

ACADEMICS

BIBLE MEMORY 201

Contestants will be given twenty-five questions from Romans three, five, six, and ten. They must know all the books of the New Testament in order and their correct spelling. They will also be required to write two short paragraphs on what it means to be a Christian.

MOST CHAPTERS READ

Most chapters read in Bible. An affidavit must be submitted at registration to verify entry.

SPELLING 204

Contestants will be given fifty spelling words from PACE levels sixty through seventy-five.

PERFORMANCE EVENT

All contestants are to abide by the dress codes for nonathletic events listed in SECTION I of these guidelines.

Each contestant is given a piece of paper and is assigned a desk. **SPJC** will provide pencils or pens. The judge will pronounce each word twice and give a definition for the word. 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.

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SCIENCE PROJECTS

Science projects must be done by one or two contestants and must have been started after the completion of the previous Jr. Convention.

Type of Entries

1. **Collection 210**– classification and display. Examples: rocks, insects, and leaves. Man-made objects such as coins, stamps, and arrowheads are not allowed. Only the portion of work that has been accomplished after the completion of the previous Jr. Convention may be submitted.

2. **Research 211**– Develop a hypothesis, perform an experiment, record results, write your conclusion, and prepare a display to exhibit your work. (e.g. how light helps a plant grow). This event is not a library research paper.
3. **Engineering 212**– Build electronic equipment, optical devices, solar energy converter, ect., using scientific principles to perform a task. Exhibit should include plans, diagrams, schematics, parts list, ect., so that another person could take your plans and duplicate your project. Do NOT use commercial kits.
4. **Theoretical 213**– An exhibit displaying a discussion of a scientific principle, concept, technique, or theory

SOCIAL STUDIES PROJECTS

Social Studies projects must be done by one or two contestants and must have been started after the completion of the previous Jr. Convention.

Type of Entries

Collection 214– classification and display. Examples: man-made objects such as coins, stamps, and arrowheads. Only the portion of work that has been accomplished after the completion of the previous Jr. Convention may be submitted.

Research 215– Develop a hypothesis, perform an experiment, record results, write your conclusion, and prepare a display to exhibit your work. This event is not a library research paper.



CHECKERS 202

SPJC will provide a board and set of checkers. All contestants are to abide by the dress codes (beginning on page I-7) for nonathletic events listed in the **APPEARANCE SECTION** of these guidelines. (Shirts and ties are required for male contestants).

The object of play is to capture all of the opponent's men or to reduce the opponent to immobility. The loser is the first one who is unable to move in regular turn, either because all his men have been captured or because all his remaining men are blocked. A game may be terminated as a draw when neither player holds an advantage sufficient to force a win.

A player whose position is apparently inferior may call upon his opponent to win the game or show an increased advantage within forty of his own moves; failing to do such, the game is drawn. The following rules will also be observed:

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 (3) 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 (1) minute.
4. All jumps must be completed. When this rule is violated, the player must retract his illegal move and make the capture instead.

Checkers is a one-game-only elimination match with a possibility of losers selected for playback.

At the discretion of the Chief Judge, contestants may be asked to play 2 of 3 matches for quarterfinals, semifinals, and finals.

CHESS 203

ELIMINATION/PERFORMANCE EVENT

<p>SPJC will provide board and chessmen. All contestants are to abide by the dress codes for nonathletic events listed in the APPEARANCE SECTION (Shirts and ties are required for male contestants.)</p>

Players designated "white" and "black" sit on opposite sides. Each player has 16 pieces, which are placed on the board at the beginning of the game. The following rules will apply:

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 both parties, or the 50-move rule.

NOTE: The 50-move rule may be called at any time by a player who is at a disadvantage, but the 50-move rule is canceled if any piece is captured or if any pawn is moved.

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.

PACE BOWL 216

ELIMINATION/PERFORMANCE EVENT

All contestants are to abide by the dress codes for nonathletic events listed in the APPEARANCE SECTION (beginning on page I-7) of these guidelines. (Shirts and ties are required for male contestants. Suits or sports coats are optional.)

Each school may enter only ONE TEAM consisting of four students. Teams compete against each other in regular tournament elimination procedure. Competition order will be arranged prior to beginning the match according to the bye system. The team earning the most points in each round of competition shall move to the next round until first through sixth places are determined.

Each school team must consist of four students.

Competition will consist of two types of questions:

1. Toss-up questions

a. For toss-up questions, each team member chooses two categories in which to answer questions (math, English, science, or social studies). He may only answer questions in these categories.

Everyone may answer elective questions. If an unqualified team member answers the question, then his team loses the toss-up and the points even if the answer was correct.

b. A subject area (“Math Toss-up”, “Science Toss-up”, etc) and the point value of the

c. There is a thirty second maximum time limit to “buzz in” with no discussion, written or verbal. If there is discussion among the team members, five points will be deducted from the team’s score.

d. Time starts as soon as the question is read once. Repeated questions count against the thirty seconds.

e. If a player hits the buzzer before the question is read completely, the reader will stop and the player must answer.

f. Any undue hesitation after “buzzing in” is a wrong answer.

g. A player should wait until he is recognized by the reader before giving the answer to the toss-up question. He may not have been the first to “buzz in” as he thought. If an answer is given before he is recognized, the question is tossed out and the team loses five points.

Bible Bowl

JOHN Chapters 1-15, ROMANS Chapters 3, 5, 8, 10, JAMES

PERFORMANCE EVENT

Teams may consist of three to five players from the same school or homeschool group. (Teams may consist of all males, all females, or both.) All members must be eligible to compete based upon the Student Convention Guidelines. Three teams may enter per school or homeschool. Bible Bowl will be a closed-door competition. Each team will have three (3) minutes to answer as many questions as possible. Each player will have (5) seconds to answer each question. All questions will be directed to individual team

members, not answered as a group. Each correct answer will earn a point value. Teams will race against the clock, not an opponent.

Each team in the qualifying round will be given the same group of questions. New group questions will be presented in the semifinals and in the finals.

WRITING

Poetry-221

Short Story-222

Contestants may enter short story and poetry in the area of writing. A short story must contain at least 250 words but no more than 500. All poems must be at least 4 lines but no more than 20 lines.

WEB PAGE DESIGN 223

See International Student Convention Guidelines for rules and regulations for web page design.

POWERPOINT PRESENTATION

Linear PowerPoint-224

Nonlinear PowerPoint-225

See International Student Convention Guidelines for rules and regulations for PowerPoint presentation.

SWORD OF THE LORD AWARD 230

Each student must memorize Deuteronomy chapters four, five, and six. Each student must also memorize Matthew chapter six. The student must recite at least fifteen verses at each hearing. No more than two errors or prompts may be allowed per fifteen verses. An affidavit must be submitted at registration to verify entry.