

AC.1

ACADEMIC DIVISION

Students competing in the Academic Division should closely observe and follow the guidelines for the events in which they are competing.

Students may enter up to five (5) events in Academics but must not enter more than once in any event. In Academic events students' dress and appearance during performance or as a part of any Exhibit, Presentation or Website must conform to the Convention Dress Code (see the Introduction to Convention Guidelines on page IN. 16). **No entry should attempt to portray the face of Christ.**

Remember, students must enter events in more than one division.

The following is a list of events in the Academic Division:

1. Golden Apple Award
2. Golden Lamb Award
3. Golden Harp Award
4. Christian Soldier Award
5. Christian Worker Award
6. Silver Apple Award #
7. Bible Memory
8. Checkers
9. Chess
10. Spelling *
11. Essay Writing +
12. Poetry Writing
13. Short Story Writing +
14. Science Exhibit:
 - ◆ Collection
 - ◆ Research
 - ◆ Engineering
 - ◆ Theoretical
15. Social Studies
 - ◆ Collection
 - ◆ Research
16. PowerPoint Presentation
 - ◆ Linear
 - ◆ Non-Linear
17. Web Site Development
18. PACE Bowl *
19. Bible Bowl *

* Please check the ISC Guidelines if preparing this event for International Student Convention, as significant guideline differences occur.

+ Please check the ISC Guidelines if preparing this event for International Student Convention as minor changes have occurred.

This event does not progress to International Student Convention.



AC.2

REQUIREMENTS FOR GOLDEN AWARDS

1. Students may enter a Golden Award each year they are eligible to attend Convention, however students are not permitted to submit the same Scripture in consecutive years.
2. The student must quote the required book from memory within one year (between their Regional Student Convention Registration Closing Dates). The student must recite a minimum of one chapter at each hearing unless otherwise specified.
3. The applicant of the award **MUST** be in full-time attendance at Student Convention.
4. No more than three errors or prompts may be allowed per chapter.
5. Students who earn a Golden Award qualify to attend both the South Pacific and International Student Conventions and will automatically be awarded first-place in their Golden Award by SCEE/A.C.E. if they attend.
6. Students who earn a Golden Award and register for Convention, will be eligible for one discount off the normal **Registration** portion of the fees as per the Registration Form. This does not include fees for accommodation and meals. Application for this discount must be submitted by the Registration Closing Date.
7. The Application for Scripture Award must be signed and received at the SCEE office by the Registration Closing Date to verify entry. Supervisors/parents **MUST NOT** sign applications if memory work is incomplete. **Applications for Scripture Awards NOT received by the Registration Closing Date WILL NOT BE AWARDED.** A Judges Form is not required.
8. Parents/schools will be charged for Scripture trophies that are ordered and not awarded.

GOLDEN APPLE AWARD

The student must quote the Book of Proverbs.

GOLDEN LAMB AWARD

The student must quote the Gospel of John. The student must recite a minimum of one chapter at each hearing, except for those chapters with 40-59 verses - these may be divided into TWO parts; and chapters with 60-79 verses - these may be divided into THREE parts.

GOLDEN HARP AWARD

The student must quote the Book of Psalms. The student must recite a minimum of one chapter at each hearing except: Psalms with 40-59 verses - these Psalms may be divided into TWO parts; Psalms with 60-79 verses - these Psalms may be divided into THREE parts; and Psalm 119 which may be divided into five parts (suggested division: Psalm 119:1-40, 41-72, 73-104, 105-144, 145-176).

CHRISTIAN SOLDIER AWARD

The student must quote the following books: Romans, Galatians, Ephesians and Philippians.

CHRISTIAN WORKER AWARD

The student must quote the following Books: Colossians, 1 and 2 Thessalonians, 1 and 2 Timothy, Titus, Philemon, Hebrews, James, 1 and 2 Peter, 1, 2, and 3 John.



AC.3

REQUIREMENTS FOR THE SILVER APPLE AWARD

1. Students may enter the Silver Apple Award each year they are eligible to attend convention, however they are not permitted to submit the same Scriptures in consecutive years.
2. The student must quote a complete book of the Bible in one year (between their Regional Student Convention Registration Closing Dates). **You may not use the Books of Proverbs, Psalms, and John as these are Golden Awards.**
3. The student must recite a minimum of one chapter at each hearing, except: chapters with 40-59 verses - these chapters may be divided into TWO parts; chapters with 60-79 verses - these chapters may be divided into THREE parts; etc.
4. No more than three errors or prompts may be allowed per chapter or section of chapter as per the allowable divisions above.
5. The Application for Scripture Award must be signed and received at the SCEE office by the Registration Closing Date to verify entry. Supervisors/parents MUST NOT sign applications if memory work is incomplete. A Judges Form is not required.
6. **Applications for Scripture Awards NOT received by the Registration Closing Date WILL NOT BE AWARDED.**
7. All contestants will be awarded a place. The place will be determined by the length of the book chosen.
8. Students participating at South Pacific Student Convention may submit Scriptures from one year only. Scriptures learned over the two year period may not be combined to gain a higher award.
 - 1st place = a complete book of 300 verses or more or a combination of any complete books adding together to 300 verses or more.
 - 2nd place = a complete book of more than one chapter but less than 300 verses.
 - 3rd place = a complete book of one chapter.

(See list over page for designated placings)
9. The applicant of the award MUST be in full-time attendance at Student Convention.

- ***Any book memorised for Silver Apple Awards cannot be used for Golden Awards, Christian Soldier and Christian Worker Awards.***



AC.4

REQUIREMENTS FOR THE SILVER APPLE AWARD

* The following list shows: book; number of chapters; number of verses; and place that will be awarded at Student Convention.

<i>BOOK</i>	<i>CH.</i>	<i>VS.</i>	<i>PL.</i>	<i>BOOK</i>	<i>CH.</i>	<i>VS.</i>	<i>PL.</i>
GENESIS	50	1533	1	MATTHEW	28	1071	1
EXODUS	40	1213	1	MARK	16	678	1
LEVITICUS	27	859	1	LUKE	24	1151	1
NUMBERS	36	1263	1	ACTS	28	1007	1
DEUTERONOMY	34	959	1	ROMANS	16	433	1
JOSHUA	24	658	1	1 CORINTHIANS	16	437	1
JUDGES	21	618	1	2 CORINTHIANS	13	239	2
RUTH	4	85	2	GALATIANS	6	149	2
1 SAMUEL	31	810	1	EPHESIANS	6	155	2
2 SAMUEL	24	672	1	PHILIPPIANS	4	104	2
1 KINGS	22	816	1	COLOSSIANS	4	95	2
2 KINGS	25	719	1	1 THESSALONIANS	5	89	2
1 CHRONICLES	29	941	1	2 THESSALONIANS	3	47	2
2 CHRONICLES	36	821	1	1 TIMOTHY	6	98	2
EZRA	10	280	2	2 TIMOTHY	4	83	2
NEHEMIAH	13	406	1	TITUS	3	46	2
ESTHER	10	167	2	PHILEMON	1	25	3
JOB	42	1049	1	HEBREWS	13	303	1
ECCLESIASTES	12	222	2	JAMES	5	108	2
SONG OF SOLOMON	8	117	2	1 PETER	5	105	2
ISAIAH	66	1264	1	2 PETER	3	61	2
JEREMIAH	52	1363	1	1 JOHN	5	105	2
LAMENTATIONS	5	154	2	2 JOHN	1	13	3
EZEKIEL	48	1273	1	3 JOHN	1	14	3
DANIEL	12	357	1	JUDE	1	25	3
HOSEA	14	197	2	REVELATION	21	404	1
JOEL	3	73	2				
AMOS	9	146	2				
OBADIAH	1	21	3				
JONAH	4	48	2				
MICAH	7	105	2				
NAHUM	3	47	2				
HABAKKUK	3	56	2				
ZEPHANIAH	3	53	2				
HAGGAI	2	38	2				
ZECHARIAH	14	211	2				
MALACHI	4	55	2				



APPLICATION for SCRIPTURE AWARD

OPEN U/14 Non-Competitor

Region:		Year:		D.O.B.	
Name:					

has successfully quoted from memory the following:

(Please ✓ the appropriate box.)

GOLDEN APPLE AWARD
Proverbs

CHRISTIAN SOLDIER AWARD
Romans; Galatians; Ephesians; Philippians

GOLDEN HARP AWARD
Psalms

CHRISTIAN WORKER AWARD
Colossians; 1 & 2 Thessalonians; 1 & 2 Timothy; Titus; Philemon;
Hebrews; James; 1 & 2 Peter;
1, 2, & 3 John

GOLDEN LAMB AWARD
John

SILVER APPLE AWARD - BOOK(S) OF _____

School:		Cust. Code:	
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Date Commenced:		Date Completed:	
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Applicant's Signature	Date

Supervisor's Signature	Date

This form requires the signatures of the Student and Learning Centre Supervisor

The applicant of the award MUST be in full-time attendance at Student Convention.



AC.6**BIBLE MEMORY**

Each contestant will be given a booklet and assigned a desk. Contestants will be required to complete as many of the activities in the booklet as possible. All activity questions are taken from the list of Bible references on the following pages. In the event of a tie, tie-breaker verses will be given orally. Students will have 45 minutes to complete the test.

1. There are four types of questions as follows:
 - a) **Give the Verse:** The contestant will be given a reference and will be expected to choose the correct verse.
 - b) **Give the Reference:** A verse will be quoted, and the contestant will be expected to identify the book, chapter, and verse.
 - c) **Choose the Category:** The contestant will be given a reference and will be asked to identify the specific category (e.g. Salvation, Prayer, Soul Winning, etc.) to which that verse belongs.
 - d) **Quote:** The contestant is given a reference and will be expected to write the verse.
2. Contestants must supply their own pencil or pen.
3. Marks are awarded for accuracy. Students must achieve a minimum of 70% to be awarded a place.
4. All references are taken from the official list.
5. The Bible Memory booklet provided is written from the KJV. Students using other versions of the Bible may be disadvantaged and must provide a copy of that version to the judges. Your Bible will then be returned after the Bible Memory is marked so make sure your name is in the Bible you provide.
6. The Bible will be the only authority with regards to the accuracy of quoted Scripture.
7. A Judges Form is not required.
8. At Regional Student Conventions 50 verses from the following list will be used. For South Pacific Student Conventions a separate set of 50 verses will be used.

Please note: Bible Memory verses are no longer divided into Odd Years and Even Years.
Students must study the whole list to enter this event.



AC.7

BIBLE MEMORY

GOD

Psalm 86:15
Psalm 145:3
Jeremiah 23:24
Jeremiah 32:27
John 4:24
Romans 11:33
II Corinthians 9:8
II Thessalonians 3:3
I Peter 1:15
I John 4:10
Deuteronomy 33:27
II Samuel 22:31
Job 36:26
Isaiah 25:1
Isaiah 42:8
Jeremiah 9:24
Jeremiah 10:10
Micah 7:18
I Timothy 1:17
Revelation 1:8

SALVATION

Isaiah 53:6
John 1:12
Romans 5:8
Romans 10:9
Romans 10:10
II Corinthians 5:21
Ephesians 1:7
Ephesians 2:8
II Timothy 1:9
Titus 3:5
Hebrews 9:27
I Peter 2:9
I Peter 2:24
I Peter 3:18
Isaiah 45:22
Isaiah 55:7
Zephaniah 3:17
John 3:18
John 20:31
Romans 5:18
Colossians 2:13
I Peter 1:23
II Peter 3:9

JESUS CHRIST

Luke 2:52
Luke 19:10
John 1:14
John 1:18
I Corinthians 15:3
I Corinthians 15:20
Hebrews 1:3
Hebrews 1:8
Hebrews 4:15
I John 3:2
Matthew 5:17
John 5:39
John 17:23
John 18:37
Acts 3:18
II Corinthians 8:9
Galatians 4:4
Colossians 1:16
I John 4:9
I John 5:20

PRAYER

I Samuel 12:23
Jeremiah 33:3
Matthew 6:6
Matthew 7:7
Matthew 7:8
Matthew 9:38
Matthew 21:12
Mark 1:35
John 15:7
Ephesians 3:20
Philippians 4:6
I Thessalonians 5:17
Hebrews 13:15
I John 5:14
I Chronicles 16:11
II Chronicles 7:14
Psalm 32:5
Matthew 6:7
Matthew 18:20
Luke 18:1
Ephesians 6:18
Colossians 1:9
James 1:5
James 5:16

HOLY SPIRIT

John 14:26
John 16:13
Romans 8:9
I Corinthians 2:4
I Corinthians 12:3
I Corinthians 12:11
Galatians 4:6
Galatians 5:16
Ephesians 5:18
I Thessalonians 1:5
Ezekiel 36:27
Matthew 3:11
John 6:63
John 14:17
John 16:7
I Corinthians 2:14
Ephesians 4:30
Acts 2:38
I John 2:27
I John 5:6

VICTORY

Psalm 37:31
Romans 6:12
Romans 6:13
Romans 8:5
Romans 8:6
Romans 13:14
I Corinthians 15:57
II Corinthians 2:14
II Corinthians 10:4
Ephesians 6:10
James 4:7
I John 4:4
I John 5:4
Revelation 12:11
Psalm 16:11
Psalm 34:19
Luke 10:19
Romans 15:13
II Corinthians 5:17
James 1:12
II Peter 1:4
Revelation 3:12
Revelation 15:2
Revelation 17:14



AC.8

BIBLE MEMORY

SOUL WINNING

Psalm 107:2
 Psalm 126:5
 Psalm 126:6
 Proverbs 11:30
 Matthew 4:19
 Matthew 9:36
 Matthew 28:19
 John 4:35
 Acts 1:8
 Romans 1:16
 I Corinthians 9:19
 I Thessalonians 2:4
 Psalm 51:13
 Isaiah 61:1
 Daniel 12:3
 Luke 15:7
 John 4:36
 John 10:9
 Acts 4:12
 Acts 15:11
 Romans 10:1
 I John 1:3

GOD'S PROVISION

Numbers 23:19
 Psalm 37:3
 Psalm 119:9
 Psalm 119:11
 Isaiah 26:3
 Isaiah 41:10
 Lamentations 3:22
 Romans 8:32
 I Corinthians 2:12
 I Corinthians 3:16
 Philippians 4:13
 Philippians 4:19
 Hebrews 2:18
 Exodus 14:14
 Deuteronomy 8:18
 Psalm 68:11
 Psalm 37:25
 Proverbs 8:18
 Ecclesiastes 5:19
 John 3:27
 James 1:17
 I Peter 2:25

DISCIPLESHIP

Proverbs 3:9
 Matthew 6:33
 Mark 10:45
 Luke 9:23
 Romans 12:2
 I Corinthians 15:58
 II Corinthians 4:5
 II Corinthians 9:6
 II Corinthians 9:7
 Hebrews 12:3
 I John 2:15
 I John 3:22
 I Samuel 12:24
 Luke 14:26
 Luke 14:33
 John 8:31
 John 15:10
 Galatians 2:20
 Colossians 2:6
 Hebrews 11:6
 Hebrews 12:1
 I Timothy 4:8



AC.9

CHECKERS

SCEE will provide Checkers Sets. Contestants may provide their own checkers set (including board and pieces of a regular size and shape) and use them in competition in mutual agreement with their opponent and the Academics Coordinator.

Checkers is played with two players. Each player has 12 pieces of one colour and a playing board that is shared with their opponent. The board should be turned so that a black square is in the corner on each player's left-hand side. All pieces are placed on black squares in the first three rows, each colour at opposite ends of the board.

Black always moves first. The decision of which player will be black is decided by lot.

The players move alternately. All pieces must "slide" diagonally forward to an adjacent empty black square beyond or use the "jump" move - jumping over an opposing piece on a diagonally adjacent square, to the square immediately beyond if this square is unoccupied. Pieces are not to move backward or to red/white squares.

The opponent's pieces that are "jumped" over are "captured" and removed from the board. Players MUST NOT "jump" over their own pieces. If a "jump" move is available it IS COMPULSORY for it to be taken, and if a sequence of "jumps" is possible, the player MUST make all the captures possible in that sequence. When more than one jump sequence is available the player can choose to take any one of these sequences, provided it is taken to completion. When a "jump" rule is violated, the player MUST retract the illegal move and make the "capture(s)" instead.

When a player's piece reaches the opponent's end row (this is called King row), the piece is crowned as a King, this ends the move. For simple identification, a same colour piece should be placed on top of the piece to make a King. The King may then "slide" or "jump" either diagonally forward or backward. The King is NOT permitted to jump over his own men. The compulsory 'jump' move also applies to the King.

The winner is the player who either "captures" or blocks all of their opponent's pieces and makes it impossible for them to move.

Deliberate time wasting could result in the judges disqualifying a player.

Checkers is an elimination competition. **No Judges Form is required.**



AC.10**CHESS**

SCEE will provide chess sets. Contestants may provide their own chess set (including board and pieces of a regular size and shape) and use them in competition in mutual agreement with their opponent and the Academics Coordinator.

Players designated “white” and “black” sit on opposite sides of the playing board, with the board orientated so that there is a white square in the corner on the player’s right-hand side. Each player has 16 pieces:

- | | | |
|---------------------|----------------------|--------------------|
| ♦ King - 1 piece | ♦ Queen - 1 piece | ♦ Rooks - 2 pieces |
| ♦ Bishops - 2 piece | ♦ Knights - 2 pieces | ♦ Pawns - 8 pieces |

Pieces are set up so that the white queen is on a white square and the black queen is on a black square. The white side moves first. The decision of which player is white will be decided by lot.

Rules of movement are as listed below:

- ❖ King - 1 square in any direction.
- ❖ Bishop - any distance diagonally, but cannot pass an occupied square.
- ❖ Rook - any distance forward, backward, or sideways, but cannot pass an occupied square.
- ❖ Knight - 2 squares straight, (forwards, backwards or sideways) to be followed by 1 square to the side. It can pass an occupied square.
- ❖ Queen - any direction, any distance, but cannot pass an occupied square.
- ❖ Pawn - 1 square forward, or 2 squares forward on its initial move. It cannot pass an occupied square in a forward direction but can capture an opponent which is one square diagonally in front.

(When a Pawn reaches the opposite end of the row, it is promoted to be a Queen, Bishop, Knight or Rook, at the player’s choice. Usually the Queen is selected as this is the most powerful piece.)

Aim of Game

The aim of the game is to checkmate the opponent’s King. A player who makes a movement that directly attacks the opponent’s King usually announces “CHECK”. The opponent must protect their King on their next move by moving their King to a safe square, capturing the attacking piece, or moving a piece between the threatening piece and the King. If the opponent fails to do this they have lost the game.

Capturing

This involves moving a piece to a square occupied by an opponent’s piece which is then captured and removed from the board. Pawns only capture diagonally forward. If a Pawn moves 2 squares forward on its initial move to escape being captured, the enemy Pawn can still capture it as if it had moved only one square. This capture must however be made immediately, if the move passes the pawn will be deemed safe. This move is called “En Passant” capture.

Castling

To Castle: The King moves 2 squares towards the Rook. The Rook moves to the square next to the King on the other side. To do this the King must not be in check, both the King and Rook must be in their first move, and there is no piece between the King and the Rook.

Time

All games will be timed at 10 minutes per player to a maximum of 20 mins per game. If a player’s time runs out before the game is completed, the game is automatically lost provided the opponent has enough pieces left to deliver checkmate. If the opponent does not, the game will be considered a draw and then re-played.

Chess is an elimination competition. **No Judges Form is required.**



RESULTS FORM - CHESS AND CHECKERS

OPEN U/14
 (Please ✓ the appropriate box)

Game #:	
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CONTESTANT #1 - (Dark Set)		CONTESTANT # 2 - (Light Set)	
Name:		Name:	
School:		School:	
Contestant's signature:		Contestant's signature:	
Winner:		Judge's Name:	Initial:

RESULTS FORM - CHESS AND CHECKERS

OPEN U/14
 (Please ✓ the appropriate box)

Game #:	
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CONTESTANT #1 - (Dark Set)		CONTESTANT # 2 - (Light Set)	
Name:		Name:	
School:		School:	
Contestant's signature:		Contestant's signature:	
Winner:		Judge's Name:	Initial:

RESULTS FORM - CHESS AND CHECKERS

OPEN U/14
 (Please ✓ the appropriate box)

Game #:	
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CONTESTANT #1 - (Dark Set)		CONTESTANT # 2 - (Light Set)	
Name:		Name:	
School:		School:	
Contestant's signature:		Contestant's signature:	
Winner:		Judge's Name:	Initial:



AC.12

RECESS FORM - CHESS AND CHECKERS

In the event of a recess or game postponement, use this form to indicate positions.

Game #							
Contestant 1							
Contestant 2							
Judges Signature							
	(1)		(2)		(3)		(4)
(5)		(6)		(7)		(8)	
	(9)		(10)		(11)		(12)
(13)		(14)		(15)		(16)	
	(17)		(18)		(19)		(20)
(21)		(22)		(23)		(24)	
	(25)		(26)		(27)		(28)
(29)		(30)		(31)		(32)	

Game #							
Contestant 1							
Contestant 2							
Judges Signature							
	(1)		(2)		(3)		(4)
(5)		(6)		(7)		(8)	
	(9)		(10)		(11)		(12)
(13)		(14)		(15)		(16)	
	(17)		(18)		(19)		(20)
(21)		(22)		(23)		(24)	
	(25)		(26)		(27)		(28)
(29)		(30)		(31)		(32)	

Game #							
Contestant 1							
Contestant 2							
Judges Signature							
	(1)		(2)		(3)		(4)
(5)		(6)		(7)		(8)	
	(9)		(10)		(11)		(12)
(13)		(14)		(15)		(16)	
	(17)		(18)		(19)		(20)
(21)		(22)		(23)		(24)	
	(25)		(26)		(27)		(28)
(29)		(30)		(31)		(32)	

Game #							
Contestant 1							
Contestant 2							
Judges Signature							
	(1)		(2)		(3)		(4)
(5)		(6)		(7)		(8)	
	(9)		(10)		(11)		(12)
(13)		(14)		(15)		(16)	
	(17)		(18)		(19)		(20)
(21)		(22)		(23)		(24)	
	(25)		(26)		(27)		(28)
(29)		(30)		(31)		(32)	



AC.13

SPELLING

Each contestant is given a piece of paper and is assigned a desk. Contestants provide their own pencils or pens. Judges shall give at least two practice words before starting competition, the judge will pronounce each word twice and give a definition of 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. Students must achieve a minimum of 70% correct to be awarded a place.

50 words will be heard at both Regional and South Pacific Student Conventions.

Words are provided by SCEE and should be spelled as they appear on the official SCEE list. Alternate spellings will however be accepted (e.g. neighbour/neighbor, customize/customise). SCEE's list is compiled from the A.C.E. PACEs and the ISC Spelling List. In the case of typographical errors, deference will be given to the above mentioned PACEs and List.

The words marked with an * are the U14 words. Words for the Open category will come from the whole list.

U/14 & OPEN SPELLING WORDS

A	acknowledge*	advisable*	annexation	Arctic*
abattoir	acoustic	affect*	announce*	area*
abdicate	acquaintance	affluence	anoint*	argue*
abeyance	acquire	aggressive	answer*	argument*
ability	activate	agree*	antecedent*	armadillo*
abruptly	active*	agreement*	antenna*	army*
absence*	actress	aircraft	antennae*	arouse*
absolute*	actual*	aisle*	antennas*	arrange*
abstemious	actuality	alarm*	anticipate*	arrangement*
abundant*	acute*	algae*	antique*	arrival*
abyss	adapt	allegiance*	anxious*	article*
academic*	addict	allergy*	aorta*	artificial
academy*	addition*	alliance	apartment*	ascend*
accelerate*	additional*	alligator*	apocryphal	aspect*
accept*	address	allow*	apostrophe*	asphyxia
acceptable	adequate	alloy*	apparent	assert
access*	adjective*	alluvium	appear*	assign*
accessible*	adjourn*	almighty*	appendage	assignment*
accident*	adjust*	altar*	appendicitis	assist*
accompany*	adjustable	alter*	appetite*	associate*
accomplish*	administer*	always*	applesauce*	assume*
accord*	administration*	ambitious	appliance	assurance*
accordance	admiration	ambulance*	application	assure*
account*	admission	amendment*	apply*	asthma
accountable	admit*	among*	appoint*	atmosphere
accuracy	adobe*	amuse*	appointment*	atone*
accurate*	adolescence	amusement*	appreciate*	attendance
accusation	advance	ancestor*	appreciation	attention*
accuse*	advantage*	anchor*	approach*	attorney*
ache*	advent	ancient*	April*	attract*
achieve*	adventure*	androgynous	arch*	audible
achievement*	adverb*	angry*	archaeologist	audience*
acid*	advertise	animal*	architecture*	auger



U/14 and OPEN SPELLING WORDS

August*	bishop*	business*	chairman	clutch*
author*	bison*	busy*	challenge	coarse*
authority*	bitter*	butcher	chamber*	coax
automatic*	blasphemy	butte	change*	coconut*
automobile*	bled*		changeable*	coffin
autumn*	blind*	C	chaplain*	collapsible*
auxiliary*	blithe	cabbage*	character*	collect*
available	blockade*	cacti	characteristic*	collectible*
avalanche*	bloodshed	cactus*	charity*	collage
avaricious	blossom*	calendar*	check*	college*
average*	board*	calm	cheerful*	collide
aviator*	boarder	calligrapher	chew*	colloquial
awful	boast*	Calvary*	child*	colonel
	bold*	camaraderie	childhood*	colossal*
B	bomb*	cancel*	chill*	column*
bacteria*	bombard	cancer*	chimney*	comb
bacterium*	bondage*	candidacy*	chivalrous	combination*
badge	bonus*	candidate*	chocolate*	combine*
bailiff	bookcase*	candlestick*	choir*	combustible
baggage*	booklet	cannon*	choose*	comedienne
balk*	booth*	canopy*	chorus*	comma*
balloon*	boundary*	canvass	chose*	commandment*
banana*	bouquet*	canyon*	chronic*	commence*
banquet*	bow*	capable*	chute*	commendation
bargain*	branch*	capital*	circuit*	commercial*
barren	break*	capitol*	circular*	commissary
basketball*	breakfast*	caravan*	circulation	commission*
bass*	breed*	careful*	circumstance*	commit*
baste	bridegroom*	carpet*	cite*	committee*
bath*	brief*	carriage*	citizen*	common*
bathe*	brilliance*	cast*	civil*	communication
bathtub*	brilliant*	castle	civilian*	compare*
battery*	brisk*	catastrophe*	clam*	compartment
bauxite	bristle	caucus*	clasp	compassion*
beacon	broil*	cause*	class*	compel*
beat*	browse	cautious	classification	compensation
beautiful*	brush*	cavalry*	classify*	competition*
beech*	brutal*	cease*	clause*	complement*
begin*	budge	ceiling	cleanliness*	complete*
belief*	budget*	celebrate*	cleanse*	completion*
believe*	bulge*	celestial	clear*	complication
benediction	bullet*	cellulose*	clerical*	computer*
beneficiary	bullion	cement*	climate*	concave*
benefit*	bulwark	cemetery*	clinic*	conceal
benevolence	buoy	central*	clog*	conceit
besiege	buoyant*	century*	close*	concern*
beverage*	bureau	ceramic*	cloud*	concur
biography*	burro*	cereal*	clover*	concussion
birth*	burrow*	certain*	clue*	condition*
birthright*	bushel*	certificate*	cluster*	conductor



AC.15

U/14 and OPEN SPELLING WORDS

confederacy*	corpse*	curator	dependence	dispute*
confer*	corral*	curb	deployment	disruptive
conference*	correct*	cure*	derrick	dissonance
confession	correction	curiosity	descend*	distinct*
confide*	correspond*	curious*	descendant	distribute
confidence*	correspondence	currency*	desert*	disturb*
conflict	corroborate	current*	desire*	ditch
conformable*	corrupt*	cushion*	dessert*	divide*
confuse*	corruptible	cygnet	destroy*	dizzy*
confusion*	corruption	cylinder*	detect*	docile
congenial	corruptive		detective	doctor*
congratulations*	cougar*	D	detention	doctrine*
congregation*	cough*	dairy*	detergent*	document
congressional*	could*	damage*	develop*	dodge
conjecture	council*	dangerous*	devotion*	dollar*
conjunction*	counsel*	dash*	devour*	doorbell*
connive	county*	daub	dew*	doubt*
conqueror*	coup	dawn*	diagnose*	dove*
conquest*	couplet	dealt*	dialogue	drag*
conscience	courage*	debris	diameter	dramatic*
conserve*	courageous*	debt*	diary*	drank*
considerate*	course	deceit*	dichotomy	drawback
consideration*	courtroom	deceive	dictation	droll
consistency*	courtyard*	December*	dictionary*	drought*
consistent	coyote*	decide*	die*	drown*
consortium	cozy*	deciduous*	diet*	dual
conspicuous*	craft*	decision*	differ*	duct*
constant	crane*	decline*	difficult*	ductile
content*	crankshaft	dedicate	difficulty*	due*
continue*	crazy*	deer*	digest*	durable*
contract*	credible*	defense*	digression	dwell*
contraction	crest*	defensible	diligence	dynamite
contradict	cringe	defer*	diligent*	dyslexia
contribute*	criticism*	definite*	dimension	
contribution*	criticize*	deformity	diploma	E
control*	crooked*	deft	direction*	earnest
convenient	cross*	degradation	disable*	earthquake*
convention	crossbreed	delay*	disagree*	easy*
conversion*	crowd*	delegate*	disappoint*	ecclesiastical
convert*	crucify*	deliberate	disappointment*	echelon
convertible*	crucifixion	delicacy*	disastrous	eclectic
convex*	crustacean	delicatessen	discharge*	ecology*
convince*	crutch	delicious*	disconsolate	economy*
cooperation*	cube*	delightful*	discover*	edge*
coral*	cubic*	demonstrate*	discussion*	edict
cord*	cud*	deniable*	disguise	edition
cordial	cult	dense	disobey*	editor*
cordially*	cultural*	dentist*	dispenser	education*
core*	culture*	department	disperse*	effervescence
corps*	curable*	dependable*	displace*	efficiency



U/14 and OPEN SPELLING WORDS

efficient*	eruption	farther*	fought*	glockenspiel
egalitarian	Eskimo	fatigue	four*	glorious*
egret*	espalier	fauna	fractious	glue*
elaborate*	especially*	favor*	fracture*	gnarl
electrician*	essay*	favorable*	fragile*	gnash
electricity*	essential	February*	frail*	gnaw*
electrolyte	establish*	feet*	fraudulent	goose*
elephant*	establishment*	felicitate	freight*	gopher*
eligible*	estimate*	feminine*	frequent*	govern*
eloquence	eternal*	fence*	fresco	government*
emancipate	ethereal	ferocious	fret*	governor*
embarrass	eucalyptus	festival	Friday*	gracious*
embryo*	evaporate*	feudalism	friend*	gradually*
emerge*	eventual	fiberglass	frown*	graduate*
emergency*	evidence*	fiduciary	fruit*	graduation
emigrate*	ewe*	fierce*	fulfill*	graft*
eminence	exactly	film*	funeral*	grandiloquence
emissary	excel*	final*	fungi*	grant*
emotion*	excerpt	finally*	fungus*	grasp*
emphasize*	exchequer	finance*	funnel	grateful*
employ*	excite*	financial*	furnish*	greenhouse*
employee*	excitement*	firmament*	furniture*	grief*
employer*	exclusive*	fish*	furrow*	grievance
employment*	excuse*	fixture*	further*	grieve*
empty*	executrix	flame*	fuse*	grocery*
enactment	exercise*	flash*	fuselage	guarantee
encourage*	exhaust*	flee*	future*	guess*
encyclopedia	exhibition*	flesh*		guest*
energy*	exist*	flex*	G	guide*
enigma	expeditious	flexible	galleon	guile
enjoy*	expel*	flicker*	gallon*	gyroscope
enormous	expensive	flinch	gangrenous	
enough*	experience	flood*	garage*	H
ensure	explicate	fluid*	garbage*	habit*
entertain*	exploit	fluorescence	gauge*	habitat*
entrepreneur	explosion*	focus*	gaze*	half*
envelop*	express*	foolish*	gem*	halt*
envelope*	exquisite	force*	gene*	handkerchief
envious*	extension*	foreign*	general*	happiness*
envisage	extravagance	forfeit	generate*	harmful*
ephemeral	eyebrow*	fork*	generate*	haughty
epidemic*		form*	generation*	haven*
epitaph	F	formal*	generous*	hawk*
epitome	fabric*	formation	genuine*	headache*
equal*	facetious	formula*	geographic*	hedge*
equality	facility*	formulate	geography*	height*
equator*	false*	forsook	geologist*	heiress
equip*	falter*	forth*	giraffe*	hemisphere*
equipment	familiar*	forty*	glacier*	herb*
	famous*	fortuitous	glob*	herbaceous



U/14 and OPEN SPELLING WORDS

heritage*	implication	instead*	juxtapose	linen*
hesitancy	implicit	institute*		linger*
high*	import*	insulation*	K	link*
hike*	impossible*	insulin*	kaleidoscope	liquefy*
hoarse*	impression	insurance*	kayak	liquid*
hoe*	improve*	insure*	keen*	listen
hoist*	impudence	intelligent*	kelp*	literature
holiness	impulsive	interfere*	kernel*	litigious
honest*	impure*	interject*	keyboard	livable*
honk*	incandescence	interjection*	kiln	loaf*
honor*	incense*	intermittent	kindergarten	loam
hoof*	incessant	international*	knack	lobster*
horde	incidentally	interrupt*	knave	local*
horizon*	incision	interruption	knead	location*
horrendous	income*	intervene*	knelt	lodge*
host*	incomplete*	introduce*	knew*	logical*
hostile*	incongruent	introduction	knife*	lone*
hour*	incubate*	inveigh	knob	longitudinal
howl*	incurable	investigate*	knock*	loose*
huge*	indecipherable	investigation*	know*	lose*
human*	independence*	invitation*	knowledge*	loss*
humanitarianism	independent	invite*		lost*
humane*	indicate*	irrational	L	lounge*
humid*	indictment	irrigation	laity	louver
humor*	indirect*	island*	lamb*	loyal*
humus	indiscriminately	issue*	laryngitis	lumber*
hung*	indispensable	itch*	laugh*	luminescence
hungry*	individual*	item*	launch*	luncheon*
hurricane*	indomitable		lawn*	luscious
hydrogen	induct*		lawyer*	luxuriance
hygiene	ineffective	J	lead*	lye*
hymn	infection*	jacquard	leak*	lymph*
hyphen*	infectious	January*	lecture*	lynch
	infer*	jealousy*	legend*	lyre*
	influence*	jerk*	legible*	
I	inform*	jeopardize	legion*	M
icicle*	information	jettison	legislate*	machinery*
identity*	ingest*	job*	legislature*	magazine*
igneous	ingestion*	journal*	lemon*	magnanimity
ignite*	inhale*	judge*	leniency	magnet*
illusion*	inject*	judgment*	level*	magnificent*
illustration*	injection	juice*	leviathan	maintenance*
immediate*	innocence	July*	lexicography	majority*
immerse	innuendo	June*	liberal*	malaise
immigrate*	inquire*	junior*	library*	malleable
imminent	insecure	jurisdiction	lichen*	mammalian
immovable*	inspiration	jury*	lieutenant	manage*
immune*	inspire*	justice*	lily*	manageable*
impartial	install*	justifiable*	limb*	mandatory
imperfect*	instance*	juvenile	lineage	maneuver



U/14 and OPEN SPELLING WORDS

manicure	minute*	noisy*	ophthalmologist	peel*
manipulation	miracle*	nomination	order*	penicillin*
mansion*	miraculous	nominate*	ordinary*	pensive
manual*	mischief	normal*	organic*	perambulator
manufacture*	miserable	nostalgia	original*	percent*
manumission	missionary	notice*	ornithological	perceptible*
manuscript	mock*	noticeable*	orphan*	peripheral
map*	mold*	novel*	ostentatious	perform*
March*	Monday*	November*	ostrich*	perimeter
marjoram	monotonous	noxious	ought*	permissible*
marquee	moral*	nuclear*	ounce*	permission
marsh*	morsel	nuclei*	outrageous	permit*
martyr*	mortality	nucleus*	oxygen	perpendicular
masculine*	mosquito*	numerous*	P	persistent
masquerade	motive*	nurse*	pace*	personal*
mast*	motorist*	nutrient*	pail*	perspicacious
match*	mountain*	O	pageantry	petal*
matriarch	mouse*	oath*	pain*	petroleum
matriculate	mousse	obedient*	palisade	Pharaoh*
matutinal	mouth*	obdurate	palsy*	Pharisee*
May*	move*	obeisance	pamphlet*	pharmaceutics
meant*	movement*	object*	parachute*	pharmacy*
measure*	mow*	objective*	parade*	phase*
measurement*	mummy*	objectivity	paraphrase*	phenomenon
meat*	museum*	obelisk	parfait	photograph*
mechanism	musician*	obligation	parliamentarian	photosynthesis
medicine*	muslin	oblique	parquet	phrase*
mediocrity	mute*	observe*	parrot*	physical*
melody*	mutual*	obsolescence	parsimonious	physician*
memory*	myth*	obstinate	partial*	physique
menacing	N	obstinacy	participation	piano
mendacity	narrate*	obtain*	participial	picnic*
mention*	national*	occasion*	participle	picture*
menu*	native*	occupy*	particle	piece*
merchandise*	natural*	occur*	particularly	pillow*
merchant*	nature*	occurrence*	partition	piquancy
merciful*	nebula	October*	passive*	pitch*
mercy*	necessary*	octogenarian	Passover*	pitcher*
merge	necessitate	official*	past*	pity*
meringue	nefarious	often*	pasteurization	plague*
merry*	negative*	ointment*	patch*	plaintiff
mesa*	negligible	omit*	patience*	plait*
messenger	nervous*	omniscience	patient*	plaque
midst	nervousness*	once*	patio*	plateau*
might*	neuralgia	onomatopoeia	patriarch	plea*
millionaire	new*	opportunity*	patrol*	plebiscite
minatory	niche	opposite*	pave*	pledge*
mind*	niece	opposition*	peculiar*	plethora
minimum*	nocturnal	oppress*	peculiarity	pliable
minor*				pliers



AC.19

U/14 and OPEN SPELLING WORDS

plumber*	prey*	quantity*	recreation	restrain*
plus*	prick*	quart*	recruit*	resuscitate
pneumonia	primary*	quay	rectum*	retina*
poach	prince*	querulous	redeem*	reveal*
poignant	principal*	quest*	reduce*	reverence*
polemic	principle*	questionnaire	reduction*	reverse*
policeman*	privilege*	quickly*	reed*	reversible*
policy*	probable	quiet	refer*	review*
polyphony	probably*	quintessence	refine*	rheumatism*
polish*	proboscis	quip	reflex*	rhythm
political*	procedure*	quit*	reformation*	ridiculous
politician*	procession	quite*	refrigerator*	righteous
politics*	proclaim*	quote*	refuge*	rigid*
pollen*	procurable		refuse*	ringworm*
population*	production	R	refutable	roam*
porcelain	profession*	raccoon*	registrar	roast*
portion*	proficient	radio*	regression	rodeo*
portmanteau	profitable*	raid*	rehearse	role*
pose*	program*	raise*	reign*	roll*
possession*	progression	raisin	rejection	rooster*
possessive*	projectile	rambunctious	rejoice*	root*
possibility*	prominent*	random	rejuvenate	rot*
postage*	pronounce*	rapid*	relationship*	rotate*
potato*	pronunciation*	rapacious	reliable*	rotation*
potential	propel*	rarely*	relic*	rough*
potpourri	propensity	rash*	relief*	route*
poultry*	prophecy*	raucous	relieve	routine*
pour*	prophet*	raw*	religion*	routinely
practical	prosperous	reaction	reluctance	rubicund
practice*	protein	read*	reminiscence	ruin*
prairie*	proud*	readily*	remit*	rural*
preacher*	psychologically	reagent	repair*	
precede	pulp*	realm*	repatriate	
precious*	pumice*	reap*	repel*	S
precipice	punctual*	reason*	repertoire	sacrilegious
predecessor	punctuation*	recapitulation	replace*	sagacious
predicament	punish*	recent*	replaceable	sail*
predicate*	punishment*	reception	replica	salary*
predict*	purchase*	receptor*	reproduce*	salmon*
prediction	purge*	recess*	require*	sandwich*
predominantly	purify*	recession*	research*	sanguinary
preen	purple*	recharge*	reservoir*	sanitary*
prefer*	purpose*	reciprocate	reside*	sarcophagus
preposition*		recite*	resist*	Saturday*
presence*	Q	recognition*	resistible*	sauce*
present*	quadrennial	recognize*	respectively	scandalous
press*	quaint	recommendation	response*	scalp*
prestigious	qualification	reconnoiter	responsible*	scarce
prevaricate	qualify*	record*	responsive	scavenger
previous	quality*	recover*	restaurant*	scene*



U/14 AND OPEN SPELLING WORDS

schedule*	shrewd	specific*	subjection	teaspoon*
scientific*	shrub*	specimen*	submerge	technicality
scientist*	shy*	speck*	submissive	tectonic
scorch	siege	spew*	submit*	telephone*
scrap*	sieve	spherical	subpoena	temperature*
scrawl	sigh*	sphinx	subterfuge	temporary*
scribe*	significance	spinach*	suburb	tempt
scrimmage	significant	spinnaker	succeed*	tenant*
scythe	silent*	spiritual*	success*	tend*
seamstress*	silversmith*	spoil*	suck*	tender*
secede*	similar*	sponge*	suffer*	tension
secretary*	simple*	spontaneity	sufficient	terrace
secure*	simply*	spore*	suffragette	terrible*
seize*	simultaneous	sprawl*	suggest*	testimony*
senate*	since*	sprout*	suggestion*	tetrarch
senator*	sincere*	spy*	suite	theft*
sensible*	sincerely*	squabble	sum*	their*
sensitive	sincerity	squash*	summon*	theocracy
sentence*	site*	squaw*	Sunday*	theology*
separate*	situation	squeamish	superb	there*
September*	size*	squirm	supercilious	thesaurus
sequester	slay*	squirt*	supplication	they're*
sequin	slender*	staff*	sure*	thief*
serious*	sleuth	stake*	surgeon*	thigh*
serviceable*	slick*	stalactite	surgery*	though*
serviette	slot*	stalk*	surplus*	thoughtful*
sewage*	slough	stationary	surround*	threat*
shade*	smear*	statistic*	surveillance	threw*
shaft*	smog*	statue*	suspender	thrombosis
shame*	sniff*	statuesque	suspension	throne*
shape*	sober*	stern*	sustain	through*
sharpen*	social*	stimuli*	swallow*	thumb*
sheaf*	society*	stimulus*	swat*	thump*
sheath	socket*	stipendiary	swirl*	thunderstorm*
sheep*	solar*	stitch*	switch*	Thursday*
sheet*	solecism	storm*	sword*	thus*
shelf*	solemn*	straight*	synonym	thyroid*
shelter*	soliloquy	strength*		timorous
shepherd*	solve*	stretch*	T	toe*
sheriff	sonorous	strict*	tableau	tomato*
shield*	sophomore*	strife*	tablet*	tomb*
shin*	sore*	strip*	taciturn	tongue
ship*	sought*	strong*	tact*	tonsillitis
shoe*	soul*	structure*	talent*	tooth*
shoot*	sour*	stuck*	tapeworm*	topiary
shore*	source*	studious	taproot*	topic*
shot*	sovereignty	stun*	tariff*	tornado*
shoulder*	sow*	sturdy*	tarpaulin	torrential
shove*	span*	style*	teach*	total*
show*	special*	subject*	tear*	totalitarian



AC.21

U/14 AND OPEN SPELLING WORDS

tough*
tournament*
tourniquet
traceable*
traffic*
tragedy*
trait*
transaction
transfer*
transformation
transgressor
transmit*
transparent*
transportation
treat*
triglyceride
trim*
trio*
triumph*
trouble*
trough*
trout*
truly*
truth*
Tuesday*
tuition
tumultuous
turmoil*
turtle*
twine*
twist*
tyke
typewriter*

U

ugly*
umbrage
unanimous*
uncertain*
unchangeable
unclaimed*
uncover*
understood*
undoubtedly*
unequivocal
unfold*
uniform*
unique*
unmitigated
unnecessary*
unscrew*
unusually*
urban*
urge*
urine*
usable*
use*
usually*
V
vacate*
vacation
vacuum*
vague
valetudinarian
valuable*
valve*
variegated
various*
vegetable*

vehemence
veil*
ventriloquist
venture*
verb*
verdict
verse*
version*
vertical*
vessel*
veto*
victim*
victorious*
view*
village*
vindicate
virtue*
visible
vitamin
vivid*
voice*
volubility
volume*
voluntary*
volunteer*
voucher*
voyage*
W
wainscot
waist*
warm*
warrant*
waste*
watt*

wean*
weaponry
weather*
Wednesday*
weigh*
weird
welcome*
weld*
wept*
wharf
what*
whether*
whiff
whimsicality
whip*
whistle
whole*
wholly
whom*
width
wince
wind*
wisdom*
witness*
wolf*
won*
wondrous*
wore*
worrisome
worst*
worthy*
wrap*
wren
wrench*
wrestle

wretch
wrist*
write*
wrong*
wrote*
wrought
wry
X
xenophobe
xylem

Y
yacht
yearn*
yeast*
yeoman
yet*
yield
yoke
you*
you're*
your*
youth*

Z
zealous
zenith
zephyr
zinc*
zone*
zucchini



AC.22**ESSAY WRITING**

This event requires Early Entry Submission - see IN.21.

All entries should be consistent with the truth of Scripture. There should NEVER be swearing, euphemisms for swearing, sexual innuendos or questionable language in any entry (Eph. 4:28).

A contestant must choose a topic and write a *persuasive* paper. Topics to choose from are listed on pages AC. 23-24. Essays written using topics not listed on these pages will not be marked.

1. A good essay will use facts, arguments, examples, and illustrations that allow the reader to be persuaded of the truth he is reading, and must be the student's original work.
2. The student may begin immediately following the previous Convention Registration Closing Date in their region.
3. The essay must be accompanied by a written outline that the student used to organize the essay. (For suggested outline format, please reference English PACE 1097.)
4. Plagiarism of any kind will automatically disqualify the entry. Any borrowed material (statements and/or ideas) must be properly referenced and included in a bibliography.
5. No more than one essay per contestant may be entered.
6. Students **must** write their essay using one of the topics listed on AC. 23-24.

SEE THE ESSAY WRITING JUDGES FORM FOR JUDGING CRITERIA.

CHECKLIST FOR ESSAY WRITING:

- Length 500-1000 words including all quotes as per computer word count. Footnotes and bibliography are excluded from word counts.
- Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Recommended fonts: Times New Roman, Helvetica, or Arial. No heavy, bold, or fancy fonts.
- Outline - Submit essay outline (typed) with entry.
- Copies - Three (3) copies of the essay and outline must be submitted by the Convention Registration Closing Date.
- Three (3) JUDGES FORMS are required. Attach one copy to the front of each copy of your essay.



AC.23

ESSAY WRITING TOPICS

Students entering Essay Writing **must** choose one of the following directed topics. Parents and supervisors should assist students in their choice of a topic to ensure that it is appropriate to the student's maturity.

1. "God has consistently used the weak, the old, the poor and the lowly to bring glory to Himself and to further His Kingdom here on earth." Defend this statement.
2. "The primary quality of godly leadership is the desire to serve others." Discuss.
3. The Bible is strongly opposed to racism, while evolution is intrinsically racist. Develop this argument.
4. The fear of the Lord is the beginning of knowledge and wisdom. Explain this statement.
5. Discuss the Bible's exhortation to believers to change their thinking and identify the reasons why it is necessary.
6. Freedom is..... Define and develop this statement.
7. Develop an argument that the size of the world's social welfare needs are propagated by an attitude of promiscuity.
8. Vandalism of the national flag is high treason. What consequences should there be in a modern society for such acts.
9. It has been said that the mass media reflect a society's values. In doing so however, they are a tool to form and/or alter these values. Discuss this statement.
10. Information technology will provide the greatest opportunities for the propagation of the Gospel in the 21st Century. Develop this statement.
11. Explain the distinctions which identify a school as Christian.
12. Genetic engineering is consistent with the mandate from God for mankind to have dominion. Show how this statement is either supported or denied in the Bible.
13. Explain how the world's idea of love is the antithesis of the law of Christ.
14. Identify accurate Biblical strategies for believers so that they can protest against abortion and not be in disobedience to any other scriptures.
15. Can the silence of the church in the political arena be taken as complicity, especially on moral issues?
16. Many young people dislike what they may call "the imposition of parental authority" and yet it is the means by which they are protected. Develop this argument.
17. Analyse the components of the National flag and identify their relevance to a Biblical Worldview.
18. "Beauty is skin deep, that is what the ugly people say". Identify appropriate Biblical thinking in response to such a statement.
19. What are the essential elements of the Gospel message and why is it imperative that they be known by Christians?



AC.24

ESSAY WRITING TOPICS (continued)

20. Magazines, music, TV and movies influence the values of young people. How can a young Christian be vital among their peers and yet stay true to Biblical values?
21. Freedom is often thought of as “being able to do whatever I want”. Is this true freedom? Support your answer with Scripture and examples from real life.
22. The true “colours” of a person are shown by how they handle success. Discuss.
23. Compare Psalm 23 with daily life in our times.
24. In what ways should Christians be involved in politics? Support your answer with Scriptural principles.
25. To learn to submit and to do so willingly will improve academic achievement. Discuss.
26. Christian discipleship requires of me at home and/or school. Use practical examples to complete this statement and demonstrate their Biblical foundation.
27. Analyse the statement “Victory in Jesus”.
28. Explain how the western world’s view of Christmas and Easter is impacting on Christians.
29. It has been said that “you do not have to go to church to be a Christian”. Show how this statement is either supported or denied in the Bible.
30. Expound the following statement about sport. “It’s not whether you win or lose, but how you win or lose” (Brian Booth 1998).



AC.26**POETRY WRITING**

This event requires Early Entry Submission - see IN.21.

All entries should be consistent with the truth of Scripture. There should NEVER be swearing, euphemisms for swearing, sexual innuendos or questionable language in any entry (Eph. 4:28).

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

1. The poem ought to follow a recognised poetic form; e.g., narrative, ballad, sonnet etc.
2. The poem must be the sole work of the student since the previous Student Convention in their region.
3. Plagiarism of any kind will automatically disqualify the contestant.
4. One poem per contestant.

SEE THE POETRY WRITING JUDGES FORM FOR JUDGING CRITERIA

CHECKLIST FOR POETRY WRITING:

- Format - At least eight (8) lines and no more than thirty-two (32) lines, using a computer. (If the poem exceeds 32 lines, the student must explain why this was necessary, and it must be evident in the structure of the poem.)
- Copies - Three (3) copies of the poem must be submitted by the Convention Registration Closing Date.
- Three (3) JUDGES FORMS are required. Attach one to the front of each copy of your poem.



AC.28**SHORT STORY WRITING**

This event requires **Early Entry Submission** - see IN.21.

All entries should be consistent with the truth of Scripture. There should NEVER be swearing, euphemisms for swearing, sexual innuendos or questionable language in any entry (Eph. 4:28).

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 fictionalised report of an historical happening.

1. The story **MUST** have an evangelistic, Biblical, or historical theme.
2. The story must be the sole work of the student since the previous Student Convention in their region.
3. Plagiarism of any kind will automatically disqualify the contestant.
4. One entry per contestant.

SEE THE SHORT STORY WRITING JUDGES FORM FOR JUDGING CRITERIA

CHECKLIST FOR SHORT STORY WRITING:

- Length - 600 - 1500 words
- Format - **Typed**, double-spaced on plain white paper; 25mm margin on all sides, using 10 to 12 point type. Recommended fonts: Times New Roman, Helvetica, or Arial. No heavy, bold, or fancy fonts. Computer word counter is to be used.
- Copies - Three (3) copies of the short story must be submitted by the Convention Registration Closing Date.
- Three (3) JUDGES FORMS are required, attach one to the front of each copy of your short story.



AC.30 SCIENCE EXHIBIT

Science projects may be done by one or two students. This area of competition is for mature minded students with a scientific or technical inclination. Sponsors or staff members should advise students to take great care to ensure that their exhibits are entered in the correct event. Entries submitted in the wrong event, however good in concept and standard, will not be placed.

The student may enter one exhibit in each event, however no more than 5 events are to be entered in the Academic section.

- ♦ Entry must be the sole work of the student(s) since their previous Regional Student Convention. Sponsors may advise, but must not build any part of the exhibit, **or write any part of the instructions or report**. A list shall be submitted identifying any work included in the display that is not the work of the student (such as a specially machined component or electronic test equipment).
- ♦ Exhibits must occupy a table or floor area no more than 1200mm wide or 750mm deep.
- ♦ All electrical work using mains power (240v) must be certified by a qualified electrician and evidence of this certification submitted with the entry.
- ♦ No entry creating a safety hazard will be allowed. Dangerous chemicals, offensive odors, explosives, open flames and live animals or reptiles, dangerous or not, must **not** be exhibited.
- ♦ The student will set up their own exhibit and then leave the area. If the exhibit requires operation, instructions must be provided to the judges.
- ♦ **All Exhibits must be consistent with a Biblical worldview and must adhere to Convention Dress Code (see the Introduction to Convention Guidelines on page IN. 16).**
- ♦ Judges may interview the student if they desire.
- ♦ SCEE is not responsible for loss or damage to any exhibit.

JUDGING CRITERIA

1. **CHOICE OF SUBJECT:** The suitability of the choice, and the accuracy with which the choice fits into one of the defined categories.
2. **SCIENTIFIC THOUGHT:** The degree and quantity of scientific knowledge, reasoning, research, investigation, or experimentation which has obviously been incurred in producing the exhibit.
3. **WORKMANSHIP:** The thoroughness and quality of the workmanship used in creating the presentation. The care, ingenuity and skill used in making the presentation attractive and understandable.
4. **THOROUGHNESS:** The effectiveness of the presentation or display to prove or demonstrate the principle of the exhibit.
5. **CLARITY:** The average person can understand the exhibit clearly.

CHECKLIST FOR SCIENCE

- Attach three (3) copies of the Science Exhibit Judges Forms, an one (1) copy of the Science Report and any other supporting information to each entry.
- Bring the exhibit and all forms to Convention.



CATEGORIES**1. COLLECTION - (U/14 & Open)**

This exhibit will comprise the classification and display of a collection. Examples: rocks, insects, leaves etc **and may be collected by hand or purchased**. Man-made objects such as coins, stamps, etc., are not allowed. Collections should be scientifically classified and any relationship between items should be clearly stated. All work must have commenced after the completion of the previous Student Convention in their region.

The scientific value of the exhibit will be judged by the accuracy of the classification.

In both the display and report items must be clearly grouped into types, or families, or being at a specific stage of development. A bibliography of any reference used must be included.

2. RESEARCH - (Open)

For this exhibit the student must develop and define an hypothesis, perform an experiment, record results, write a conclusion and prepare a display to exhibit at Student Convention. Example: How light helps a plant grow.

A description of the method used to effect the test including all descriptions, photographs or samples of the apparatus used in the experiment must be presented.

This is the application of “the scientific method” which entails explanations using hypotheses that give a plausible structure to quantitative observation of qualities, effects, interactions and changes. Each statement, causal relationship or conclusion must be backed up by evidence. A bibliography of any references used must be included.

The test results must be fully documented and a clear conclusion stated.

3. ENGINEERING - (Open)

This exhibit will be in the form of a student built piece of functional equipment.

The function may be mechanical, electrical or electronic and must actually work or be seen to be capable of working. Examples: electronic equipment, optical devices, solar energy converter, etc.

The equipment must function in accordance with a scientific principle, and that principle must be fully documented with calculations, graphs and diagrams as appropriate. The exhibit should also include plans, diagrams, schematics, parts lists, etc., so that another person could take the plans and duplicate the project. **DO NOT USE COMMERCIAL KITS.**

Working models of functional equipment will be allowed, but the value of the exhibit will be judged on the quality of the description of the scientific principle involved not on the skills of the model maker. A bibliography of any reference used must be included.

4. THEORETICAL - (Open)

This will be an exhibit displaying a discussion of a scientific principle, concept, technique, or theory using charts, graphs, diagrams, photographs, audio-visual, or other visual aids.

The discussion will show definable conclusions which will be seen to be scientifically proven. A bibliography of any reference used must be included.



AC.35

SOCIAL STUDIES EXHIBIT

Social Studies projects may be done by one or two students.

Sponsors or staff members should advise students to take great care to ensure that their exhibits are entered in the correct event. Entries submitted in the wrong event, however good in concept and standard, will not be placed.

The student(s) may enter one exhibit in each event, however, no more than 5 events are to be entered in the Academic section.

- ◆ Entry must be the sole work of the student(s) since their previous Regional Student Convention. Sponsors may advise, but must not build, write or prepare any part of the exhibit. A list is to be submitted identifying any work included in the display that is not the work of the student.
- ◆ **All Exhibits must be consistent with a Biblical worldview and must adhere to Convention Dress Code (see the Introduction to Guidelines on page IN. 16). No entry should attempt to portray the face of Christ.**
- ◆ Exhibits must occupy a table or floor area no more than 1200mm wide or 750mm deep.
- ◆ The student will set up their own exhibit and then leave the area.
- ◆ Judges may interview the student if they desire.
- ◆ SCEE is not responsible for loss or damage to any exhibit.

CATEGORIES

1. **COLLECTION** - (U/14 & Open)

This exhibit will comprise of the **classification and display** of a collection of objects. Examples: aboriginal artifacts, medals, coins, stamps, and flags, etc. This should be more than a raw collection of stamps, etc. It needs to be a project and have some relation to Social Studies (i.e. why certain commemorative stamps were issued, the history of postage stamps in that country, etc) All work must have commenced after the completion of the previous Student Convention in their region. **A Bibliography of any references including credits for photos and images must be included.**

2. **RESEARCH** - (Open only)

For this exhibit the student must choose a topic that is directed to the development of a thesis or the answering of a question. Topics may be from local, regional, national, or world history, economics, geography, or political science. Do the necessary research, write your conclusion and prepare a display to exhibit your work. (eg. My Family Tree, Immigration: An Oral History, Economic Impact of the Drought, Australians in WWI). **A Bibliography of any references including credits for photos and images must be included.**



AC.36

JUDGING CRITERIA

1. **ORIGINALITY:** Creative approach is given to the project.
2. **THOUGHT:** Accuracy is exhibited in displaying facts, answering a question, or supporting the thesis. Consideration is given to probable amount of effort and study that went into the project.
3. **WORKMANSHIP:** Quality is shown in the construction of the exhibit including the neatness of labels and descriptions.
4. **THOROUGHNESS:** The project is presented completely and carefully.
5. **CLARITY:** The average person can understand the exhibit clearly.

CHECKLIST FOR SOCIAL STUDIES

- Attach three (3) copies of the Social Studies Exhibit Judges Forms and one (1) copy of the Social Studies Report and any other supporting information to each entry.
- Bring the exhibit and all forms to convention.



AC.37

SOCIAL STUDIES REPORT

- OPEN** **U/14 - Collection only** **Collection**
(Please ✓ the appropriate box) **Research**

Name:			
Name:			
School:		Cust. Code:	

State the purpose, or reason for your project:

Record the process or steps used in preparing your project:

What has been illustrated, or what is the conclusion drawn from your project:

AC.40**POWERPOINT PRESENTATION**

This event requires Early Entry Submission - see IN.21.

PowerPoint presentations are typically used to support oral presentations. However, the project must be a user-directed, stand-alone presentation using no live Internet links. It can convey academic concepts, promotional information, or theological truths. The student is free to use any element that PowerPoint will support provided it is not contradictory to a Biblical Worldview and is consistent with the Convention Dress Code (see the Introduction to Convention Guidelines on page IN. 16). **No entry should attempt to portray the face of Christ.**

TYPES OF ENTRIES

- 1. Linear** - Presentation begins and runs through to an end. In a Linear Presentation, there is a set sequence to the presentation, starting at the beginning and continuing to the conclusion. No navigation is required.
- 2. Non-Linear** - User is given navigational control and can wander through the content at will. In a Non-Linear presentation the user can pick and choose, using a random route through the presentation.

Sponsors or staff members should advise students to take great care to ensure that their exhibits are entered in the correct event. Entries submitted in the wrong event, however good in concept and standard, will not be judged.

POSSIBLE PROJECT AREAS:

These are not intended to limit the project possibilities, but are intended to stimulate creative thought about how to structure a project.

- ◆ **Academic**
There is a need for academic reinforcement and explanation. Teach, review, or expand an academic concept, such as a difficult concept in a PACE or supplemental concept to a PACE.
- ◆ **Promotional**
Promote your school and/or church, or present material to new parents or students. It could be a presentation for students (e.g., promoting convention participation or reinforcing school rules, policies or procedures). It could be a presentation to solicit parental, business, or community support for a project.
- ◆ **Truth**
There may be Biblical or theological truths that the church and/or school wants to reinforce. This could even be a self-directed training series.



AC.41

POWERPOINT PRESENTATION

REQUIREMENTS:

1. The presentation must be the sole work of the student(s) since their previous Regional Student Convention.
2. No more than two students may participate in the design and development of the presentation.
3. While there are a number of presentation products on the market, PowerPoint for Windows is the product required for Student Convention competition.
4. The presentation must be accessible on CD. Presentations **MUST NOT** be emailed to SCEE for judging. The presentation should be saved as a Slide Show presentation so that it is accessible to judges who may not have the PowerPoint program available.
5. Schools and families may load more than one powerpoint per disc as long as each powerpoint on that disc is entered in the same event and age category i.e. U14 Non-Linear. Three copies of each disc are still required.
6. Designers must give proper credit and have written approval for use of any copyrighted material. Powerpoints using copyrighted material illegally will not be marked/judged.
7. Powerpoints using unfocussed or pixellated pictures or images will not be judged.
8. A Bibliography of any references including credits for photos and images must be included. All photos or images used in any powerpoint must be properly accredited to the owner or source of that photo or image e.g. www.picsforfree.com (example only).

CHECKLIST FOR POWERPOINT PRESENTATION:

- Three (3) copies of your CD must be submitted by the Convention Registration Closing Date. Each copy must have the student's name, school name, customer code and age category clearly marked on the CD.
- Three (3) copies of the PowerPoint Judges Form are required.



AC.42

POWERPOINT PRESENTATION

JUDGING CRITERIA:**STRUCTURE**

- ◆ **Navigation of Presentation**
The presentation should be easy to use and navigate.
- ◆ **Creativity**
This is an overall evaluation of the uniqueness and content of the material, and the method of approach and engagement of it.
- ◆ **Connectivity**
Each step in the process must successfully relate the user to where they have been and where they are going.
- ◆ **Engaging**
The project should be engaging, visually and mentally.
- ◆ **Elements**
Elements should contain variety, be consistent with a Biblical Worldview and follow the Convention Dress Code (see Introduction to Convention Guidelines, page IN. 16).
- ◆ **Graphic Design**
The project should follow media standards regarding presentation. Some of these regard font styles, spacing, overlay and other aspects of the presentation. (There are helpful sites on the web to learn about these items.)

CONTENT

- ◆ **Clear**
The project should be clear in its presentation, navigation, and purpose. If this is a user-directed presentation, clarity is essential.
- ◆ **Appropriate**
The presentation must fit Student Convention Guidelines and the Convention Dress Code, and be appropriate for its intended purpose.
- ◆ **Useful**
The presentation should be designed to serve a useful purpose.
- ◆ **Accomplishes Goals**
The user should be able to understand what the developer intended.



AC.43

JUDGES FORM - POWERPOINT PRESENTATION

OPEN U/14
 (Please ✓ the appropriate box)
 Linear Non-Linear

Region:		Year:	
Name:		D.O.B.:	
Name:		D.O.B.:	
School:		Cust Code:	
Title of Entry:			
Purpose of Powerpoint:			

(JUDGES! Please remember that entries MUST be consistent with a Biblical Worldview)

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
I. Structure		
A. Navigation of Presentation	10	
B. Creativity	10	
C. Connectivity	10	
D. Engaging:		
* Visually	5	
* Mentally	5	
D. Elements:		
* Variety	5	
* Appropriateness	5	
E. Graphic Design	10	
II. Content		
A. Clear	10	
B. Appropriate	5	
C. Useful	5	
D. Bibliography and Credits included	10	
E. Accomplishes goals	10	
TOTAL POINTS	100	
COMMENT:		
Judge's Name:	Judge's Signature:	

AC.44**WEB SITE DEVELOPMENT**

This event requires Early Entry Submission - see IN.21.

Websites can serve many purposes. They may support existing customers, give information, or promote products, services or ideas.

The website is not just an academic exercise and will be judged via the Internet. The site should have a clear purpose which it pursues with creativity and skill.

Because it must be an accessible website, students are free to use any platform, tools, programs, computer languages, or other resources that are available or that they can create. However, remember there are a variety of browsers that may attempt to access the site. The website and all of its links must be consistent with a Biblical Worldview and in keeping with the Convention Dress Code (see the Introduction to Convention Guidelines on page IN. 16). **No entry should attempt to portray the face of Christ.**

POSSIBLE PROJECT AREAS:

These are not intended to limit the project possibilities, but are intended to stimulate creative thought about how to structure a project.

- ◆ **Informational**
Offer or provide information.
- ◆ **Promotional**
Promote your school and/or church.
- ◆ **Serviceable**
Offer a service to a group.

LIMITATIONS:

1. The Web site must be the sole work of the student(s) since the previous student convention.
2. No more than two students may participate in the design and development of the website.

REQUIREMENTS:

1. **Designers must give proper credit and have written approval for use of any copyrighted material. Websites using copyrighted material illegally will not be judged.**
2. **Websites using unfocussed or pixellated pictures or images will not be judged.**
3. **A Bibliography of any references including credits for photos and images must be included. All photos or images used in any Website must be properly accredited to the owner or source of that photo or image e.g. www.picsforfree.com (example only). NOTE: Google Images is not a website it is a search engine therefore is not a source of photos or images and should not be accredited.**



JUDGING CRITERIA:**STRUCTURE**

- ◆ **Navigation of Site**
The site should be easy to use and navigate.
- ◆ **Creativity**
This is an overall evaluation of the uniqueness and content of the material, and of the method of approach and engagement of it.
- ◆ **“Logical” Connectivity**
This site must make sense to a specific user.
- ◆ **Engaging**
The project should be engaging, visually and mentally.
- ◆ **Elements**
Elements should contain variety and follow Convention Guidelines, the Convention Dress Code and standards for appropriateness.
- ◆ **Browser Friendly**
The site should be fully functional on multiple browsers.
- ◆ **Graphic Design**
The project should follow media standards regarding presentation. Some of these regard font styles, spacing, overlay, and other aspects of the presentation. (There are helpful sites on the web to learn about these items).

CONTENT

- ◆ **Clear**
The project should be clear in its presentation, navigation, and purpose. Since this is a user-directed presentation, clarity is essential.
- ◆ **Appropriate**
The presentation must fit the Convention Guidelines, Dress Code, and standards and be appropriate for its intended purpose.
- ◆ **Accomplishes Goals**
The user should be able to understand what the developer intended.

CHECKLIST FOR WEB SITE DEVELOPMENT:

- Three (3) copies of the Web Site Development Judges Form are required. Copies must be submitted to **the nominated address for Early Entry Submissions indicated in the current Student Convention Kit by the Registration Closing Date for judging prior to Convention.**



AC.47

PACE BOWL

Teams consist of four students. Teams compete against each other in regular tournament elimination procedure. Competition order will be arranged prior to the beginning of the contest by random selection. The team earning the most points in each round of competition shall move to the next round. The defeated team will be eliminated.

Each school team **MUST** consist of four students proficient in Math (including Algebra I and II, Geometry, and Trigonometry), English and Literature (through PACE 1144), Science (through Physics), Social Studies (World Geography, Australian and World History, and Economics), and Electives. **Each team will designate a spokesperson or captain.**

IMPORTANT: For toss-up questions, each team member chooses two categories in which to answer questions. They may only answer questions in these categories. Everyone may answer elective questions. If an unqualified team member answers the question, then his/her team loses the toss-up and the points even if the answer was correct. Questions are taken from PACEs starting with level 73 and progressing to more difficult questions with each round. Questions may be visual (such as pictures, maps, etc.).

1. TOSS-UP PACE BOWL QUESTIONS

A toss-up question will be asked simultaneously of both teams. Either team may answer. The first qualified person to ring the bell must answer the question. There must be no conference with other team members. Such questions have a value of five (5) points. If the qualified team member responds incorrectly, his/her team loses five (5) points. The opposing team may not respond to questions missed by opponents. Contestants are allowed 15 seconds to answer. After that time a new toss-up question will be asked.

2. BONUS QUESTION

If the contestant responds to the “toss-up” question correctly, his/her team will be asked a “bonus” question. Values and time limits differ according to the difficulty of the question. On “bonus” questions, team members may confer with one another but a spokesperson must give the team answer. No points are deducted if the team responds incorrectly.

A round of questioning consists of one “toss-up” question and the possible bonus question. The game will continue for ten (10) rounds.

If the game is tied after the completion of ten (10) questions, two (2) extra questions will be asked. Tied scores after the two (2) extra questions will be divided on a count back of the number of correctly answered “toss-up” and “bonus” questions.

Southern Cross Educational Enterprises provides the following:

- ◆ tables and chairs for each team
- ◆ writing pads
- ◆ pencils
- ◆ bells for each table

SCEE provides all PACE Bowl questions.

Any winning score allows the team to progress, but only a positive score allows the team to place.

A Judges Form is not required. SCEE will provide score sheets for each game.



AC.48
PACE BOWL

The following is a sample of one round of questions:

“You are competing for a 5-point toss-up; here is your “toss-up” question: Who was the Mexican commander at the battle of the Alamo?”

(Ring) Bill Jones, the Social Studies representative on the Sunshine Christian School team, rings the bell and answers: “Santa Anna.”

“Right. Mr. Jones, your team now has five (5) points. Here is your bonus question; you may confer, but only one team member may answer: For 10 points -- Name the 11 Confederate States.”

Team members confer and designate a spokesman who names the states.



AC.49

SCORE SHEET - PACE BOWL

Year:		Region:		Game #:	
School:		School:			
Name:		Name:			
Name:		Name:			
Name:		Name:			
Name:		Name:			

Question #	Team 1	Question Type	Team 2
1		toss-up	
		bonus	
2		toss-up	
		bonus	
3		toss-up	
		bonus	
4		toss-up	
		bonus	
5		toss-up	
		bonus	
6		toss-up	
		bonus	
7		toss-up	
		bonus	
8		toss-up	
		bonus	
9		toss-up	
		bonus	
10		toss-up	
		bonus	
Final Result		Final Result	

Add 5 points for each correct toss-up question
 Deduct 5 points for each incorrect toss-up question
 Add points for correct bonus questions as specified
 Do not deduct points for incorrect bonus questions

WINNING TEAM:	
(Team captain's signature)	(Team captain's signature)

(Judge's signature)	(Judge's Name)

AC.50**BIBLE BOWL**

Teams consist of three (3) players from the same school or homeschool group. Teams may consist of all males, all females or both female(s) and male(s). All members must be eligible to compete based upon the *South Pacific Regional Student Convention Guidelines* and may be from the Open or U/14 age groups. Teams should consist of students with proficient knowledge in the chosen book(s) of the Bible.

Bible Bowl will be a closed-door competition. Each team will have three (3) minutes to answer as many questions as possible. All questions will be directed to individual team members in turn, not answered as a group. Each correct answer will earn a point value. There is no loss of points for incorrect answers or questions that are passed. Teams will race against the clock, not an opponent. In the event of a tie, teams will be separated by a count back on the number of correctly answered questions compared with the number of questions asked. (e.g. 20 correctly answered questions out of 30 is a better performance than 20 out of 35). If teams are still tied after this count back they will be called back later in the week for a playoff. Questions for playoffs will be the same list but in a different order. Each team in the qualifying round will be asked the same group of questions in the same order.

In order to place in this event teams must score a minimum of 10 points.

Questions will be taken from the King James Version. Judges may accept answers in synonymous terms, however the judge's decision on any answer will be final.

SCEE provides all Bible Bowl questions. **SCEE will provide score sheets for each game.** A Judges Form is not required.



AC.51

SCORE SHEET - BIBLE BOWL

Year:		Region:		Game #:	
School:					
Name:				Team #:	
Name:					
Name:					

Question	√/x	Question	√/x	Question	√/x
1		16		31	
2		17		32	
3		18		33	
4		19		34	
5		20		35	
6		21		36	
7		22		37	
8		23		38	
9		24		39	
10		25		40	
11		26		41	
12		27		42	
13		28		43	
14		29		44	
15		30		45	
				Total Score:	

Team Captain's Signature:	
Judge's Name:	
Judge's Signature:	