentation (20 points total)

- | | | |
|---|---|-------|
| A. Deportment | 4 | _____ |
| B. Posture | 4 | _____ |
| C. Memorization | 5 | _____ |
| D. Suitability of Ability | 4 | _____ |
| E. Balance and Integration of Accompaniment | 3 | _____ |

(Total Points for section 4)

5. Appropriateness of Selection (5 points total)

	5	_____
--	---	-------

TOTAL POINTS	100	_____
---------------------	------------	-------

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	_____
TOTAL POINTS	100	_____

Comments: _____

Time limit _____ Actual time _____
_____ (Judge's Signature)

PERSUASIVE 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	_____
TOTAL POINTS	100	<u> </u>

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
Biblical Content (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)		_____
Outline (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)		_____
Delivery (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)		_____
TOTAL POINTS	100	_____

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	_____
TOTAL POINTS	100	=====

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
1. Spoken Material (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	_____
2. Puppets, Staging (20 points total)		
A. Suitable, personable, well-made characters, props, costumes	10	_____
B. Effective stage, background, props, etc.	10	_____
3. Effective Presentation (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	_____
TOTAL POINTS	100	_____

Time limit _____ Actual time _____

Comments: _____

 (Judge's Signature)