



Southern Plains Jr. Convention Guidelines

MISSION STATEMENT

The Southern Plains Junior Convention is committed to providing Christ centered competitions for A.C.E. schools. The Southern Plains Junior Convention is focused on teaching that all are winners as long as their eyes are fixed to the ultimate goal Jesus Christ.

SOUTHERN PLAINS JUNIOR CONVENTION

2216 Clover Park Dr.
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EVENT AND AGE LIMITS

A student may enter a total of fifteen (15) events. Of these fifteen events, nine (9) may be performance events. Any event that you have to be there for is a performance event. No more than four (4) events may be elimination events. Elimination events are events that have a playoff bracket. Students may enter no more than five (5) athletic events. Schools may have more than one basketball and volleyball team. However, in basketball you must at least have eight to split into two teams of three. In volleyball you must have fourteen to split into two teams of seven. Schools may have two (2) PACE Bowl teams maximum.

Students must turn eight years old during the calendar year of that convention and must not turn thirteen during the calendar year.

JUDGING / AWARDS

Athletic events will be placed first through sixth. All other events will be placed as Superior, Outstanding, and Exceptional. Awards will be passed out at the Friday morning rally.

DRESS CODE

The manner of appearance and dress of Southern Plains Jr. Convention participants reflects an image of Christian modesty, refinement, and self-discipline. Students and sponsors are expected to support the Convention image, program, and requirements in appearance and dress. Appropriateness and modesty are the basic principles governing all appearance and dress for the Southern Plains Jr. Convention. The principle of showing deference should be the lifestyle of Christian leaders. Students and sponsors are to be dressed completely and according to the Guidelines upon arrival and while attending Student Convention.

Male

Male students, sponsors, coaches, and guests must have a neat, trim, conservative haircut. The hair is to be tapered or blocked and is to be off the collar. It is to be above the ears, with sideburns no longer than the middle of the ears. Dying or coloring the tips of the hair is not allowed. Male sponsors may wear neatly trimmed mustaches and/or beards.

Belts must be worn with trousers. Denim jeans, cargo pants are not permitted. Button shirts with collars and tie must be worn to the evening rallies. Polo shirts may be worn during the day.

Male Athletic Attire

Knee length shorts are to be worn for competition only. A tank top can be worn over a T-shirt, although, uniformity is encouraged for team sports. Athletic participants may wear athletic attire to lunch when scheduled for competition. When competition is over for the day, students must change into appropriate attire.

Female

An image of Christian discretion and modesty is to be portrayed. All female sponsors, coaches, and students must wear dresses, skirts (which are no shorter than the bottom of the knee). Slits must be no higher than the bottom of the knee. Dresses and blouses must come to the neckline. Sandals are NOT allowed – shoes must have a closed toe and closed heel. Denim material is not allowed. Polo shirts can be worn during the day.

In the evening rally females must wear dress or skirts with proper blouse.

Female Athletic Attire

Loose-fitting culottes and tops are to be worn for competition in athletic events. T-shirts are allowed for athletic events.

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 1, 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.

ART

GENERAL GUIDELINES

Entries must be the sole work of the student and must have been started after the completion of the previous International Student Convention. Students are encouraged to draw from their own ideas for subject matter and composition. It is recognized that copying other artwork is one method of learning but should not be presented as the original work of the student. Entries must meet ALL A.C.E. standards as far as dress codes and suitable subject matter are concerned. Violations of such standards will prevent the entry from placing. All entries must be done in realistic style—no abstract, surreal, or cartoon styles. No artwork should attempt to portray the face of Christ. No color-by-number paintings will be accepted.

Note: In ALL art categories, male and female contestants are judged together.

Checklist for Entries:

1. Entries must arrive for judging in satisfactory exhibition condition. (See framing.)
2. Entries must have a 3" x 5" card securely attached to the back with the following information: category, student's name, school name, customer number, school address, city, state/province, ZIP/Postal Code.

Note to Sponsor: Be sure the contestant enters the correct category.

Framing

All artwork must be enclosed in some type of frame except sculpture, woodworking, and metalworking. Mat board may be used in conjunction with a frame, but is not considered a frame itself.

TYPES OF ENTRIES

1. Oil
2. Watercolor
3. Acrylics
4. Sketching—any monochromatic sketching medium
5. Colored pencils
6. Pen and Ink—monochromatic pen or brush work
7. Pastels
8. Sculpture
9. Wood Working



OIL 301

Entries must be framed or matted and the original work of the student.

WATER COLORS 302

Entries must be framed or matted and the original work of the student.

ACRYLICS 303

Entries must be framed or matted and the original work of the student.

SKETCHING 304

Entries must be framed or matted and the original work of the student.

PEN AND INK 305

Entries must be framed or matted and the original work of the student.

COLORED PENCIL 306

Entries must be framed or matted and the original work of the student.

PASTELS 307

Entries must be framed or matted and the original work of the student.

WOODWORKING 308

Entries are to be made entirely of wood except for nails, screws, and hinges. No precut kits. The entry may be painted or varnished.



CLAY SCULPTURE 312

Entries must be made entirely of clay. In the case of multiple pieces, all pieces should connect. They may be painted or glazed.

SCRAPBOOKING 314

(Female Only)

1. ALL entries must be the sole work of the student.
2. Layout may be 8" x 8" or larger and must be a scrapbook layout. Cards and other craft projects cannot be submitted as the entire entry..
3. Use a clean and simple layout that tells a story, portrays a theme or event, or illustrates a character trait. Arrangement needs to make a visual impact without being cluttered or too busy. .
4. Entries must be a minimum of two pages but not exceed twelve pages.
5. Each page must be in a plastic page protector within a standard nondecorative binder. Binder will not be judged. .
6. Entry must have a clearly stated theme.

PHOTOGRAPHY



There are two classifications: Color and Monochromatic (black and white, sepia, and grayscale). Contestants may enter any of the classifications in the following categories.

Contestants may use any camera for all categories.

1. Scenic—A picturesque outdoor setting.
2. Still Life—A picturesque indoor arrangement of objects.
3. Animals—A picture of living animals, birds, insects, etc., taken in their natural or unnatural habitat (zoo pictures permitted).
4. Plants—A picture of living flowers or plants taken in their natural or unnatural habitat (botanical gardens are permitted).
5. Character Trait Picture— A picture that portrays one of the sixty character traits listed below. The Character Trait must be listed on the 3" x 5" card attached to your entry.

Appreciative	Attentive	Available
Committed	Compassionate	Concerned
Confident	Considerate	Consistent
Content	Cooperative	Courageous
Decisive	Deferent	Dependable
Determined	Diligent	Discerning
Discreet	Efficient	Equitable
Fair	Faithful	Fearless
Flexible	Forgiving	Friendly
Generous	Gentle	Honest
Humble	Joyful	Kind
Loyal	Meek	Merciful
Observant	Optimistic	Patient
Peaceful	Perseverant	Persuasive

Prudent Resourceful Secure Submissive Thorough Truthful	Punctual Respectful Self-Controlled Tactful Thrifty Virtuous	Purposeful Responsible Sincere Temperate Tolerant
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Monochromatic(B/W, Sepia and Grayscale)

Scenic-321

Still Life-322

Plants and Animals-323

Character Trait Picture-325

Color

Scenic-331

Still Life-332

Plants and Animals-333

Special Effects-334

Character Trait Picture-335

Computer Photo Enhancement-340

NEEDLE AND THREAD (FEMALE ONLY)

All categories are for FEMALE contestants only. Contestants must make girls'/ladies' garments. Contestants are allowed to submit one entry per category and must not receive help on their projects other than instructions.

All fashions must meet SPJC dress requirements. Do not submit miniskirts, slacks, pantsuits, shorts, bathing suits, sleep wear. These rules also apply to the subjects used in Needlework entries.

No Needle/Thread entry should attempt to portray the face or image of Christ.

QUILT WORK (QUILT SAMPLER) 361

The entry must be no smaller than 21'' X 21'' and must contain four squares of pieced fabric. All entries must form a quilt design, connected by stripping, and have a border not smaller than one inch in width. Each entry must have a back with batting between, and each square must have hand quilting which outlines the pieced design. No sampler fabric or one piece design.

GARMETS

Coordinates-350

Dresses-351

Formals-352

Coats/Suits-353

GARMENTS

1. Coordinates—Two pieces only. Select one of the combinations: skirt and blouse; jumper and blouse; two-piece dress; or culottes and blouse. Use appropriate fabric for coordinates.
2. Dresses—dresses, casual dresses, tailored dresses one piece only.
3. Formals—full-length (to the shoe top) dress or fancy blouse and skirt combination. No uneven hems.
4. Coats/Suits—raincoats and overcoats must be three-fourths (3/4) or dress length (NO JACKETS) and fully lined. The three-fourth length coat is to be just below the fingertips when the arms are held straight down at the sides.
Suits - Be fully lined. A portion of the lining on all garments in this category must be left open for judging.

Entries in this class may consist of dresses, skirts, blouses, jumpers, and culottes. Students must submit their pattern.

NEEDLEWORK

Counted Cross/Stitch-355

Embroidery-356

Crochet-359

Knitting-360

Afghans-362

Any needlework listed in the International Student Convention Guidelines is eligible for the Southern Plains Junior Convention.

1. Counted Cross-Stitch—No stamped cross-stitch will be accepted. Pictures must be framed without glass. The back of all work must be accessible for judging.
2. Embroidery—Decorating fabric with embroidery floss or thread. Only regular "needle and thread" embroidery will be judged. Examples: scarves, pillowcases, tablecloths, hand towels, borders for skirts, pillows, pictures, samplers.
3. Crochet—Examples: baby afghans, shawls, tablecloths, bedspreads, dresses, sweaters, baby garment sets (sweater, cap, mittens, or booties).
4. Knitting—Machine knitting not allowed. Examples: baby afghans, shawls, tablecloths, bedspreads, dresses, sweaters, baby garment sets (sweater, cap, mittens, or booties).
5. Afghans—Afghans may be either crocheted or knitted. No baby afghans in this category.
6. Quilts—May be machine or hand constructed.

ATHLETICS

All athletic events will be divided by male and female categories except those specified otherwise.

Implementing a sports program can be of tremendous benefit to the Christian school. Godly coaches can use sports to teach character and self-control. Sports can also be used as an instrument to create and promote school spirit.



50 METER DASH **MALE 401** **FEMALE 411**

Two false starts by the same student will cause him or her to be disqualified. No spikes will be permitted.

200 METER RELAY **MALE 406** **FEMALE 416**

Students will form a four person team. Each student will run one fifty meter leg of a two hundred meter race. They will pass a baton at the end of each leg of the relay.

SOCCER KICK **MALE 424** **FEMALE 426**

Refer to the International Student Convention Guidelines for rules and regulations.

Rules

1. A standard #5 soccer ball must be used by all contestants. The Convention Director shall provide a regulation ball and net.
2. The ball must be properly inflated and will be checked by the Event Director.
3. Athletic shoes without hard toes are required.
4. A kicking tee must not be used.
5. A successful kick is one that passes into the net without touching the ground. It must be in flight when it passes over the goal line.
6. Contestants are permitted one "warm-up" kicks.
7. Contestants can take no more than two approach steps.
8. Contact with the ball constitutes a kick.
9. All contestants start at 5 yards.
10. All contestants must report and continue until eliminated..
11. Each contestant is allowed three tries at that distance. They may pass if they so desire.

12. After all contestants have either passed or attempted the kick, the ball is moved back 5 yards. Rule #11 then applies again.

13. Continue the above process until a winner has been determined.

14. A record of failures and successes shall be marked for all contestants. A zero will stand for a miss, an X will stand for a successful attempt, and a P will stand for a pass.

15. The winner shall be the person who has made a successful kick from the longest distance. In the case of a tie, the person with the fewest misses shall be declared the winner. If any contestants still remain tied, a kick-off shall occur and be judged again on fewest misses or longest kick.

16. After all other contestants have failed, the one contestant left has the right to continue kicking until he has three consecutive misses.

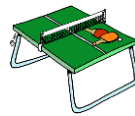


TABLE TENNIS

MALE 428

FEMALE 450

Refer to the International Student Convention Guidelines for rules and regulations. All students must furnish their own paddle and two balls.

Male and Female - Appropriate athletic clothing must be worn for all games.

The Choice of Ends and Service

The choice of ends and the right to be server or receiver in the first game of every match shall go to the younger player, provided that, if he chooses the right to be server or receiver, the other player shall have the choice of ends, and vice versa. Following the first game, the players then switch sides, and the first server of the first game becomes the first receiver of the second game. If a third game is required, the procedure will be the same as the first game.

Warm-Up

Because of a limited time schedule, warm-up may be no longer than two (2) minutes on the game table.

Game and Match

Games will be played to 11. A match is best two-of-three games. After each 2 points have been scored, the receiving player shall become the serving player and so on until the end of the game, unless both players score 10 points. When the score is tied at 10, the serve will alternate after each 1 point until a player wins by 2 points. From quarterfinals on (if time permits), a match may consist of the best three-of-five games.

Rules

During the course of a match, coaching is not permitted during a game but can be done between games, if it does not delay the next game. Because of the time limitations, play should be continuous.

Judge will call score before each serve. A serve made prior to score called will be a let and will be played over again. Contact with the ball must be above the table level and behind the end line (not sides) on a serve. The judge must be able to see the ball at all times. The server must hold ball in OPEN PALM and toss ball up during the serve. If a player fails to strike the ball after it has been tossed up for service, the receiver gets the point. The player shall lose a point IF his free hand or body disrupts playing surface. Instruct the players to check with the head judge before leaving the room after each match.

PHYSICAL FITNESS AWARD

(Male Only)

Pull-Up

1.The contestant will be allowed five minutes to perform as many pull-ups as possible without stopping.

Push-Up

1.The contestant will be allowed five minutes to complete as many push-ups as possible without stopping.

Sit-Up

1.The contestant will be allowed ten minutes to perform as many sit-ups as possible without stopping.

Rules

- 1.The contestant must do the exercises in the following order (1) pull-ups, (2) push-ups, and (3) sit-ups.
- 2.Only 60 seconds will be allowed between exercises.

Scoring

Pull-Ups -1 point each

Push-Ups -1/2 point each

Sit-Ups -1/3 point each



ARCHERY

BARE COMPOUND AND TRADITIONAL CATAGORIES ONLY

(No sights, stabilizers, or releases)

UNLIMITED MALE 436

COMPOUND MALE 438

TRADITIONAL MALE 439

UNLIMITED FEMALE 445

COMPOUND FEMALE 447

TRADITIONAL FEMALE 448

There will be one round of six arrows shot at the distance of twenty yards. A tie will be broken, by calculating the number of tens each student shot. Each contestant will be

given one practice shot at twenty yards. Refer to the International Student Convention Guidelines and rules.

All archery equipment must be turned in at check-in to the Range Supervisor.



COED VOLLEYBALL 451

Team fee: \$30.00

-A team will consist of a maximum of 10 players on the roster.
-Players on the court at one time. No all male allowed.

There should be 5-6 teams will be

-EACH PLAYER MUST WEAR PROTECTIVE KNEE-PADS.

- All games will be played to 15 points or 8 minutes.
- In case of a tie at the end of time the next team to score a point wins.
- Matches will be the best two out of three.
- Servers will serve from a line to be marked 10 feet on the inside of the base-line.
- Net will be set to the official height of women's volleyball.
- General volleyball rules will be followed as per convention guidelines.

Game and Match

Rally scoring is to be used to keep score. Points are awarded on each play regardless of which team serves. The let (net) serve shall be allowed, and play shall continue provided net contact is entirely within the net antennas.

Substitution

The coach may make a request for substitution when the ball is dead. The referee will report the change to the scorer and then signal the substitute to enter the game. The incoming player must take the position in the serving order of the player replaced.



THREE MAN BASKETBALL 427

Team fee: \$30.00

General basketball rules will be followed as per convention guidelines.

Team

A team shall consist of six (6) players maximum. A team will not be permitted to start a game with less than 3 members. Only players, two coaches, and one statistician are allowed on the team bench.

Choice of Ends

The team representing the smaller school shall have the first choice of ends. Teams shall change ends at the half.

A Game

A game shall consist of two, six-minute periods separated by a five-minute half time. A game shall be won by the team having scored the most points by the end of twelve minutes of playing time. Winning teams advance.

Time-Outs

Each team is given two (2) full one minute time-outs and two (2) thirty second time-outs per game.

Overtime

Three (3) minutes duration, each team will be allowed one additional time out.

Fouls

Three personal fouls per game disqualify a player. Bonus (1 and 1) foul shots on 3th through 5th team fouls in each half. Double bonus, shoot 2 foul shots on the 7th and subsequent team fouls in each half.

Technical Fouls

Technical fouls are also counted as personal fouls and team fouls. If a coach or player receives a second technical foul, then he is eliminated for the rest of the game and tournament.

MUSIC AND VOCAL



Southern Plains Jr. Convention desires to have the highest quality music competition possible. Such competition is intended to demonstrate a student's instrumental and vocal music skills, while encouraging a student to apply his musical talents to Christian values. We encourage all students to aspire to reach their highest potential; maximizing the gifts God has given them.

All students in music must provide the judges with three (3) copies of their selection.. Accompaniment tapes must contain piano music only. Each school must provide their own tape player.

Student may enter multiple music events. Student may only enter in each category one time however. Example, a student may enter in a duet, quartet & a group but not in 3 duets.

Competition arrangements are to be Christian or patriotic.

APPEARANCE

Gentlemen: Dress shirts, ties should be worn for all music performances with the following exceptions:

1. School uniforms

Ladies: Dresses, skirt and blouse outfits should be worn for all music performances with the following exceptions:

1. School uniforms

VOCAL SOLO

MALE-501

FEMALE-502

All selections must be memorized. The time limit is five minutes.

VOCAL DUET

MALE-503

FEMALE-504

MIXED-505

All selections must be memorized. Duets may be all male, all female, or mixed. The time limit is five minutes.

VOCAL TRIO
MALE-506
FEMALE-507
MIXED-508

All selections must be memorized. Trios may be all males, all female, or mixed. The time limit is five minutes.

VOCAL QUARTET
MALE-509
FEMALE-510
MIXED-511

All selections must be memorized. Trios may be all males, all female, or mixed. The time limit is five minutes.

VOCAL GROUP
Small Ensemble (5-15)-512
Large Ensemble (16 and up)-513

All selections must be memorized. Groups may be all male, all female, or mixed. A group is made up of four or more contestants. The time limit is five minutes.



INSTRUMENTAL SOLO
Piano Male-520
Piano Female-521
Woodwind-523
String-plucked-524
String-bowed-525
Brass-526
Miscellaneous-527

All selections must be memorized. The time limit is five minutes.

INSTRUMENTAL GROUP
Piano Duet-530
Instrumental Duet-531
Instrumental Trio-532
Instrumental Quartet-541
Small Instrumental Ensemble (5-10)-542
Large Instrumental Ensemble (11 and up)-543
Handbell/Hand Chime Choir-544

All selections must be memorized. A group is made up of two or more contestants. The time limit is five minutes.

Platform

APPEARANCE

Gentlemen: Dress shirts and ties should be worn for all Platform Events with the following exceptions:

1. School uniforms may be worn to perform.
3. Ties are not required in the following categories:
One-Act Play, Dramatic Dialogue, Illustrated Storytelling, Clown Act, Famous Speech

Ladies: Dresses or skirt & blouse outfits should be worn for all Platform Events with the following exceptions:

1. School uniforms may be worn to perform.
2. Formal attire that meets the modesty requirements for that Convention may be worn.
3. Formal attire is not required in the following categories:

One-Act Play, Dramatic Dialogue, Dramatic Monologue, Illustrated Storytelling,
Clown Act

All dummies, puppets, and characters in plays should conform to the dress and hair codes (obvious exceptions: George Washington in powdered wig; Apostle Paul in robe, etc.).

EXPRESSIVE READING

MALE-604 FEMALE-605

The student selects a reading with either a Biblical, family, or patriotic message. The selection must be memorized. The time limit is five minutes.

An expressive reading is a memorized interpretation by a contestant of a reading which consists of a dialogue between two or more people or a reading in the first person. The reading must have a moral and/or Scriptural value, or must highlight Christian heritage or patriotism. (Poetry or stories with a plot, climax, and ending CANNOT be included.)

1. Examples: (a) Song of Moses and the Israelites (Exodus 15:1-19), (b) Naomi and Ruth (Ruth 1), (c) Paul before Agrippa (Acts 26).
2. The script may be self-written.
3. No costumes, props, sets, or singing allowed.
4. Presentation time limit is four (3) minutes minimum, six (5) minutes maximum.

FAMOUS SPEECH

MALE ONLY-606

The student selects a speech with either a Biblical, family, or patriotic message. The selection must be memorized. The time limit is five minutes.

The contestant chooses a speech, sermon, or article written or delivered by another person, usually of public significance.

1. Contestants must present speeches, sermons, or articles originally given by famous men.

2. Suggested speakers: George Washington, Patrick Henry, Jonathan Edwards, William Jennings Bryan, Charles H. Spurgeon, J. Harold Smith, General Douglas MacArthur, Winston Churchill, Ronald Reagan,
3. No singing allowed during the speech.
4. The speech is to be memorized.
5. Contestants may wear a costume, but props are not permitted.

POETRY RECITATION
MALE-607 FEMALE-608

The student selects a poem with either a Biblical, family, or patriotic message. The selection must be memorized. The time limit is five minutes.

The contestant chooses a poem to recite by memory, using all the skills of a good dramatic presentation.

1. The poem may be: (a) Biblical, (b) patriotic, (c) of high moral content, (d) about our Christian heritage.
2. No costumes, props, or singing allowed.

Hint: Contestants should avoid choppy presentations. Deliver complete thoughts, not necessarily "line."

PREACHING
MALE ONLY-609

Students must prepare and deliver an original sermon. The time limit is five minutes. The student is only required to turn in his outline, not a word for word speech.

The sermon may be evangelistic or follow one of the suggested topics for oratory and essay. Each sermon will be judged on Biblical content, outline, and effective delivery, as well as on the general guidelines given under

DRAMATIC DIALOGUE 618

The student selects a topic with either a Biblical, family, or patriotic message. The selection must be memorized. The time limit is five minutes.

Two contestants present an original dialogue or an adaptation of a written dialogue between two individuals. Script may be fact or fiction. The primary emphasis of this event is on the verbal interchange between two characters. The dialogue must leave a clear, positive message in the minds of the audience. This event should employ all the skills of a good dramatic presentation.

Note: In Dramatic Dialogue, male and female contestants will be judged together.

1. Females portray females; males portray males.
2. Only two characters can be portrayed.
3. Costumes and one prop per character are permissible.



CLOWN ACT 619

Each school must bring their own prop. The setup time is included in the time limit. The time limit is ten minutes.

Note: In Clown Act, male and female contestants will be judged together. Clown Act is an individual performance event to be performed by ONE person, not a couple or group.

THIS CATEGORY IS NOT INTENDED TO BE “WHITE FACE,” BUT RATHER THE TRADITIONAL “CIRCUS CLOWN” APPEARANCE.

1. Costumes—A costume is required and may be commercially made or homemade. It must be loose-fitting and meet Convention modesty standards. Males must wear male garments. Females must wear female garments.
2. Makeup—Facial makeup must be pleasant—no
3. Presentation—A typed (double-spaced) description of the skit/act must be provided for judges. It must be positive, teach a Biblical principle/moral, and be void of sexual implications or ethnic ridicule. The script must address a children’s audience.

Note: Clown Act is not stand-up comedy. It is an act with a lesson. It may be mute or vocal. Electronic sound effects are permitted. The contestant must provide all necessary equipment.



BIBLE SKITS 620

This is much like a one-act play (see guidelines). Two to five students may compete in the event. Props and costumes may be used. Setup time is included in the time limit. The time limit is ten minutes.

Contestants must present an original play

1. The play must include at least two scenes.
2. Minimum of two (2) and maximum of five (5) players may be involved.
 - a. Each player may be used to portray more than one character.
 - b. Technicians, musicians, and all personnel needed for production will be counted in the Five-contestant limit.
 - c. Females must play female roles; males must play male roles.
3. The play should depict or illustrate: (a) soul winning, (b) Scriptural truths, (c) our Christian heritage, (d) a Bible story.
4. Props and equipment must be provided by the contestants' school (i.e., extension cords, spots, sound effect equipment, furniture).

5. Recorded sound effects **WILL** be accepted (background music, storms, animals, guns, etc.).
6. Scripts are to be memorized.
7. The time limit for the presentation is ten (10) minutes

STORYTELLING

MALE-621 FEMALE-622

Students tell from memory a Bible-based story. Students are required to have props or visual aids. Costumes are allowed. The story should be for a younger age group. The time limit is five minutes.

The contestant tells, from memory, a Bible-based story (missionary adventure, "Jungle Doctor," Danny Orlis, etc.). The script must have the basic elements of a story—beginning, plot, climax, and conclusion. It must also have an appropriate moral or Christian application. The storyteller may use such items as flannel graph, visual aids, costume, sound effects, accompaniment, or any "prop" that enhances story material.

1. Contestant must use at least two hand-held illustrations (picture, tools, books, etc.), but **NO** puppets can be used. Note: Costumes add impact.
2. This event is **NOT** a one-act play, an expressive reading with props, nor may it be a poem. The emphasis is to be on telling an effective story.
3. Setup time is limited to two (2) minutes.
4. The time limit for the presentation is five (5) minutes.



PUPPETS 623

See the International Student Convention Guidelines for rules and regulations. No more than two puppeteers may be involved in the act. Each school must bring their own puppets and stage. The setup time is included in the time limit. The time limit is ten minutes.

Note: In Puppets, male and female contestants will be judged together.

1. Contestants must provide their own stage and background. (All puppet plays must have a background to screen the puppeteer[s] from the audience.)
2. A puppet team consists of two (2) puppeteers. 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. The time limit for the presentation is five (5) minutes minimum, eight (8) minutes maximum.

VENTRILOQUISM 624

See the International Student Convention Guidelines for rules and regulations. Each school must bring their own puppets. The setup time is included in the time limit. The time limit is ten minutes.

Note: In Ventriloquism, male and female contestants will be judged together.

Ventriloquism is the art of speaking so that the voice seems to come from some source other than the speaker. The object is to animate a dummy/ventriloquism puppet in such a manner as to present a lifelike act and convince the audience that the dummy/ventriloquism puppet is actually talking.

1. Dummy/puppet—The dummy's/puppet's mouth may be controlled by button, lever, string, rod, or by hand. The only part of the dummy/puppet required to be movable is its mouth; extra effects may add polish to the performance. The dummy/puppet may be professionally made or homemade.
2. The dummy's/puppet's hairstyle and clothing must be consistent with Guidelines.
3. There will be only one contestant in this category.
4. Script must be memorized.
5. The script must have a Scriptural application or principle. It should avoid use of ridicule, criticism, or reference to romance as a form of humor.
6. Time limit is ten (10) minutes maximum.

INTERPRETATION FOR THE DEAF 626

Must be able to sign John 3:16 and the first verse of Amazing Grace. They will be asked to interpret a short story signed by the head judge.

Note: In Interpretation for the Deaf, male and female contestants will be judged together.

Contestants, when preparing for competition, please carefully read the instructions.

1. The contestant is to sign and speak his introduction.
2. The Chief Judge will sign a Scripture verse to the contestant who will interpret verbally for the judges. A.C.E. will provide the Chief Judge with the script.

GROUP BIBLE SPEAKING 629

This is a mixed performance event. Group Bible speaking is an interpretation by a spoken choral group of 4 or more contestants on a set Bible passage. One entry is allowed per school.

1. The group will create an atmosphere by using tone of voice, inflections, pause, gesture and movement. No costumes, props, or singing allowed.
2. The passage must be memorized.
3. The majority of the passage is spoken chorally, but lines may be spoken by a section of the group or by solo voices.
4. Sound effects created on stage by the contestants may be added.
5. Presentation time limit is four (2) minutes minimum, six (5) minutes maximum. Selected Scripture passages are

GENESIS 22:1-19, PROVERBS 3:1-26, LUKE 2:1-20, ROMANS 112:1-21. (Please use the King James Version only).