



High School Fine Arts Competition Manual *Version 4.1*

***Florida and International Associations
of Christian Colleges and Schools***

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Purpose

FACCS and IACCS are delighted to offer this competition for our High School students. It is designed to:

- provide students with an outlet for their God-given talents and abilities and an opportunity to be evaluated by qualified judges.
- improve and advance the skills associated with the biblical knowledge, arts, and academics.
- enhance student development of poise and communication under pressure.
- provide an opportunity for students to meet and encourage students from other Christian schools.

Competition Area Divisions

The competition is organized into five broad areas.

- Area One: **Bible**
- Area Two: **Music**
- Area Three: **Speech**
- Area Four: **Art**
- Area Five: **Academic**

There are many divisions and categories within each area. The categories within each area are listed at the end of the manual as the Category/Contestant Overview.

Registration

It is the school's responsibility to register students for competition. Any registration received from a student separate from the school registration will be declined.

- Please follow all registration and entry deadlines.
- Due to scheduling and judging constraints, late registration entries will incur late fees or will not be accepted.

Eligibility of Participants

High school students in grades 9-12 who are enrolled in an IACCS or FACCS member school or home school group may participate.

- Home school students who are not in an IACCS or FACCS member home school group may participate under the umbrella of an IACCS or FACCS member school if they have completed all requirements of that school to participate in the school's programs. Please contact the school for more information.
- For the benefit of smaller schools, some exceptions are granted as follows:
 - Students in 7th and 8th grade may compete in Orchestra/Band, Orchestral Ensemble, Handbell/Handchime Choir, and Youth Choir.
 - This does not permit registration of solely Middle School groups for competition in these three categories, but rather this permits augmenting the 9th-12th grade group with 7th and 8th graders to assist smaller schools.

Limitation of Participants – *please read carefully*

A student may participate in five (5) categories.

- Bible Quizzing, all Art, and Science Fair do not count toward the five (5) categories.
 - Regarding individual participation:
 - A participant may enter one (1) category in any three (3) of the following four (4) areas: Bible, Music, Speech, and Academics.
 - Debate, Duet Acting, Sacred Piano Duet, and Classical Piano Duet will be considered individual categories for limitation purposes.
 - A participant may enter group competition in addition to the three (3) individual categories.
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- A participant may enter art projects in two (2) categories, but not two (2) projects in one (1) category.
- **CAUTION!** The competition director cannot guarantee open blocks of time for academic area competition or project set up. Therefore, school advisors are cautioned not to over commit a participant.

Competition Classes

For registration purposes, two class distinctions shall be made in the categories of Youth Choir, Choral Group, Handbell/Handchime Choir, and Orchestra/Band.

- **Class A:** schools with a total* of 100 students or less in the 9th-12th grades.
- **Class AA:** schools with a total* of 101 students or more in the 9th-12th grades.

**total = all students in grades 9-12 enrolled in school, not just participating students*

Awards

Recognition will be given through awards.

- Awards will be given for first, second and third place in individual, group, and team competition.
- Regarding music competition, groups and individuals must receive a Superior or Excellent rating to receive first place and be declared a category winner.

Bible Usage

The King James Version will be the only authorized translation used in any competition category. Specifically for Bible Competition categories, the KJV Hardback Bible #00335 published by the International Bible Society (1-800-524-1588) will be used for judging.

Conduct Code

The conduct of any participant, school representative, parent, or spectator is expected to meet the standard of believers noted in I Timothy 4:12, *"Let no man despise thy youth, but be thou an example of the believers, in word, in conversation, in charity, in spirit, in faith, in purity."*

- Polite, courteous actions toward others evidencing respect and Christian graces are expected at all times. Patience, kindness, and good sportsmanship will be the rule.
- Groups of students representing their school are also expected to evidence behavior befitting the testimony of their school and Savior. This is true regarding the hours of the competition and the hours of the awards ceremony.

Dress Code

IACCS and FACCS feel that this competition should have the highest standards of competition and Christian testimony. Adherence to the following dress standards is expected of all participants and adult sponsors. These standards allow the greatest flexibility to participating schools while maintaining a Biblical standard of modesty and decorum. The guidelines are brief, so please be helpful in maintaining an atmosphere which requires a minimum of regulation. A participant who fails to work within the standards of the dress code may be disqualified.

- Ladies will wear skirt and dress lengths and necklines that maintain modesty at all times. Pants are not to be worn by ladies in this competition.
- Men will wear collared shirts, tucked in, and dress (or school-type) slacks. Hair is to be combed and neat.

Supervision

It is the school's responsibility to provide adequate supervision for its students at all times during any competition.

- A good ratio for adequate supervision is one (1) adult supervisor for every six (6) participants.
- Parents may be considered as supervisors; please be sure they are aware of all competition guidelines and expectations for supervision.

Competition Manuals

Participants are to follow all of the guidelines as stated in this manual.

- There will be revisions from time to time in procedures and expectations. All schools, coordinators, officials, and judges will be made aware of the manual version (see top of page) that will be used for each competition.
- Manuals for all IACCS and FACCS competitions are available at www.FACCS.org

Competition Rulings

All IACCS and FACCS competition coordinators, officials, and judges are aware of competition rules and regulations and are empowered to make decisions as needed. **Any/all rulings or decisions made by coordinators, officials, or judges are final.**

Questions

If you have any questions about the competition, please contact the individuals below for answers. Following this order will help you get the answers you need in a timely manner.

1. Your School Competition Coordinator - *call your school*
2. Competition Coordinator - *call your school for the contact information*
3. IACCS/FACCS Office of Program Services - *visit www.FACCS.org for contact information*

Area One: Bible

Division 1: Bible Quizzing

Division 2: Bible Testing

Category 1: Old Testament Bible Knowledge

Category 2: New Testament Bible Knowledge

Category 3: Bible Memory

Division 3: Bible Teaching

Division 4: Bible Preaching

Category 1: Expository Preaching

Category 2: Evangelistic Preaching

Category 3: Topical Preaching

Division 1: Bible Quizzing

Bible Quizzing is a “jump quizzing” competition measuring Bible knowledge and speed of recall. Three opposing teams are challenged by an oral question, and any team member who responds first is given the opportunity to answer within a time limit. Points are scored for correct answers and penalties assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest scoring team is declared winner at the game’s end. Competition proceeds as in a double-elimination tournament.

Quiz Panel

The Quiz Panel will determine any contested questions of elements thereof upon request of the Quizmaster and will declare the winner.

1. The Quiz Panel may consist of the Quizmaster, Scorer, Timekeeper, and two Judges. One judge may keep time.
2. The Quiz Panel will be appointed and instructed by the Quizmaster.
3. All decisions by the Quiz Panel will be final.

Team Membership

1. For each game, a team will be composed of two to five members and may include up to two substitutes from the same school. A team may change team members after the conclusion of a given game in the tournament.
2. Team members will be in grades 9-12.

Team Coaches

Each team’s coach will be present during competition.

1. Although the number of coaches for pre-contest preparation will be at the school’s discretion, each team will have only one official coach present during competition.
2. The coach will be responsible for the behavior of the team at all times.
3. The coach’s behavior will be considered as team behavior and, as such, will meet the participants’ Dress and Conduct code outlined in the General Rules.
4. The coach may lodge a protest solely with the Quizmaster after a game has been completed. The judges will not entertain protests at any time. Protests courteously presented to the Quizmaster will be received courteously.

Study Cycle

1. The King James Version (#00335 from the International Bible Society) will be the only authorized translation for all Bible competition purposes.
2. The cycle for the next three (3) years (nine-year cycle total) is as follows:
 - 2009 *Mark, I, II, & III John, Jude*
 - 2010 *I & II Thessalonians, I & II Timothy, Titus*
 - 2011 *Galatians, Ephesians, Philippians, Colossians, Philemon*

Pre-Game procedure and seating plan

1. The Quizmaster will face the opposing teams; the coaches and spectators will sit behind the teams.
2. Three opposing teams will be seated so as to see and hear clearly the Quizmaster and to see the scoreboard.
3. Each school's starting participants will sit as a team, numbered 1, 2, 3, 4, 5.
4. Each team will choose a captain and a co-captain.
5. The official mode of response will be a bell-and-light jump system.
6. The Quizmaster will review the rules and game procedure and answer any related questions preceding play.

Game procedure

- A game will consist of twenty correctly answered regular or toss-up questions plus whatever free and tie-breaking questions become necessary, regardless of time.

• Regular questions

A game will commence with the reading of a regular question by the Quizmaster to the three teams. The regular question format will be as follows: "Question number one: question."

- If no quizzer responds within ten seconds after the reading of a question, the question will be tossed out and another read to continue play.
 - a. Tossed out questions will not constitute any of the twenty regular questions.
 - b. Team members may confer before any quizzer is recognized.
 - c. Quizzers may begin to confer while the question is being asked, as long as they do not prevent other teams from hearing the question. Quizzers may not confer once the quizzer is recognized.
- During or after the reading of a regular question, the first quizzer whose light comes on will be recognized by the Quizmaster as the team spokesman for that question and will be addressed by number, for instance, "Team One, Number Three."

• Interrupted Questions

The reading of regular, toss-up, or tie-breaker questions may be interrupted by a quizzer, but he must then answer the question without hearing it read in its entirety.

- The Timekeeper will deem the Quizmaster's verbal recognition of the quizzer as the signal to start the clock.
 - a. Thirty seconds will be allowed in which to answer any question in its entirety.
 - b. The quizzer will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run marking the thirty-second count. An answer will be considered as started when the quizzer gives new information which is part of the unread portion of the question or part of the answer.
 - c. If the quizzer fails to begin his answer within the ten seconds, it will constitute an error.
- Upon giving the correct answer to a regular question, twenty points will be scored for the answering team, and another regular question will be read to continue the cycle.
 - a. Each individual quizzer's points will be tallied on a score sheet.
 - b. During the competition, any quizzer having correctly answered six twenty-point questions (quizzing out) will leave the game.
 - 1) He may be replaced by an eligible substitute.
 - 2) He will not return to the current game.
 - 3) Should the team captain quiz out, the co-captain will assume the role of challenger.
- At the Timekeeper's call of time, any incorrect or incomplete answer will constitute an error.
 - a. Each individual quizzer's errors will be tallied on a score sheet.
 - b. During the competition, any quizzer having made six errors (erroring out) on regular or toss-up questions will leave the game.
 - 1) He may be replaced by an eligible substitute.
 - 2) He will not return to the current game.
 - 3) Should a team captain error out, the co-captain will assume the role of challenger.

- c. Beginning at the fourth team error, ten penalty points for each error will be deducted from the team's score.
 - 1) The first three team errors will not affect a team's score.
 - 2) On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.

• Toss-up Questions

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

- a. Only the remaining two teams may vie for a response to the toss-up question.
- b. If no participant responds within ten seconds, the question will be tossed out.
- c. A correct answer to a toss-up question will score twenty points for the answering quizzers' team.
- d. Beginning at the fourth team error, an incorrect answer to a toss-up question will deduct ten points from the team's score.
- e. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
- f. When competition consists of only two teams, toss-up questions will carry a value of twenty points, and incorrect answers will not be penalized.
- g. The toss-up format will be as follows: "Toss-up question to the remaining teams: question." Quizzers may jump after the second "question."

• Free Questions

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

- a. The first quizzers to rise may attempt to answer a free question without fear of penalty upon error, termed "attempt."
- b. No other attempts to answer will be permissible.
- c. A correct answer to a free question scores ten points for a team.
- d. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered, or unanswered in any manner; hence, the term "free."
- e. An unanswered free question will be tossed out.

• Tie Score:

In the event of a tie score after the twentieth question, single regular questions will be asked until the tie is broken, termed tie-breaker questions.

- a. Individual scores and errors will continue to be tallied.
- b. If the twentieth question is answered in error, the entire round will continue to completion, toss-up and, if necessary, free questions included. Thereafter, the single tie-breaker questions will continue until a winner is declared, as in a sudden-death play-off. However, the quiz must end with a correctly answered regular or toss-up question.
- c. If, after the twentieth question, one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest and the game will continue until a tie-breaker question produces a loser.
- d. The same process described above will be followed if two teams are tied for first place honors at the end of a game. Each game will have a high winner, a middle winner, and one loser (see "Determination of a winner").

• Time-outs

A coach may call two time-outs during a game. A coach may talk with quizzers only during a time-out. This does not mean a coach would be forbidden a spontaneous congratulations or encouragement.

- a. Time-outs will be allowed after the answer of one question and before the reading of the next.
- b. Time-outs will be no longer than one minute.
- c. No time-outs will be allowed after the seventeenth question has been read.

- d. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of team members.
 - 1) Voluntary substitutions require the calling of time-out.
 - 2) Other teams may substitute participants during one team's time-out.
 - 3) A time-out may be called for a team conference.
- e. A challenge will take precedence over a time-out.
- f. The procedure for calling a time-out will be as follows: The captain or coach should stand and say, "Mr. Quizmaster, we would like a time-out."

• Fouls

The following actions will constitute fouls:

- a. Taking or conferring by any team members between the time the quizzer has been recognized and the time points are awarded or penalties assessed.
- b. Any part of the hands or feet touching the chair during the reading of a question.
- c. Failure of a quizzer to come to full stature in a continuous motion.
- d. A team's display of an overly antagonistic attitude toward officials and rulings.
- e. A disagreeable attitude evidenced by indiscreet challenging.
- f. Any behavior not conducive to the Christian spirit.
- g. For every three team fouls, ten points will be deducted from the team's scores.
- h. If a quizzer begins to answer before he is recognized, a foul will be given; but he will be allowed points for a correct answer.
- i. If the wrong quizzer answers a question, the right quizzer will be then permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed and the question repeated as a toss-up question.
- j. If a light is on or comes on after the word "Question" is spoken in asking the question. Example—"Question number 1, Question"—a foul will be given if the light comes on after the first "question" is spoken by the Quizmaster.
- k. If a light flicks on after the question is begun, this is an error, not a foul. The Quizmaster gives the error to the quizzer and moves to the Toss-Up Question. Example—"Question number 1, Question, Who . . ."—light flicks (on and off) with word "who" or following words; this is treated as an attempted and failed answer.
- l. If a quizzer restrains or assists another quizzer physically (holds them in their seat or pushes them to their feet).

• Challenges

Any opposing team's answer may be challenged if it is believed that rule g (listed below) has been violated.

- a. Challenges must be made before the free question is asked or before the following regular question is asked.
- b. Only a team captain may challenge by standing and saying, "Excuse me, Mr. Quizmaster, I would like to challenge." The captain may yield the floor to a team member to voice the challenge.
- c. Such challenge must be made immediately following the awarding of the points for the question in challenge.
- d. The Quizmaster, with or without counsel of the Quiz Panel, will have sole authority to accept or reject the challenge.
- e. Should a challenge **for a regular question** be sustained, points which would have been awarded will be withdrawn, but no penalty points will be assessed against any of the involved teams. The score reverts to what it was before that question was read, and a new question replaces the challenged one.
- f. Challenges on toss up or free questions.
 - 1) If a toss up or a free question is ruled incorrect, the answering team may challenge. If the challenge is sustained, the points will be awarded and penalty points assessed.

- 2) If a toss up question is ruled correct, the non-answering team may challenge. If the challenge is sustained, no points are awarded and no penalty points are assessed, and a new regular question is asked.
 - 3) If a free question is ruled correct, the non-answering team(s) may challenge. If the challenge is sustained, no points are awarded and another free question is not given.
- g. Should a challenge be overruled, no points will be deducted from the challenging team's score.
- h. An answer to any question, regular, toss-up, free or tie-breaker will be considered open to challenge, if:
- 1) It is believed that incorrect information was considered correct.
 - 2) In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in competition.
 - 3) It is believed that correct information was considered incorrect.

Questions and Answers

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

A. Description of Acceptable Question and Answer Forms

1. **INTERROGATIVE** Question form: a question constructed by the use of direct key word(s) from Scripture together with an interrogative and answerable by a paraphrased word or phrase.
 - a. Interrogatives will be limited to selections from this list: who, whom, what, why, where, when, which, how.
 - b. Interrogative questions drawn from Scriptural context without the inclusion of direct key word(s) will **not** be permissible.
 - c. Interrogative questions will include the book and chapter citation from which the question is drawn.
 - d. Example: Q: "In Jesus' trial in the wilderness in Matthew 4, Jesus was led into the wilderness by whom?"
A: "The Spirit."
2. **FINISH-THE-VERSE** Question form: a verse completion question answerable by a direct Scriptural quotation without any book, chapter, or verse reference citation.
 - a. Finish-the-verse questions will begin with the statement, "Finish this verse" or "Finish this verse and the following verse" or "Finish this verse and the following two verses." Verses must be quoted verbatim.
 - b. No quizzier will be expected to cite references in finish-the-verse(s) questions.
 - c. Example: Q: "Finish this verse, He came unto his own,..."
A: "and his own received him not."
3. **REFERENCE** Question form: a question citing a reference with or without the use of key word(s) answerable by paraphrased phrase and/or indirect quotation.
 - a. Reference questions will begin with the phrase, "This is a reference question..."
 - b. Reference questions will begin or end with the phrase, "According to..." followed by a reference.
 - c. Reference questions will be acceptable if they refer to either verse and chapter citation or to chapter citation alone. Reference questions may or may not use interrogatives.
 - d. Reference questions are answerable with paraphrased quotations as opposed to verbatim quotations.

- e. Example: Q: "According to Matthew 4, Jesus answered Satan in which manner?"
A: "He quoted the Scripture: *'It is written, man shall not live by bread alone, but by every word that proceedeth out of the mouth of God; Thou shalt not tempt the Lord thy God; Thou shalt worship the Lord thy God, and him only shalt thou serve.'*"
4. **QUOTATION** Question form: a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation.
- a. Quotation questions will begin with the phrase, "Quote this verse..." or "Quote these two verses..." or "Quote these three verses..." and follow with a book-chapter-verse reference.
- b. Quotation questions will be answerable by the verbatim quotation of the verse cited. Quizzer may, but will not be required to, cite the reference; however, he must begin the quotation of the verse within the ten second time frame.
- c. Example: Q: Quote this verse, John 1:4."
A: "John 1:4, *'In him was life; and the life was the light of men.'*"
5. The citation of the book and chapter will be included in each question; however, their location in the question will vary.

B. Determination of correctness of answers

1. An answer will be considered correct only if it will have been correctly and completely stated within the thirty-second time limit.
 - a. Answer to quotations and finish-the-verse questions must be verbatim and completed within the time limit.
 - b. When answering reference and interrogative questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness; so long as the information given before the call for time was correct and complete, the answer will be considered correct.
2. An answer will be considered correct if a proper name is mispronounced.
 - a. The Quizmaster may request clarification by spelling.
 - b. An incorrect spelling of the proper name will constitute an error.
3. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
4. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
5. When a quizzer has finished his answer, he should be seated.

C. Errors

The following actions will constitute an error.

1. If the quizzer fails to begin his answer within the ten seconds.
2. If at the Timekeeper's call of time (30 seconds), any incorrect or incomplete answer.
3. If the wrong quizzer answers the question, the right quizzer will be then permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed and the question repeated as a toss-up question.
4. If an answer would require clarification for understanding.
5. Quoting a verse word-for-word in response to an interrogative or reference question.
6. An answer to a finish-the-verse or quotation question in which there is any deviation from verbatim quotation of Scripture, i.e., any addition, omission, reversal, or change of words.
7. If the Quizmaster calls for spelling of a proper name and it is incorrectly spelled (see "Determination of correctness of answers").
8. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.

9. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
10. Any incorrect information in an answer.
11. Any incomplete answer at the call for time.
12. If a light flicks on after the question is begun, this is an error, not a foul. The Quizmaster gives the error to the quizzer and moves to the Toss-Up Question. Example—"Question number 1, Question, Who . . ."—light flicks (on and off) with word "who" or following words; this is treated as an attempted and failed answer.

D. Determination of a winner

1. The team with the highest score at the end of the twentieth question or sudden death tie breaker will be declared the **high winner**. The team with the second highest score will be declared the **middle winner**. The last place team will be considered the loser of the game. In other words, each game with three teams will have two winners and one loser.
2. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.
3. The Quizmaster will determine the teams competing in each game. "Determination of a winner" rule #1 will help the Quizmaster determine the selection of teams to participate in each game.
4. Competition will proceed as in a double elimination tournament so that each team must be defeated twice before being eliminated.

Division 2: Bible Testing

Category 1: Old Testament Bible Knowledge

Category 2: New Testament Bible Knowledge

Category 3: Bible Memory

Category 1: Old Testament Bible Knowledge

Competition in this category will be by written examination, testing knowledge of factual or objective material (rather than interpretive), from pre-assigned Old Testament books.

Specific Old Testament Knowledge Rules:

1. The participant will take one one-hour written test.
2. Neither Bibles, reference materials, notes, nor study guides will be allowed in the testing room.
3. Each participant will be expected to provide his own pencils. All examinations and answer sheets will be provided.
4. The three year cycle is stated below:

2008-2009	Genesis
2009-2010	Joshua & Judges
2010-2011	I & II Samuel

Category 2: New Testament Bible Knowledge

Competition in this category will be by written examination, testing knowledge of factual or objective material (rather than interpretive), from pre-assigned New Testament books.

Specific New Testament Knowledge Rules:

1. The participant will take one one-hour written test.
2. Neither Bibles, reference materials, notes, nor study guides will be allowed in the testing room.
3. Each participant will be expected to provide his own pencils. All examinations and answer sheets will be provided.
4. The three (3) year cycle is stated below:

2009	Mark, Acts
2010	Romans, I Corinthians
2011	II Corinthians, Galatians, Ephesians

Category 3: Bible Memory

Competition will be conducted in the traditional spelling bee fashion. Bible Memory verses are located in the appendix. The three (3) year cycle is stated below:

- | | |
|------|-------------------|
| 2009 | The Wisdom of God |
| 2010 | Soul-winning |
| 2011 | The Triune God |

Specific Bible Memory Rules:

1. All participants will stand, forming a single line facing the Bible Memory Master.
2. The Master will question from left to right.
3. All questions will be taken from the official memory material.
4. The Master will conduct two (2) styles of quizzing as follows:
 - Round 1: Master cites reference; participant recites verse. Master may continue this style for as many rounds as he chooses.
 - Round 2: Master refers to application of verse; participant cites both reference and verse. Master may continue this style for as many rounds as he chooses.
5. Each participant will be given a question different from that given the preceding participant.
6. The participant will not begin speaking until the Master's questioning is completed.

7. A participant will be permitted one error before his elimination. Upon commission of his second error, the participant will be eliminated by the Master with confirmation from the judges.
8. The King James Version is the only authorized translation (#00335 from the International Bible Society).
9. The following will constitute errors:
 - a. Any incorrect reference citation.
 - b. Any deviation from the verbatim quotation of Scripture, i.e., any addition, omission, reversal, or change of words.
 - c. Incomplete answers at the call of time.
 - d. Only one error per question may be scored against a participant.
 - e. Pronunciation mistakes will not constitute errors.
 - f. Having begun to either cite a reference, quote a verse, or both, a participant may stop and begin again, repeating exactly as begun; but in the repeating, there can be no change of reference or quotation. If such change occurs, the participant will be declared in error.
10. The participant will have 35 seconds to quote a verse or verse and reference.
 - a. Timing will begin at the Master's signal of, "Time!"
 - b. If the participant wishes a repetition of the question, to prevent the starting of the clock, he will signify his request by saying, "Please repeat the question."
 - c. Only one repeat request per question will be permissible.
11. The correct citation or quotation or both will always be given after a response has been deemed in error, except when only two participants remain in competition.
12. After a participant's elimination, the proceedings continue as normal. The next question from the Master's official list will then be given to the next participant.
13. When the participants have been reduced to two, provided that each participant has committed one error or that each participant is errorless, the elimination procedure changes. At that point, when one participant commits an error, the opponent will be given an opportunity to answer correctly that same question. If the opponent will answer correctly that same question, plus answer the next question correctly on the Master's list, then he will be declared champion.
14. If one of the last two participants commits an error and the other participant, after correcting the error, commits an error on the extra question, then the first participant may attempt to answer the extra question. If the first participant then succeeds in correcting that error and then correctly answers another extra question, he will be declared champion.
15. If both of the finalists commit errors on the same question, both will continue in competition. The question will be answered correctly by the Master, and the competition will continue with the next question directed to the one who erred first on the prior question. The competition will resume under Rule 14 and 15.
16. Any protest relating to the reference or quotation of a verse will be referred to the Judges immediately. Only a participant may lodge a protest. The deadline for lodging a protest will be before the affected participant would have received his next question had he not been eliminated. No protest will be entertained after a contested question has been given another participant. When only two participants remain, a protest must be made immediately, i.e., before the second participant has begun to answer the question, or, if both have missed the same question, before the correct answer is given the audience.
17. In case of a continuing tie, it is the Master's option to continue oral quizzing or to institute written quizzing.

- a. If, when written quizzing is instituted, some competitors have one error while others are errorless, the errorless competitors shall be allowed three un-penalized errors in written quizzing.
 - b. In written quizzing, the competitors will be given ten outline statements. The competitor must write the reference(s) and verse(s) that correspond with each outline statement.
 - c. A thirty-minute time limit will be established for written quizzing. If a competitor finishes his writing before the time limit expires, he may turn in his work and time elapsed will be recorded on his paper. All work will be collected when the time limit has expired.
 - d. In written quizzing, any incorrect word, misspelling, incorrect punctuation, or incorrect capitalization will constitute an error. Only one error per word will be counted.
 - e. If a tie remains after the writing is scored, the times for competitors will be used to break the tie. In the case of a continuing tie, the entire writing process will be repeated for the tied competitors.
18. The Master and Judges have complete authority and control. Their decision will be final in any dispute.

Division 3: Bible Teaching

Competition in this category shall provide opportunity for developing organizational and teaching talent for God's use.

1. Participants may be either young men or young women.
2. Each participant will prepare and teach a Bible lesson from 10 to 15 minutes in length.
 - a. A missionary biography or contemporary story is not sufficient.
 - b. The lesson should be based on a Bible character, a Bible doctrine or a concept taught in Scripture.
3. Each lesson will be prepared for a class of junior-age children, ages 9-12.
4. Each lesson may include some type of audio and/or visual aid. These aids do not have to be original.
5. Lessons may be original or from published or unpublished sources.
6. Each participant will submit two copies of his typewritten lesson outline to the judges at the time of presentation. Failure to do so will result in disqualification.
7. The outline will include the following:
 - a. Objectives of lesson
 - b. Specific principle(s) to be taught
 - c. Scripture references
 - d. Materials required
 - e. Brief summary of lesson
 - f. Bibliography of references
8. The King James Version (#00335 from the International Bible Society) is the only authorized version for tournament purposes in all recitation, memory work, reading, and outlining.

Division 3: Bible Preaching

Category 1: Expository Preaching

Category 2: Evangelistic Preaching

Category 3: Topical Preaching

General Rules

1. Entry will be restricted to young men.
2. Each participant will prepare a sermon between 10 and 15 minutes in length.
3. Each participant will present three copies of his typewritten sermon outline to the judges at the time of delivery.
4. The outline guidelines are as follows:
 - a. It should be done in a standard subordination format.
 - b. It should be done in sentence form with transition sentences.
 - c. It should include a written introduction and conclusion.
 - d. It should include a title, theme, and Scripture references.
5. Proper grammatical usage will be included in the grading evaluation.
6. The King James Version (#00335 from the International Bible Society) is the only authorized version for tournament purposes in all recitation, memory work, reading, and outlining.
7. Due to time restrictions, it will be unacceptable to give public prayer or invitation before or after the message.

Category 1: Expository Preaching

An expository sermon is one in which a portion of Scripture is interpreted in relation to one theme or central idea. The bulk of the material for the sermon is drawn directly from the passage, and the outline consists of a series of progressive ideas centered around that one main idea.

Category 2: Evangelistic

An evangelistic sermon may be either expository, topical, or textual, but one which is primarily directed toward the lost, with the goal of drawing them to Christ. Since an evangelistic sermon may be textual in nature, it is good to have a definition of textual preaching also. A textual sermon is one in which the main divisions are derived from a text consisting of a brief portion of Scripture. Each of these divisions is then used as a line of suggestion, and the text provides the theme of the sermon.

Category 3: Topical

A topical sermon is one in which the main divisions are derived from the topic, independently of a text. Scripture passages should be used to support the topic.

Area Two: Music

Category 1: Female Vocal Solo

Category 2: Male Vocal Solo

Category 3: Small Vocal Ensemble

Category 4: Large Vocal Ensemble

Category 5: Choral Group

Category 6: Youth Choir

Category 7: Instrumental Brass Solo

Category 8: Instrumental Woodwind Solo

Category 9: Instrumental String Solo

Category 10: Sacred Piano Solo

Category 11: Classical Piano Solo

Category 12: Organ Solo (Sacred/Classical)

Category 13: Sacred Piano Duet

Category 14: Classical Piano Duet

Category 15: Classical Guitar Solo

Category 16: Percussion Solo

Category 17: Small Instrumental Ensemble

Category 18: Large Instrumental Ensemble

Category 19: Percussion Ensemble

Category 20: Orchestral Ensemble

Category 21: Orchestra/Band

Category 22: Handbell/Handchime Ensemble

Category 23: Handbell/Handchime Choir

General Music Rules

Music Selections

- Vocal and instrumental selections will be from the following types of music: sacred, spirituals, patriotic, folk, semi-classical, or classical. The term “classical” will not be limited to denote music from that period of history, but will apply to selections of a classical nature as opposed to those of popular music. Piano and organ selections must be sacred or classical according to the rules of the category.
- No gospel rock, gospel country, jazz, or music in like vein will be permitted. Participants are to avoid contemporary movie themes, though the music itself may be acceptable, and are not to use songs produced and/or popularized by current pop or rock stars even though the song itself may be acceptable.
- No participant or group will perform the same selection in two consecutive years. In addition, the same selection is not to be used by multiple groups from the same school in the same year.
- Medleys will be acceptable.
- The Competition Director, with counsel from the music panels, will have the authority to disqualify any participant or group on the basis of performance or selection, or any other rule violation.

Permitted Instruments

- No electronically amplified musical instruments, except the organ and those specifically mentioned, will be permissible.
- All sound equipment will be provided and supervised by the host school and its designated aides.
- No percussion instruments will be permitted in small instrumental ensembles.

Accompaniment

- Each participant or group may provide an accompanist who will not be considered as part of the group in size determination or grade level requirements.
- Only live piano accompaniment will be permitted for all music categories which need accompaniment.

Performance Guidelines

- Warm-up rooms will be available throughout the day.
- All selections must be memorized, except those which clearly permit music to be used by the participants (see category descriptions). If not memorized, evaluation will not take place and participants will be automatically disqualified.
- No choreography, planned or unnecessary bodily movement (including hand clapping, foot stomping, deaf signing, finger snapping, etc.), will be permitted.
- Either the soloist, one member of a duet or small ensemble, or the director of a large ensemble, group, or choir shall announce the name of the participant/group, the school, the title, and composer/arranger of the selection. Timing will then begin.
- For handbell/handchime categories, schools will be required to provide all equipment (bells, pads, etc.) except tables.
- No participants, except organists, are permitted to use page turners; accompanists may use a page turner.
- Instrumentalists may tune their instruments with the piano before performing.

Sheet music

- For vocal and instrumental solo, duet, small/large ensemble, and handbell/handchime choir/ensemble categories, **two (2) original scores*** of each piece of music must be submitted to the judges at the time of performance.
- For choral group, youth choir, orchestral ensemble, and orchestra/band categories, **three (3) original scores*** of each piece of music must be submitted to the judges at the time of performance.
- *If a letter is obtained by the school from the publisher permitting a photocopies of the score specifically for IACCS/FACCS adjudication purposes and the letter is submitted with the scores to the judges, then:
 - one (1) original score and the remaining legal photocopies will be accepted. Please be sure the letter is clearly from the publishing company and it specifically names the FACCS/IACCS High School Fine Arts Competition in the approval letter.
 - If a publisher does not respond to a request to photocopy, attach a copy of the letter that you sent to the publisher requesting the permission to photocopy (must be dated at least one month before competition date).
 - If a piece is OUT OF PRINT and no reply is received from the publisher, attach a letter from a sheet music dealer stating the music was ordered, but not available, along with a copy of the letter of request to photocopy that was sent to the publisher.
 - If no letter of permission to photocopy is obtained/requested as listed above, then participants/groups are required to submit the required original scores.
- Failure to provide the required number of scores of the music will result in the participant/group being permitted to perform, but may not receive placement in the competition.
- All measures on the judges' score(s) of the music must be numbered.
- Personal arrangements and deviations from the printed music should be clearly marked on the judges' score(s).
- The participant or a school representative will be responsible for securing furnished original scores from the judges following the performance. Scores not retrieved will be discarded.

Music Competition Classifications

- Two class distinctions shall be made in the categories of Choral Group, Youth Choir, Orchestra/Band, and Handbell/Handchime Choir.
 - **Class A:** schools with a total* of 100 students or less in the 9th-12th grades.
 - **Class AA:** schools with a total* of 101 students or more in the 9th-12th grades.
- *total = all students in grades 9-12 enrolled in school, not just participating students*

Music Rules by Category

Category 1: Female Vocal Solo

1. Soloist will perform two (2) memorized selections or medleys within ten (10) minutes.
2. At least one (1) selection must be sacred.
3. Solo must be memorized or evaluation will not take place and automatic disqualification will result.

Category 2: Male Vocal Solo

1. Soloist will perform two (2) memorized selections or medleys within ten (10) minutes.
2. At least one (1) selection must be sacred.
3. Solo must be memorized or evaluation will not take place and automatic disqualification will result.

Category 3: Small Vocal Ensemble

1. A small vocal ensemble consists of 2 to 6 voices (plus piano accompaniment).
2. The ensemble will perform one (1) memorized selection or medley within eight (8) minutes.
3. It may not be directed.

Category 4: Large Vocal Ensemble

1. A large vocal ensemble consists of 7 to 12 voices (plus piano accompaniment).
2. The ensemble will perform one (1) memorized selection or medley within eight (8) minutes.
3. It may be directed.

Category 5: Choral Group

1. A choral group consists of 13 to 24 voices.
2. Competition classifications (A or AA) apply. See General Rules for more information.
3. Each choral group will perform two (2) memorized numbers within twelve (12) minutes.
4. It may be directed.

Category 6: Youth Choir

1. A youth choir consists of twenty-five (25) or more members.
2. Competition classifications (A or AA) apply. See General Rules for more information.
3. Each youth choir will perform two (2) memorized numbers within twelve (12) minutes.
4. It may be directed.
5. Seventh and eighth graders may participate.

Category 7: Instrumental Brass Solo

1. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
2. Solo must be memorized or evaluation will not take place and automatic disqualification will result.

Category 8: Instrumental Woodwind Solo

1. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
2. Solo must be memorized or evaluation will not take place and automatic disqualification will result.

Category 9: Instrumental String Solo

1. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
2. Solo must be memorized or evaluation will not take place and automatic disqualification will result.

Category 10: Sacred Piano

1. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
2. Solo must be memorized or evaluation will not take place and automatic disqualification will result.

Category 11: Classical Piano

1. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
2. Solo must be memorized or evaluation will not take place and automatic disqualification will result.

Category 12: Organ (Sacred or Classical)

1. Soloist will perform one (1) selection or medley within eight (8) minutes.
2. Selections are limited to sacred and classical.
3. The selection does not have to be memorized.

Category 13: Sacred Piano Duet

1. Sacred Piano Duet consists of two (2) participants playing one (1) piano.
2. Only sacred music is acceptable.
3. Participants will perform one (1) selection or medley within eight (8) minutes.
4. The selection does not have to be memorized.
5. This is considered individual competition.

Category 14: Classical Piano Duet

1. Classical Piano Duet consists of two (2) participants playing one (1) piano.
2. Only classical music is acceptable.
3. Participants will perform one (1) selection or medley within eight (8) minutes.
4. The selection does not have to be memorized.
5. This is considered individual competition.

Category 15: Classical Guitar Solo *(new category)*

1. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
2. Only acoustical guitar is permitted.
3. Only classical, sacred, or folk style is acceptable.
4. Solo must be memorized or evaluation will not take place and automatic disqualification will result.

Category 16: Percussion Solo

1. Soloist will perform one (1) selection or medley within eight (8) minutes.
2. The selection does not have to be memorized.

Category 17: Small Instrumental Ensemble

1. The small instrumental ensemble consists of 2 to 6 instruments.
2. The ensemble will perform one (1) selection or medley within eight (8) minutes.
3. The selection does not have to be memorized.
4. It may not be directed.

Category 18: Large Instrumental Ensemble

1. The large instrumental ensemble consists of 7 to 12 instruments.
2. The ensemble will perform one (1) selection or medley within eight (8) minutes.
3. The selection does not have to be memorized.
4. It may be directed.

Category 19: Percussion Ensemble

1. The percussion ensemble consists of 2 to 12 musicians.
2. The ensemble will use standard orchestra and band percussion instruments.
3. The ensemble will perform one (1) selection or medley within eight (8) minutes.
4. The selection does not have to be memorized.
5. It may be directed.

Category 20: Orchestral Ensemble

1. An orchestral ensemble consists of 13 to 21 musicians.
2. At least two-fifths (2/5) of the instruments must be strings.
3. An orchestral ensemble will perform two (2) selections within fifteen (15) minutes.
4. The selections do not have to be memorized.
5. It may be directed.
6. Seventh and eighth graders may participate.
7. A school that enters an orchestral ensemble may not also enter a band or orchestra.

Category 21: Orchestra/Band

1. An orchestra or band consists of 13 or more musicians.
2. Competition classifications (A or AA) apply. See General Rules for more information.
3. An orchestra or band will perform two (2) selections within fifteen (15) minutes.
4. The selections do not have to be memorized.
5. It may be directed.
6. Seventh and eighth graders may participate.
7. A school that enters a band or orchestra may not also enter an orchestral ensemble.

Category 22: Handbell/Handchime Ensemble

1. A handbell/handchime ensemble consists of 2 to 6 musicians.
2. The ensemble will perform one (1) selection or medley within eight (8) minutes.
3. The selection does not have to be memorized.
4. It may be directed.

Category 23: Handbell/Handchime Choir

1. A handbell/handchime choir consists of 7 or more musicians.
2. Competition classifications (A or AA) apply. See General Rules for more information.
3. Each choir will perform two (2) selections within fifteen (15) minutes.
4. The selections do not have to be memorized.
5. It may be directed.
6. Seventh and eighth graders may participate.

Area Three: Speech

Category 1: Debate

Category 2: Dramatic Interpretation

Category 3: Oral Interpretation of Poetry

Category 4: Religious Reading

Category 5: Declamation

Category 6: Humorous Interpretation

Category 7: Duet Acting

Category 8: Original Persuasive Oratory

Category 9: Extemporaneous Speaking

Category 10: Oral Interpretation of Scripture

Category 11: Readers' Theatre

Category 12: Choric Speaking

General Speech Rules

Script Selections

- All material should be in good taste, of high quality, and from reputable authors. No “author unknown” pieces are acceptable.
- Entries will not be restricted to sacred themes. However, entries which reflect anti-biblical themes, content, and/or word usage (including profanity or suggestive language)—or which contain sensualism, humanism, or worldliness (including offensive performance)—will be disqualified.

Performance Guidelines

- All selections are to be memorized (no scripts will be permitted), excluding the areas of Debate, Original Persuasive Oratory, and Extemporaneous Speaking.
- Each participant/group must submit two (2) typed copies of the selection to the judges prior to performance.
- A lectern may be used in Debate only.
- The judge will confirm the speaker, election and author. The judge will then announce to the individual or group, “you may begin.” Timing and adjudication will begin immediately.
- No participant or group will perform the same selection in two consecutive years. In addition, the same selection is not to be used by multiple groups from the same school in the same year.
- The **time limit** for all divisions except—Debate, Duet Acting, Readers' Theatre, and Choric Speaking—from the judge's instruction to begin until completion is **five (5) to ten (10) minutes**.
- The following rules apply to Categories 2, 3, 4, 5, 6, 10, and 12.
 - Body movement should be primarily, but not limited to, movement above the waist.
 - No hand props or costume pieces will be permitted.
 - All selections will be taken from published works.
 - In addition to the judge announcing the participant, the participant may reintroduce himself, the selection, and author as well as provide the audience with necessary background information in order to set the mood for the piece. He may also give transitional narrative for clarity within the piece. These additions combined are not to exceed one (1) minute and are included in the time limit.
- Coaching from the audience may bring a penalty or disqualification to the contestant.
- All entries must be performed in English.
- Singing of a song during a speech is to be limited to no more than one verse of the song or no more than 1.5 minutes of the speech. In addition, no instrument may be used to accompany the individual or group during the speech performance.
- The King James Version (#00335 from the International Bible Society) is the only authorized version for tournament purposes in all recitation, memory work, and reading outline.

Speech Rules by Category

Category 1: Debate

Definition: Organized oral argument on a current event topic providing participant opportunity to display skills of logical reasoning, research and use of evidence, oral persuasion, and conversational and extemporaneous delivery before a critic.

Specific Debate Rules:

1. A team will consist of two members, both of whom must be present to avoid forfeiture.
2. A team will be prepared to debate both the pro and con positions of the issue.
3. Rules and tournament procedure (including judging forms) will adhere to the rules published by the National Forensic League, 114 Watson, Ripon, Wisconsin 54971, (902) 748-6206, www.nflonline.org. Guidelines to help participants prepare for Debate are found at www.scspeechanddebate.org. The debate rules are from the National Forensic League.
4. A script or notes will be acceptable.
5. The annual debate topic will be announced by FACCS/IACCS on the web sites.

Research is the key to effective debate. Delivery is secondary. All aspects of the topic from both the affirmative and negative positions should be researched thoroughly, since debaters will be required to defend both sides of the question sometime during the competition.

Debate Structure

1st Affirmative Constructive speech	8 minutes
1st Affirmative is questioned by Negative speaker	3 minutes
1st Negative Constructive speech	8 minutes
1st Negative is questioned by Affirmative speaker	3 minutes
2nd Affirmative Constructive speech	8 minutes
2nd Affirmative is questioned by the other Negative speaker	3 minutes
2nd Negative Constructive speech	8 minutes
2nd Negative is questioned by the other Affirmative speaker	3 minutes
1st Negative Rebuttal	5 minutes
1st Affirmative Rebuttal	5 minutes
2nd Negative Rebuttal	5 minutes
2nd Affirmative Rebuttal	5 minutes
Debate Prep Time (per team)	5 minutes

Debate Procedure:

- Each speaker shall have eight (8) minutes for constructive argument, alternating affirmative to negative.
- Following each constructive speech, one opponent shall cross-examine the speaker for three minutes.
- The questioner shall control the use of the time and may interrupt the respondent, but may not comment on the answers or make any statement of his/her own views.
- Each debater shall question one opponent.
- Following the five (5) constructive speeches and questioning, each speaker shall have five (5) minutes for rebuttal, alternating negative to affirmative.

Tournament Procedure.

- Three (3) judge panels will judge every round.
- Each team will participate in three (3) preliminary rounds.
- The four (4) teams with the best records (wins) in the preliminary rounds will be named as semifinalists.
- If there is a tie between two (2) or more teams in the number of wins, the team(s) with the highest total of speaker points will be named as a semifinalist.

Timing

- At the expiration of time, the timekeeper shall stand and remain standing for the judges to note the overtime, but that shall not disqualify the debater.

Cross-Examination

- Cross-examination is more than the art of debate. All the essential elements of good debate are necessary:
 - A strong case,
 - good adaptation to the audience,
 - adequate evidence, and
 - skillful delivery.
 - Good cross-examination demands, in addition, a quick wit and facile tongue.
- General cross-examination
 - **Purpose of Cross-Examination:** To clarify an obscure point in an opponent's case, to expose factual error or unsupported assertion, or to obtain damaging admissions are the purposes of cross-examination. It should not be used (as it is in the law) to attack the witness' personal integrity.
 - **Attitudes of Questioner and Witness:** Both should appear to be reasonable, cooperative and eager to please. Either one should be "marked down" for unpalatable sarcasm, obvious "stalling," or appearing to browbeat his opponent.
 - **Relation to Case:** The virtue of a cross-examination decreases unless the results are tied to later speeches. The cross-examination should be an integral part of the debate, not a sideshow.
 - **Delivery:** Both speakers must talk to the audience. Cross-examination takes the form of an exchange between two debaters, but basically, it is for the benefit of the listeners. In public debates it is vital that both speakers face the audience while questioning or responding.

The Questioner

- Controls the time, and may interrupt the witness to request shorter or more direct answers, or to indicate that the answer he has given is insufficient.
- Must ask fair and relevant questions. He should neither comment on the answers, argue with the witness, nor make speeches. He should use his time for questioning alone, not for either constructive argument or summary. In fact, a conclusion is all the more effective if the audience reaches it without the questioner's help.
- Should have considerable scope in the questions he asks. Since the time is his, he may waste time if he wants to. The witness should answer even if the significance or relevance of the question is not immediately apparent to him.
- Should begin with common ground on which agreement may be expected, and proceed to areas in which disagreement develops or the witness makes significant admissions. The questioner may well begin with the questions which reveal his purpose: "Do you maintain that the Nationalist Chinese Army stands as a bulwark against Communism in Asia?" "Yes." "And do you further maintain that recognition of Red China would weaken or destroy this bulwark?"

“Yes.” Agreement on such questions is almost certain, and the questioner clearly indicated the direction of his inquiry.

- Should develop his attack along the lines of his basic case. He should limit the number of objectives he tries to reach. A series of at least five questions, probing a single issue of the debate thoroughly and following up the leads which the witness' answers provide, is preferable to a miscellaneous assortment of questions lacking interrelation and adaptation to the witness' answer.
- May not insist on a simple “yes” or “no” answer unless his question is simple, direct and factual. Questions about why something is true are necessarily complicated and the questioner cannot expect the witness to answer them briefly. Factual questions are best, and the questioner can ask them in enough different ways to lend variety to the cross-examination.
- Should phrase questions with the verb first, then the subject, and finally the object or modifying phrase: e.g. “Do you admit that Joseph R. McCarthy is the junior senator from Wisconsin?” He should avoid negative questions or any phrasing with “not”: “Do you not know that there have been thirty-seven violations of the Korean truce by the Red Chinese?” The answer to this can only be confusing.
- May remind the audience that the witness of relevant fact by beginning the question: “Are you aware that...” or “Are you familiar with...” However, the questioner's motive in putting such questions should be to put the witness on record concerning the statement involved, and not to present materials of his own.
- Should summarize a series of questions on an issue by repeating an opening question: “Do you still consider, in light of these facts, that the Chinese Nationalist Army stands as a bulwark against Communism in Asia?” This calls for a “yes” or “no” answer, clearly indicates the Questioner has concluded that particular approach, and allows the members of the audience to draw their own conclusions.

The Witness

- Must answer directly and briefly any legitimate question susceptible to a simple answer. He should not question the questioner (except in using a rhetorical question as an answer), nor should he engage in “stalling” tactics.
- May refuse to answer a tricky or unfair question — “When did you stop beating your wife?” — if he states a good reason for doing so.
- May ask questions to clarify a question, possibly giving his reasons for considering the question obscure, or may ask the questioner to stop making speeches and to continue his questioning.
- May clarify a question, if to do so is appropriate. He should state the qualification before his answer. “Do you believe in the desirability of democratic election?” “For people educated in the tradition of practice of democracy, yes.”
- Can exercise some control over the question period by controlling the timing of his answers. If he feels that the questioner is dragging out the question period, he can answer rapidly, exposing the questioner's ineptitude.
- Should not be afraid to admit ignorance if the question demands knowledge of an obscure fact.
- Must answer without consulting his colleague or receiving help from him.

Judging

- **A Decision is Not to be Based Upon:**
 - The merits of the question. The judge should not be influenced by prejudices in favor of or against the proposition.

- Partiality. The judge should not be influenced by the reputation of or show partially for or against either of the competing teams, their schools, or coaches.
- Preconceived notions on arguments. The judge should not allow his idea of what the best affirmative or negative arguments or cases may be to influence his decision.
- Personal preferences on debating style. A judge should not penalize a team if its style differs, either in case construction or delivery, from that which he personally prefers; but the judge should evaluate all styles on the basis of effectiveness in winning the conviction.
- **A Decision Should be Based Upon:**
 - Skill in analysis. This includes not only the analysis of the proposition, but also analysis of the debate as it progresses.
 - Use of evidence. This includes the use of sufficient evidence and proper reference to its source.
 - Validity of argument. This includes reasoning and conclusions drawn from the evidence presented.
 - Clarity of organization. This includes clear outlining of constructive arguments and easily followed handling of refutation.
 - Effectiveness of delivery. This includes all matters pertaining to oral presentation with special emphasis upon extempore abilities.
- **A Team Should be Penalized For:**
 - An unfair interpretation. If the interpretation is disputed by the negative, it shall rest with the judge whether or not the affirmative is supporting a tenable position.
 - Discourtesy towards opponents. Discourtesy should be penalized according to the seriousness of the offense.
 - Falsification of evidence. If a team falsifies evidence in support of a point, it shall lose the point, and if the falsification is obviously deliberate, the judge shall impose an additional penalty according to the seriousness of the falsification.
 - Misconstruing an opponent's arguments. A speaker who misconstrues an argument unintentionally should not be penalized more than the time wasted. If it is intentional, the team should, in addition, forfeit the argument.
 - Introducing new arguments into rebuttal. The judges shall disregard new arguments introduced in rebuttal. This does not include the introduction of new evidence in support of points already advanced or the answering of arguments introduced by opponents.
 - Speaking overtime. When a speaker's time is up, the judge shall disregard anything beyond a closing statement.

Additional Guidelines

- **Interpretation:** Judges should regard no interpretation of the question as official, unless the State Wording Committee issues an official interpretation and labels it as such.
- **Technicalities:** The team shall debate the basic principles underlying the proposition. Too much emphasis should not be placed upon a technicality.
- **Burden of proof:** A debate team need not destroy all opposing argument. It need only show that the preponderance of argument and evidence rests on its side.
- **Affirmative burden:** An affirmative team need not destroy all negative argument. It need only show that the preponderance of argument and evidence rests on its side. This holds true equally of the negative team.
- **Questions:** A team need answer questions only when they are shown to be pertinent and consequential to the debate. During the questioning periods, the time belongs to the debater asking the questions. The questions should be brief and the answers short and specific. The person answering the questions should not be permitted to refute, but should be limited to simply answering the questions. The questioner should not be permitted to comment on the answers.

- **Irrelevant arguments:** Arguments as to where the proposition is constitutional, or whether it will be adopted are irrelevant.
- **Direct clash:** The negative team is primarily responsible for a direct clash, providing the affirmative team is not evading the proposition. The affirmative team is responsible for a clash on arguments advanced by the negative as evils in the proposition.
- **Delayed replies:** An argument introduced in constructive cases should be replied to by the opponents in time to give the team which advanced the argument an opportunity to reply.
- **Adaptation:** A high premium should be placed upon adaptive extempore debating. This should not excuse a team for lack of clarity in organization or for errors in the use of English.
- **Persuasion:** A premium should be placed upon the ability of the debaters to utilize human interest and accepted premises. Fallacies committed in an attempt to gain persuasive power should be treated the same as other fallacies.
- **Fallacies:** A judge should not discredit an argument as fallacious, unless the fallacy is exposed by the opposition, except in the closing affirmative rebuttal, when the judge shall discredit it upon discovering the fallacy.
- **Constructive solution:** Credit should be given to the team which most nearly approximates a constructive solution to the problems.
- **Point of order:** The negative team should not be denied the right to rise to a point of order after the closing affirmative rebuttal. However, if they argue the point instead of stating the point, they shall be heavily penalized on the point. In this contingency, final disposition of the matter shall rest entirely with the judge. In general, this practice is to be discouraged.

Category 2: Dramatic Interpretation

Definition: The memorized oral interpretation by an individual of a serious selection of narrative or dramatic literature.

- Selections may incorporate multiple characters, but monologues are acceptable.
- Religious readings are not appropriate and should be entered into Religious Reading, Category 4.

Category 3: Oral Interpretation of Poetry

Definition: The memorized oral interpretation of poetry by an individual.

- Selections from the Bible are not appropriate and should be entered in Oral Interpretation of Scripture, Category 10.

Category 4: Religious Reading

Definition: The memorized oral interpretation of prose by an individual.

- The selection should inspire or convict spiritually.
- The presentation should include dialogue and be dramatic in nature.
- Selections from the Bible are not appropriate and should be entered in Oral Interpretation of Scripture, Category 10.

Category 5: Declamation

Definition: The memorized oral interpretation of persuasive or inspirational material of high literary value, originally prepared by another person.

- Selections must come from published materials such as speeches, essays, and editorials.
- Selections from the Bible are not appropriate and should be entered in Oral Interpretation of Scripture, Category 10.

Category 6: Humorous Interpretation

Definition: The memorized oral interpretation of a humorous selection by an individual.

- Selections are to be taken from published plays or prose.
- Selections with multiple characters are preferred.

Category 7: Duet Acting

Definition: A stage performance in which two individuals each portray one character without the use of script, costumes, staging, lights, sound effects, or make-up.

- Selections must be taken from published dramatic literature or from prose that has been scripted for stage

Specific Duet Acting Rules:

1. Duet acting will develop an understandable scene with clear character relationships, character movement, and character action and reaction.
2. The scene(s) should grow through increased insight, intensifying of plot or mood, and thematic statement.
3. Characters may speak to silent or off-stage characters.
4. Actors may make use of small hand props and costume accessories (such as an umbrella, shawl, gloves, hat, glasses, etc.).
5. No make-up, lighting, full costumes, or furniture, other than a table and two chairs may be used.
6. Time Limit: eight (8) to thirteen (13) minutes.

Category 8: Original Persuasive Oratory

Definition: The largely memorized oral presentation of an original persuasive speech by an individual of which no more than 10% is direct quotation.

- It is designed to move an audience toward personal action or to sway audience opinion.
- Only one 3 x 5 card of notes may be used.
- A typewritten script must be submitted to the judge at performance time.

Category 9: Extemporaneous Speaking

Definition: A persuasive speech on a current issue.

- The participant will be given thirty minutes of preparation time.
- Topics, drawn randomly, will be popular news headlines from January, February, and March of the competition year.

Specific Extemporaneous Speaking Rules:

1. Topics will be stated as questions requiring the participant to take a position on the issue.
2. At ten minute intervals each participant will draw three topic cards. The participant will select one topic and advise the judge of his choice. All three topic cards will then be returned to the judge for subsequent drawings. Prior to a final round (if one is needed) all topic cards used in the preliminary rounds will be discarded.
3. A participant is permitted to use one 3 x 5 card for notes.
4. Participants should bring the previously stated periodicals to the contest.
5. The timekeeper will show numbered cards nine through one at one-minute intervals during the speech to alert the speaker of remaining time.
6. Participants will not receive any assistance during preparation time.
7. A competing participant is not permitted to listen to other speakers until after he has completed his speech.

Category 10: Oral Interpretation of Scripture

Definition: A memorized oral interpretation by an individual of one long or two short passages from the Bible (King James Version #00335 from the International Bible Society) with appropriate introduction and transition.

Category 11: Readers' Theatre

Definition: The oral presentation of dramatic, poetic, or prose material by a group focused on the audience, utilizing some or all of the following techniques: dramatic "V", out of scene, characterization, group speaking, and group movement.

- The presentation may include these types: cameo (face only movement), upper body, or whole body movement.
- Characters are not to interact with each other as they do in duet acting.

Specific Readers' Theatre Rules:

1. Group size consists of three (3) to six (6) individuals.
2. Readers may make use of small hand props and costume accessories (such as an umbrella, shawl, gloves, hat, glasses, etc.). No make-up, lighting, full costumes, or furniture other than a table, chairs, and stools.
3. All members dressed in black (or any color) or in the same style shall not be considered to be wearing costumes.
4. The presentation will be judged on originality of arrangement and the skillful use of the techniques to move the audience with the chosen material.
5. Memorization is required.
6. Any form of literature, poetry or prose, adapted to the Readers' Theatre form will be appropriate for this contest. All literature must meet acceptable guidelines.
7. Time Limit: six (6) to thirteen (13) minutes.

Category 12: Choric Speaking

Definition: An oral group presentation utilizing some or all of the following techniques: unison speaking, solo speaking, vocal effects, word color, dramatic climax, and group movement. Characters are not to interact with each other as they do in duet acting.

Specific Choric Speaking Rules:

1. Group size consists of seven (7) to fifteen (15) individuals.
2. The presentation must be memorized.
3. All members dressed in the same color or style shall not be considered to be wearing costumes.
4. The presentation will be judged on originality of arrangement and the skillful use of the techniques to move the audience with the chosen material.
5. Scripts: Any form of literature, poetry, or prose adapted to Choric Speaking form will be appropriate for this contest. All literature and music used in the choric reading must be published material. More than one script may be combined along with music to design the Choric Reading; otherwise the scripts must meet guidelines listed in the General Speech Rules.
6. Movement/Interaction:
 - a. Group movement may be used to enhance the presentation, but should be limited to simple choices such as changing positions between "scenes" or divisions in the presentation.
 - b. Movement, individual and group, should be more limited than movement in the Readers' Theatre.
 - c. Characters are not to interact with other characters, as they do in Duet Acting. All speaking and visual expression is to be directed toward the audience rather than toward other actors. There should be no intentional physical contact between characters.
7. Hand Props/Instruments: No hand props or costume pieces will be permitted. An instrument may not be played during the presentation and auditory props may not be used.

8. Music: Any form of singing or music used in the presentation should be used to complement the speech effects, and may not exceed 1.5 minutes of the entire presentation.
9. Use of the Voice and Group vs. Individual Voices.
 - a. Performers are to express different pitch levels, pace, pause effect, rate, intensity, and volume.
 - b. Their speech should be expressed mainly in groups of voices, with infrequent solo lines.
 - c. Diction must be clearly understood, spoken with ease, and expressed with energy.
 - d. Time Limit: six (6) to thirteen (13) minutes

Distinctions between Readers' Theatre and Choric Speaking

- Readers' Theatre emphasizes the individual performers; whereas, Choric Speaking emphasizes the group speaking with one collective "voice."
- Readers' Theatre relies on each individual speaker's unique characterizations and use of other individual acting techniques, while Choric Speaking relies on the group speaking as one body using varying combinations of unison and solo voices.
- Readers' Theatre is more closely related to characterization and acting, while Choric Speaking is basically a speaking choir with many voices.
- The emphasis of Readers' Theatre is the dramatized development of a text via visual elements and the spoken interaction of individual performers.
- The emphasis of Choric Speaking is the creative use of the voice (vocal variety, word color, etc.) in a choral manner to reinforce the meaning of the text. Choric Speaking is primarily an auditory presentation, not a visual presentation.

Area Four: Art

Category 1: Calligraphy

Category 2: Monochromatic Drawing

Category 3: Polychromatic Drawing

Category 4: Watercolor

Category 5: Oil Painting

Category 6: Acrylic Painting

Category 7: Sculpture

Category 8: Textiles

Category 9: Crafts

Category 10: Printmaking

Category 11: Black & White Photography

Category 12: Color Photography

Category 13: Digital Photography

Category 14: Digital Media

Category 15: Woodworking

Category 16: Mixed Media

General Art Rules

Entry Guidelines

- Entries are not restricted to sacred themes, but entries which reflect sensualism, humanism, occultism, or worldliness will be disqualified; basically, any subject detrimental to spiritual edification will not be allowed.
- Each entry will be the original creation of the participant alone, but the participant may have had advice or instruction.
- Each entry must have been created since the last FACCS/IACCS Competition.
- Participants should do original drawings or paintings from imagination or actual life; working from a photograph is allowed. Other photographs may be used if the participant has strived to be creative in his interpretation of the photograph, rather than trying to copy it exactly. There must be a significant change, at least 40%, in the artwork when using another person's photograph. Any photograph used must be included with the artwork. Copying of any existing artwork (painting, drawing, illustration, etc.) is prohibited.
- Two-dimensional work must be matted or framed. Framed work must be ready to hang, preferably with picture hanging wire and not saw-toothed picture hangers. Framing is an important aspect of the presentation of a work of art. A simple frame and mat are effective. Elaborate mats and heavy ornamental frames are not necessary and sometimes detract from the artwork.
- Special lighting will not be permitted. The lighting in the exhibit room is the only lighting that will be allowed.
- SPECIAL NOTE: For competition purposes, and to simplify the judging process, it is in participants' best interests to restrict themselves to creative expression and adhere to time-honored, established media choices and techniques.

Paperwork Requirements

- Each participant must sign the "Statement of Originality" on the art judging form.
- Each entry must have attached to one of the judging forms a completed "Artist's Idea Statement" which gives the source of his idea and explains briefly how he developed his artwork from the idea. (See Judging Forms, Artist's Idea Statement.)
- Photographs showing the development of the artwork may be included, if desired.

Art Rules by Category

Category 1: Calligraphy

- Lettering will be done with a broad-nib calligraphy pen, either metal or fiber tip. Ordinary felt tip markers are not acceptable.
- No traced letters or dry-transfer lettering will be acceptable.
- Any style of calligraphy may be used.
- The entry may contain other elements (for example, illumination), but the lettering should be the dominant element.
- Lettering should be original: i.e., done by the contestant himself based on an example supplied by the teacher or taken from a book.*
- Attention should be paid to the overall composition or arrangement of words and lines to ensure balance, focus and communication.
- *Suggested books for calligraphy examples:
Calligraphy from Beginner to Expert, Caroline Young, Usborne Publishing, ISBN 0-7460-0426-5
Creating Letterforms: Calligraphy & Lettering for Beginners, Rosemary Sasson and Patricia Lovett.
Calligraphy for Kids, William Boxtick.

Category 2: Monochromatic Drawing

- Monochromatic drawing is done only in one (1) color.
- The contestant may use ink, pencil, charcoal, or another drawing medium; a combination of these media is acceptable.
- Work done in a medium subject to smearing must be sealed with a protective spray, or be covered with clear glass or acetate.
- No scratchboard art is allowed.

Category 3: Polychromatic Drawing

- Polychromatic drawing is done in more than one (1) color.
- The contestant may use pastels, crayons, colored pencils, or another drawing medium; a combination of these media is acceptable.
- Work done in a medium subject to smearing must be sealed with a protective spray, or be covered with clear glass or acetate.

Category 4: Watercolor

- Translucent techniques will be acceptable; use of proper watercolor paper is required.
- Opaque techniques will be accepted if the paints used qualify as watercolors.
- Use of airbrush is permitted.
- Any water-based medium, such as watercolor, gouache, or tempera, may be used.

Category 5: Oil Painting

- Oil painting involves the use of oil-based paints on a suitable ground.
- Oil paint and appropriate solvents must be used. Paint should be applied to a ground suitable to the medium. These include, but are not limited to, canvas, wood, and assorted art boards.
- Use of airbrush is permitted.
- The work must be completely dry before it is submitted.

Category 6: Acrylic Painting

- Acrylic painting involves the use of acrylic paints on a suitable ground.
- Paints must be acrylic polymers, and should be applied to a ground suitable to the medium. These include, but are not limited to, canvas, wood, and assorted art boards. Additional substances may be used for textural effects, as long as the surface of the work remains paint.
- Use of airbrush is permitted.
- The work must be completely dry before it is submitted.

Category 7: Sculpture

- Sculpture is the art of carving (subtracting), modeling (shaping), or welding (combining), to produce a three dimensional work.
- Works from molds are acceptable if the participant created the mold and poured the object himself. Molds must be presented with the finished artwork.
- Acceptable materials include, but are not limited to the following: wood, plaster, stone, metal, wax, ceramic slip, clay (both fired and unfired), paper mache, balsa foam, model magic, and friendly plastic. Paper is an unacceptable material for sculptures.
- No objects should be displayed other than the sculpture itself (i.e., flowers, plants, toys).
- If possible, the sculpture should have an attached base. If a base is not attached, then the project should be placed on an appropriate surface, such as a ceramic tile, for display purposes.
- Entries should not include models or dioramas.

Category 8: Textiles

- Entries will be limited to selections from this listing: macramé; weaving (must show extensive, comprehensive work); string/thread art; quilting; appliqué (hand sewn only); needlework (such as candlewicking, embroidery, crochet, cross-stitch, knitting, needlepoint, or crewel, etc.).
- Kits are not acceptable; however, commercially produced plans or patterns are acceptable. A copy of the plan or pattern must accompany the project.
- No purchased garments, towels, or similar items are permitted (refer to Category 9, item 4).
- No objects should be displayed other than the textile itself (no furniture, plants, or other items).

Category 9: Crafts

- A craft can be anything three-dimensional that is not strictly a sculpture or a textile, and that conforms to the General Rules.
- Types of projects are limited to the following: jewelry making; stained glass; candle making; flower arranging (only if the participant has made the flowers); decorative castings (from plaster, etc., as long as the participant pours and decorates it himself); wearable art using appliqué, paints, batik, or tie-die items; basketry; tole painting (on wood or metal); wood burning; sand art; ribbon crafts (both paper and fabric); decoupage; diorama; beadwork; leather work; metal repousse; punched designs into metal; paper mache, origami (paper folding), and mosaic. Other types of craft projects may be entered with permission of the FACCS Competition Director.
- No kits or commercially produced plans, or parts of such, are acceptable. Purchased pin backs or earrings backs for jewelry are acceptable.
- Entries are to be original and handmade, not copied from a pattern. Containers and garments used for the projects may be purchased. Original participant plans (sketches or patterns) must be included with the work.

Category 10: Printmaking

- Printmaking is a design or picture carved or etched into one surface, then inked and transferred to another surface.
- The following media will be acceptable: linoleum block, woodcut, etching, dry point, collagraph, and silk screen.
- The original carved or etched surface must be presented with a finished print.

Category 11: Black and White Photography

- The photograph must be a single black and white print not to be taken with a digital camera.
- The print may not be “touched up,” altered, or digitally enhanced.
- The print will be judged on the basis of composition, aesthetic appeal, and originality.
- The negative must accompany the photograph; it should be in an envelope taped to the back of the entry. The name of the participant, the school, and school address must be written on the envelope.
- The minimum size is to be five (5) inches by seven (7) inches.

Category 12: Color Photography

- The photograph must be a single color print not taken with a digital camera.
- The print may not be “touched up,” altered, or digitally enhanced.
- The print will be judged on the basis of composition, aesthetic appeal, and originality.
- The negative must accompany the photograph; it should be in an envelope taped to the back of the entry. The name of the participant, the school, and the school address must be written on the envelope.
- The minimum size is to be five (5) inches by seven (7) inches.

Category 13: Digital Photography

- The entry must be a single black and white or color print. No “photo essay” (a series of photos that tell a story) is allowed.
- The photo must have been originally captured with a digital camera and not a scanned photo from a film camera.
- The emphasis of this competition is on digital capture; therefore, absolutely no spot-editing is allowed, and the use of any type of selection tool is prohibited.
- Post-shot adjustments may be made to the image in a photo-editing program as long as the modification is applied to the whole image. This includes levels, black & white conversion, hue/saturation, sizing/rotation, cropping, etc. However, no post-shot filtering (or non-Photoshop equivalent) may be applied to the image, with the exception of sharpen or despeckle, which are allowed.
- No commercial clip art may be used in the photograph.
- If not immediately obvious, please indicate “TOP” and “BOTTOM” on the back of the mount or mat.
- The minimum size is to be five (5) inches by seven (7) inches.
- The picture is to be printed on photo grade paper, not regular copy paper; the surface may have a glossy, matte, or satin finish.
- On the “Artist’s Idea Statement,” include a detailed description of the camera, the equipment used in producing the print, and the method followed by the participant at each step of the work. Also include the date and time of exposure, camera settings, etc., from the EXIF stored by the camera.
- A CD or flash drive with the digital image in its original file is to be submitted with the entry; in the event that there is a question about the original image, the judges may wish to view the image in its raw file form. This should be protected in an envelope taped to the back of the entry; the name of the participant and his/her school should be written on the envelope.

Category 14: Digital Media

- Digital Media is a composition of design created, developed, assembled, or finished with the use of computer hardware and software.
- Digital Media may be pixel-based, vector-based, or a combination of the two.
- It may include typographic elements.
- The work may be based on a photograph, and may include scanned images or art. However, no stock photography may be used.
- The digital file may be printed on a variety of media including, but not limited to, paper or canvas. The final print should be of high enough resolution to produce a smooth image with no unintended pixilation (300+dpi is recommended). The final print should be suitably matted, mounted, or framed as with any piece of fine art.
- Digital Media will be judged on the basis of composition, aesthetic appeal, originality, and technical achievement.
- A CD or flash drive with the digital image in its original file is to be submitted with the entry. This should be protected in an envelope taped to the back of the entry; the name of the participant and his/her school should be written on the envelope.

Category 15: Woodworking

- Entries will be basic carpentry/cabinetmaking projects.
- The original design and a simple mechanical drawing done by the participant must be submitted with the project.
- All production procedures (sawing, mitering, routing, assembling, and finishing) must be done by the participant himself; the work may be done under adult supervision.
- The maximum size is to be forty (40) cubic feet.
- No kits are permitted.

Category 16: Mixed Media

- Mixed Media includes two-dimensional artwork which combines two (2) or more media including the use of paint, ink, pencil, chalk, oil paints, tempera paints, sand, collage, and printmaking.
- A collage must be made of two-dimensional materials that were created by the participant. Adhesives and glazes such as glues, fixatives, etc. are allowed in the assembling and finishing processes. Photographs not taken by the participant may be used as long as the portion used cannot be recognized as part of the original picture.
- No kits or commercially produced parts are acceptable, such as plastic leaves or any other prefabricated items; all parts are to be constructed, painted, inked, etc. by hand.

Area Five: Academics

Division 1: Academic Testing

Category 1: English

Category 2: Algebra/Geometry

Category 3: Advanced Mathematics

Category 4: Biology

Category 5: Chemistry

Category 6: Physics

Category 7: World History/Geography

Category 8: U.S. History/Geography

Category 9: Creative Writing: Poetry

Category 10: Expository Writing: Essay

Category 11: Spelling

Category 12: Accounting

Category 13: Home Economics

Category 14: Political Science/Economics

Category 15: Music Theory

Category 16: Spanish

Division 2: Science Fair

Category 1: Biological Sciences

Category 2: Physical Sciences

Division 3: Computer Technology

Category 1: Computer Applications

Category 2: Computer Programming

Category 3: Computer Knowledge

General Academic Rules

- Where practical, objective questions will be posed in a variety of forms.
- Each participant will be expected to furnish his own writing tools: two (2) sharpened #2 pencils (exception: Creative Writing: Poetry and Expository Writing: Essay, where a ballpoint pen is required).
- All examinations and answer sheets, as well as extra paper for any necessary computations, will be provided.
- One examination will be given in each category, with a limit of one (1) hour (exception: Spelling, Creative Writing: Poetry, and Expository Writing: Essay).
- The examinations may be taken at any time the participant chooses during the regularly scheduled testing periods for that category. Judging forms will be provided. The testing will be administered between 8:30 AM and 1:30 PM. All testing will conclude at 1:30 PM.
- Creative Writing—Poetry and Expository Writing—Essay will be administered between 8:30 AM and 12:00 PM. All testing will conclude at 12:00 PM.
- In Division 3: Computer Technology, all three categories have specific guidelines concerning check-in times and time limits.
- In the event of a tie for 1st, 2nd, or 3rd place, the participant with the shortest time will be declared the winner.
- In categories requiring math computation, non-programmable scientific calculators will be permitted. However, the following will not be permitted:
 - calculators with graphing or multi-line display capabilities,
 - calculators which use paper tape or printers, and
 - hand-held computers, pocket organizers, or laptop computers.

Any necessary tables or charts will be provided.

Division 1: Academic Testing

Category 1: English

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Category 7: World History/Geography

Category 8: U.S. History/Geography

Category 9: Creative Writing: Poetry

Category 10: Expository Writing: Essay

Category 11: Spelling

Category 12: Accounting

Category 13: Home Economics

Category 14: Political Science/Economics

Category 15: Music Theory

Category 16: Spanish

Academic Testing Rules by Category

Category 1: English

- The English examination will consist of questions covering:
 - Grammar and usage: eight parts of speech, phrases, clauses, agreement, etc.
 - Vocabulary in context and spelling recognition
 - Mechanics: capitalization and punctuation
 - Library: research techniques, bibliography, footnote forms
 - Diagramming
- No composition will be required.
- No questions pertaining to literature will be asked.

Category 2: Algebra/Geometry

- The examination will consist of questions covering:
 - Algebra I
 - Algebra II
 - Geometry

Category 3: Advanced Mathematics

- The examination will consist of questions covering:
 - Trigonometry
 - Analytical Geometry
 - Permutations, Combinations, and Probability
 - Pre-Calculus
 - Theory of Equations
 - Sequences and Series
 - Statistics
 - Limits
 - Advanced Algebra
 - Function Analysis
 - Matrix Algebra
 - Vectors
 - Complex numbers

Category 4: Biology

- The examination will consist of questions covering:
 - Cells
 - Protozoa
 - Algae and fungi
 - Plants
- (cont' next page)

- Genetics
- Vertebrate and invertebrate physiology
- Human anatomy
- Fossils

Category 5: Chemistry

- The examination will consist of questions covering:
 - Matter and energy
 - Atoms
 - Formulas and equations
 - Gases, liquids, and solids
 - Periodic table families
 - Equilibrium
 - Chemistry laws
 - Acids and bases
 - Metric units
 - Scientific methods
 - Chemical bonding

Category 6: Physics

- The examination will consist of questions covering:
 - Motion
 - Energy
 - Light
 - Electricity
 - Heat
 - Magnetism
 - Physics laws
 - Sound
 - Metric units

Category 7: World History/Geography

- The examination will consist of questions covering:
 - World History
 - World Geography

Category 8: United States History/Geography

- The examination will consist of questions covering:
 - United States History
 - United States Geography

Category 9: Creative Writing: Poetry

- The writing period will be one (1) hour in length.
- The title will not be announced until the beginning of the contest period.
- Previously written poems will not be acceptable.
- Legibility will be a requirement for evaluation.
- No reference materials except a dictionary, provided by the test proctor, will be permissible.
- Each participant will be expected to provide and use a ballpoint pen.
- Paper will be provided by the test proctor.

Category 10: Expository Writing: Essay

- The writing period will be one (1) hour in length.
- The title will not be announced until the beginning of the contest period.
- An essay will be defined as a written expression of the author's opinion:
 - Stated in a thesis in the first paragraph.
 - Supported and proven in three to four paragraphs in the body, each introduced by topic sentences that relate directly to the topic, but each providing a different argument or fact.
 - Concluded with a summarizing paragraph which restates the thesis.
- Essays may not make use of either first person or second person. Essays written in the first person will be disqualified. However, essays that contain occasional or infrequent first or second person pronouns will receive a point deduction. Points or a fraction of a point will be deducted which will prevent an otherwise first-place winner from placing first, a second-place winner from placing second, or a third-place winner from placing third.
- Legibility will be a requirement for evaluation.
- No reference materials, except a dictionary, provided by the test proctor, will be permissible.
- Each participant will be expected to provide and use a ballpoint pen.
- Paper will be provided by the test proctor.

Category 11: Spelling

Spelling will be conducted in the traditional spelling bee fashion according to the rules listed below.

Specific Spelling Rules:

1. The official dictionary of the spelling bee is the American Heritage *American Heritage® Dictionary of the English Language, 4th Edition* and will be the final authority in determining correctness of spelling and pronunciation.
2. Words will be chosen from the *Consolidated Word List* from the Scripps National Spelling Bee. It is recommended that participants also consult the current *Spell It* booklet from Scripps.
3. Spelling will be conducted in a single elimination fashion.
4. Participants should bring pencil or pen; paper will be provided.
5. Capitalization of a word (whether omitted or added) shall not constitute an error.
6. Spelling Bee procedures:
7. All participants will form a single line facing the Spelling Master.
8. All participants will wear identification cards, available at the event room.
9. Words will be given to participants from left to right.
10. A participant will be eliminated upon one spelling error.
11. If the Spelling Master decides that additional words are necessary, the words will be chosen from the dictionary specified in the official spelling bee booklet. This will be done at the beginning of a new round.
12. Pronunciation will be according to the diacritical markings in the official dictionary.
13. With the approval of the judges, the Spelling Master may give a fuller explanation of the meaning of the word to supplement the dictionary definition(s) quoted.
14. During competition, after the Spelling Master gives the participant a word, the participant may also choose to pronounce the word before spelling it.
15. The participant may request the Spelling Master to re-pronounce the word, define it, give its part of speech, use it in a sentence, or give its language origin. The Spelling Master will grant the requests until the Judges agree that the word has been made clear to the participant. Judges may call an error against any participant who ignores a request to begin spelling.
16. After receiving the requested help, the participant will have fifteen (15) seconds to spell the word. Timing will begin at the participant's repeating the word or at the commencement of the spelling of the word.

17. Having begun to spell a word, a participant may stop and begin again, retracing the spelling from the beginning; but in the retracing, there can be no change of letters or their sequence from those first spelled. If letters or their sequences are changed in the respelling, the speller will be declared in error.
18. The correct spelling of any incorrectly spelled word will always be given except when only two (2) participants remain. The next word on the Master's official competition list will then be given to the next participant, whether or not elimination occurs.
19. When the participants are reduced to two (2), the elimination procedure changes. At that point, when one (1) participant misspells a word, the other participant will be given an opportunity to spell that same word. If the second participant spells that word correctly, plus the next word on the pronouncer's list, then the second participant shall be declared champion.
20. If one (1) of the last two (2) participants misses and the other, after correcting the error, misspells the new word submitted to him, then the misspelled new word will be deferred to the first speller. If the first speller then succeeds in correcting the error and correctly spells the next word on the pronouncer's list, then he will be declared champion.
21. If both spellers misspell the same word, both will continue in the contest; and the one who first misspelled the word will be given a new word to spell. The contest will then continue.
22. Any question relating to the spelling of a word will be referred to the Judges immediately. Only a participant speller may lodge a protest.
23. The deadline for lodging a protest will be before the affected participant would have received his next word had he not been eliminated. No protest will be entertained after a contested word has been given another speller. When only two spellers remain, a protest must be made immediately, i.e., before the second speller has begun to spell the word, or, if both have missed the same word, before the correct spelling is given the audience.
24. The Judges have complete authority and control. Their decision will be final in any dispute.

Category 12: Accounting

- The first test will center upon theory and transactions, the second upon terminology, and the third upon short problems.
- The examinations will consist of questions which may be drawn from any of these topics: special journals, cash short and over, bank reconciliations, correcting checkbook balances, recording transactions, classification of accounts, adjusting and closing entries, worksheet, cost of goods sold, combination journals, estimating bad debts, losses and depreciation, recording bad debts, recording accruals and deferrals, or financial statements.

Category 13: Home Economics (*young ladies only*)

- The examinations will consist of questions covering:
 - Food and nutrition
 - Clothing
 - Housing and home furnishings

Category 14: Political Science/Economics

- The examinations will consist of questions covering:
 - General principles of political science, including the nature and historical development of the various types or forms of governments in the world
 - Specific test on the nature and historical development of the United States government
 - General principles of free enterprise economic theory

Category 15: Music Theory

- Objectives for the test will include the following:
 - Major and minor key signatures
 - Major and minor scales
 - Harmony
 - Part-writing
 - Figured bass
 - Cadences
 - Rhythm and time signatures
- The test does not include melodic dictation or aural recognition.

Category 16: Spanish

- The examination will consist of questions covering:
 - Vocabulary
 - Grammar (conjugation, agreement, etc.)
 - Spanish to English translation and English to Spanish translation

Division 2: Science Fair

Category 1: Biological Sciences

Category 2: Physical Sciences

General Science Fair Rules

- Science Fair projects will be displayed during the entire competition in the specific locations announced by the Competition Director.
- Participants are required to follow the procedures and format described in the separate manual provided by FACCS/IACCS.
- Competition will be held in two distinct divisions with the participant responsible to choose one specific topic.
- Each participant must sign the “Statement of Originality,” found on the Science Fair judging form.
- Science Fair projects are to be individual projects, not group projects.

Statement of Originality: I certify that this project is my own original and authentic work and that I received no help in completing this project other than general instruction and supervision.

Category 1: Biological Sciences

- Biochemistry
- Botany
- Zoology
- Health and Medicine
- Microbiology

Category 2: Physical Science

- Chemistry
- Pure Physics
- Applied Physics and Engineering
- Mathematics and Computers
- Earth and Space Science

Division 3: Computer Technology

Category 1: Computer Applications

Category 2: Computer Programming

Category 3: Computer Knowledge

General Computer Technology Rules

- The participant is to report to the computer lab proctor no later than 9:30 A.M. At the time of reporting, the participant will schedule a computer testing time slot with the proctor.
- Each participant will be given a maximum of one hour to complete the computer applications assignment and computer knowledge testing.
- Each participant will be given a maximum of two hours to complete the computer programming assignment.
- The participant may not bring any materials to the competition. The proctor will provide all materials required to complete the assignments and testing.
- No manuals or other reference materials are allowed in the lab during the computer competition.
- The participant must be familiar with IBM clone hardware and *Windows XP®* graphical user interface.
- The computer must be in *Windows XP®* SHUT DOWN mode at the end of the assignment; however, the system power box is to be left ON. Tampering with the hardware or software will lead to immediate disqualification.
- **Please note:** As technology changes, it may be necessary to adjust technology for the competition. Schools will be notified by the competition director if there are any changes.

Computer Technology Rules by Category

Category 1: Computer Applications

- The participant will be asked to complete an assignment involving the use of *Microsoft Word®* and *Microsoft Excel®*—word processing and spreadsheet software respectively.
- The assignment instructions must be followed precisely to obtain the best possible score. When the assignment has been completed, the participant will save the work under the naming conventions outlined in the assignment packet and EXIT the software packages.
- Engage SHUT DOWN mode of *Windows XP®* before leaving the assigned station.
- The work will be judged on completion time, accuracy, content, and following instructions.

Category 2: Computer Programming

- The participant will be asked to apply his BASIC programming skills using *Visual Basic®* 6.0.
- The participant will receive programming assignments in a packet from the proctor. The participant will code the assignments and/or debug programs. The participant must save the programs under the file naming conventions outlined in the assignment packet.
- Engage SHUT DOWN mode of *Windows XP®* before leaving the assignment station.
- The work will be judged on completion time, functionality and simplicity code, and appearance of screens. Use of remark statements is encouraged.

Category 3: Computer Knowledge

- The participant will be tested on his general computer knowledge.
- The participant will receive a written test packet comprised of fill-in-the-blank, multiple choice and true-false questions.
- At completion of the test, the participant will return the testing packet to the proctor.
- The test will be timed. In the event of identical scores from two or more competitors, the shortest completion time will be used as the tie breaker.

Appendix A – Bible Memory

Bible Memory: 2010 *Soul-Winning*

I. The worth of a soul

- A. A soul is worth more than the entire world (Matthew 16:26).
- B. A soul is worth God's long-suffering (II Peter 3:9).
- C. A soul is worth God's love (I John 4:10).
- D. A soul is worth Christ's sacrificial death (I Peter 2:24).
- E. A soul is worth Christ's humility (Philippians 2:5-8).

II. Separation of the soul from God by sin

- A. Man's nature is sinful (Romans 5:12-14).
- B. All mankind has committed sinful acts (Romans 3:23).
- C. Sin separates man from God (Isaiah 59:2).
- D. Separation from God is darkness (I Peter 2:9).
- E. Separation from God is spiritual death (John 5:24).

III. Physical and spiritual death for the unbelievers

- A. Physical death is not the end of man's existence (John 5:28-29).
- B. Judgment for sins occurs after physical death (Hebrews 9:27).
- C. Hell is referred to as the second or spiritual death (Revelation 21:8).
 1. Jesus confirmed the reality of Hell (Luke 16:22-23).
 2. Hell is a place of bodily punishment (Matthew 10:28).
 3. Hell is a place of fire (Mark 9:43-44).
 4. Hell is everlasting (Matthew 25:46).
 5. Hell is the punishment for not believing on Christ (John 3:36).

IV. Physical death and spiritual life for the believer

- A. Physical death for the believer is termed "sleep" (I Thessalonians 4:13-18).
- B. Physical death for the believer is merely absence from the body (II Corinthians 5:6-8).
- C. The believer shall never experience spiritual death or separation from God (John 11:25-26).
- D. Eternal life for the believer is both physical and spiritual (I Corinthians 15:42-44).
- E. Eternal life is the believer's possession now (I John 5:11-13).
- F. Eternal life will be spent with God (John 14:1-6).

V. The imperative of soul-winning

- A. Death is certain (Psalm 89:48).
- B. Judgment is certain (Romans 2:5-9).
- C. A man's earthly future is uncertain (Proverbs 27:1).
- D. Earthly life is uncertain (James 4:14).
- E. We know the terror of the Lord (II Corinthians 5:11).
- F. Christ, our Example, came to win souls (Luke 19:10).
- G. Christ commands us to win souls (Matthew 28:19-20).
- H. To obey Christ's command is our duty and not our choice (Luke 17:10).
- I. Christ's love constrains us (II Corinthians 5:14-15).
- J. Our love for others should compel us (Mark 12:30-31).

- K. We are responsible to the lost about us (Romans 1:14).
- L. It is a sin not to win souls (James 4:17).

VI. Attributes of the soul-winner

- A. The soul-winner is saved (John 15:5).
- B. The soul-winner is faithful in prayer (I Thessalonians 5:17).
- C. The soul-winner's life evidences truth and righteousness (Ephesians 5:8-10).
- D. The soul-winner exercises wisdom (Colossians 4:5).
- E. The soul-winner lives in readiness (I Peter 3:15).
- F. The soul-winner daily dies to self (Luke 9:23).
- G. The soul-winner lives a separated life (I Thessalonians 5:22).
- H. The soul-winner practices faith in God's goodness (Matthew 7:11).
- I. The soul-winner realizes he is but a messenger (Matthew 10:20).
- J. The soul-winner is filled with the Spirit (Ephesians 5:18).
- K. The soul-winner faithfully reads and studies the Bible (II Timothy 2:15).
- L. The soul-winner has been obedient to believer's baptism and church membership (Acts 2:41, 47).
- M. The soul-winner practices faithful church attendance (Hebrews 10:25).

VII. The plan of salvation

- A. We must acknowledge that we are all sinners (Romans 3:10).
- B. We must acknowledge that we can do nothing about our sinful condition (Isaiah 64:6).
- C. The penalty for sin is death (Romans 6:23).
- D. Jesus paid the penalty for our sin (Romans 5:8).
- E. Salvation is a gift, nothing we can earn (Ephesians 2:8-9).
- F. Each person must appropriate God's forgiveness by an act of faith in Christ (Romans 10:9-10).

Bible Memory: 2011

The Triune God

I. God the Father

A. His nature

1. God is holy (Psalm 99:9).
2. God is just (Isaiah 45:21).
3. God is love (I John 4:16).
4. God is good (Psalm 118:29).
5. God is merciful (Psalm 100:5).
6. God is long-suffering (II Peter 3:9).
7. God is unchanging (Malachi 3:6).
8. God is incorruptible (Romans 1:23).
9. God is faithful (I Corinthians 10:13).
10. God is true (John 7:28).
11. God is jealous (Exodus 34:14).

B. His attributes

1. God is invisible, a spirit (John 4:24).
2. God is a distinct being (Exodus 3:14).
3. God is eternal (Deuteronomy 33:27).
4. God is immortal (I Timothy 1:17).
5. God is light (I John 1:5).
6. God is life (John 5:26).
7. God is glorious (Exodus 15:11).
8. God is unique (Isaiah 45:5).
9. God is personal (Romans 8:15).
10. God is omniscient (I John 3:20).
11. God is omnipresent (Jeremiah 23:24).
12. God is omnipotent (Revelation 19:6).
13. God is a trinity with three personalities (Matthew 28:19; II Corinthians 13:14).

II. God the Son

A. His nature

1. Jesus Christ is God incarnate (Colossians 1:13-15; John 8:58).
2. Jesus Christ is one with the Father (John 10:30).
3. Jesus Christ was virgin-born (Matthew 1:23).
4. Jesus Christ was man (Hebrews 2:14).
5. Jesus Christ was sinless (Hebrews 4:15).
6. Jesus Christ's love is characterized by its greatness (John 15:13).
7. Jesus Christ was obedient to the Father (John 4:34).
8. Jesus Christ was humble (Philippians 2:8).
9. Jesus Christ is truth (John 14:6).
10. Jesus Christ is life (John 11:25).
11. Jesus Christ is changeless (Hebrews 13:8).

B. His ministry

1. Jesus Christ is the creator (John 1:3).
2. Jesus Christ is the Word, the expression of God's being (John 1:14).
3. Jesus Christ came to fulfill the Law (Matthew 5:17).
4. Jesus Christ is the Saviour (Titus 2:13).
5. Jesus Christ was the substitutionary lamb, the Atonement (John 1:29).
6. Jesus Christ is the mediator (I Timothy 2:5).

7. Jesus Christ is our intercessor (Hebrews 7:25).
8. Jesus Christ is our High Priest (Hebrews 8:1).
9. Jesus Christ is the judge (John 5:22).
10. Jesus Christ is the author and finisher of our faith (Hebrews 12:2).

II. God the Holy Spirit

A. His nature

1. The Holy Spirit is God (II Corinthians 3:17).
2. The Spirit of God is holy (Ephesians 4:30).

B. His ministry

1. The Holy Spirit imparts life (Job 33:4).
2. The Holy Spirit convicts of sin (John 16:8).
3. The Holy Spirit is the author of the new birth (John 3:5; Titus 3:5).
4. The Holy Spirit indwells every Christian (Romans 8:9).
5. Through the Holy Spirit we are baptized into the body of Christ (I Corinthians 12:13).
6. The Holy Spirit is the proof of our salvation (Romans 8:16).
7. The Holy Spirit is the seal or bond of our eternal salvation (Ephesians 1:13; II Corinthians 1:22).
8. The Holy Spirit leads the Christian (Romans 8:14).
9. The Holy Spirit comforts the Christian (John 14:16).
10. The Holy Spirit teaches the Christian (John 14:26).
11. The Holy Spirit is our indwelling intercessor (Romans 8:27).
12. The Holy Spirit glorifies Christ (John 16:14).
13. The Holy Spirit inspired Scripture (II Peter 1:21; II Timothy 3:16).
14. The Holy Spirit bestows spiritual gifts (I Corinthians 12:4, 11).
15. The Holy Spirit controls the submissive Christian (Ephesians 5:18).
16. The Holy Spirit produces fruit in the Christian (Galatians 5:22-23).

Appendix B – Category/ Participant Overview

No.	Category Name	Indiv / Group	Grades Permitted
Area One: BIBLE			
101	Bible Quizzing	Individual*	9 th – 12 th
102	Old Testament Bible Knowledge	Individual	9 th – 12 th
103	New Testament Bible Knowledge	Individual	9 th – 12 th
104	Bible Memory	Individual	9 th – 12 th
105	Bible Teaching	Individual	9 th – 12 th
106	Expository Preaching	Individual	9 th – 12 th
107	Evangelistic Preaching	Individual	9 th – 12 th
108	Topical Preaching	Individual	9 th – 12 th
Area Two: MUSIC			
201	Female Vocal Solo	Individual	9 th – 12 th
202	Male Vocal Solo	Individual	9 th – 12 th
203	Small Vocal Ensemble	Group	9 th – 12 th
204	Large Vocal Ensemble	Group	9 th – 12 th
205	Choral Group	Group	9 th – 12 th
206	Youth Choir	Group	7th – 12th
207	Instrumental Brass Solo	Individual	9 th – 12 th
208	Instrumental Woodwind Solo	Individual	9 th – 12 th
209	Instrumental String Solo	Individual	9 th – 12 th
210	Sacred Piano Solo	Individual	9 th – 12 th
211	Classical Piano Solo	Individual	9 th – 12 th
212	Organ Solo (Sacred or Classical)	Individual	9 th – 12 th
213	Sacred Piano Duet	Individual	9 th – 12 th
214	Classical Piano Duet	Individual	9 th – 12 th
215	Classical Guitar	Individual	9 th – 12 th
216	Percussion Solo	Individual	9 th – 12 th
217	Small Instrumental Ensemble	Group	9 th – 12 th
218	Large Instrumental Ensemble	Group	9 th – 12 th
219	Percussion Ensemble	Group	9 th – 12 th
220	Orchestral Ensemble	Group	7th – 12th
221	Orchestra Band	Group	7th – 12th
222	Handbell/Handchime Ensemble	Group	9 th – 12 th
223	Handbell/Handchime Choir	Group	7th – 12th
Area Three: SPEECH			
301	Debate	Individual	9 th – 12 th
302	Dramatic Interpretation	Individual	9 th – 12 th
303	Oral Interpretation of Poetry	Individual	9 th – 12 th
304	Religious Reading	Individual	9 th – 12 th
305	Declamation	Individual	9 th – 12 th
306	Humorous Interpretation	Individual	9 th – 12 th
307	Duet Acting	Individual	9 th – 12 th
308	Original Persuasive Oratory	Individual	9 th – 12 th
309	Extemporaneous Speaking	Individual	9 th – 12 th
310	Oral Interpretation of Scripture	Individual	9 th – 12 th
311	Readers' Theatre	Group	9 th – 12 th
312	Choric Speaking	Group	9 th – 12 th

No.	Category Name	Indiv / Group	Grades Permitted
Area Four: ART**			
401	Calligraphy	Individual*	9 th – 12 th
402	Monochromatic Drawing	Individual*	9 th – 12 th
403	Polychromatic Drawing	Individual*	9 th – 12 th
404	Watercolor	Individual*	9 th – 12 th
405	Oil Painting	Individual*	9 th – 12 th
406	Acrylic Painting	Individual*	9 th – 12 th
407	Sculpture	Individual*	9 th – 12 th
408	Textiles	Individual*	9 th – 12 th
409	Crafts	Individual*	9 th – 12 th
410	Printmaking	Individual*	9 th – 12 th
411	Black & White Photography	Individual*	9 th – 12 th
412	Color Photography	Individual*	9 th – 12 th
413	Digital Photography	Individual*	9 th – 12 th
414	Digital Media	Individual*	9 th – 12 th
415	Woodworking	Individual*	9 th – 12 th
416	Mixed Media	Individual*	9 th – 12 th
Area Five: ACADEMICS			
501	English	Individual	9 th – 12 th
502	Algebra/Geometry	Individual	9 th – 12 th
503	Advanced Mathematics	Individual	9 th – 12 th
504	Biology	Individual	9 th – 12 th
505	Chemistry	Individual	9 th – 12 th
506	Physics	Individual	9 th – 12 th
507	World History/Geography	Individual	9 th – 12 th
508	U.S. History/Geography	Individual	9 th – 12 th
509	Creative Writing: Poetry	Individual	9 th – 12 th
510	Expository Writing: Essay	Individual	9 th – 12 th
511	Spelling	Individual	9 th – 12 th
512	Accounting	Individual	9 th – 12 th
513	Home Economics	Individual	9 th – 12 th
514	Political Science/Economics	Individual	9 th – 12 th
515	Music Theory	Individual	9 th – 12 th
516	Spanish	Individual	9 th – 12 th
517	Science Fair: Biological Sciences	Individual*	9 th – 12 th
518	Science Fair: Physical Sciences	Individual*	9 th – 12 th
519	Computer Applications	Individual	9 th – 12 th
520	Computer Programming	Individual	9 th – 12 th
521	Computer Knowledge	Individual	9 th – 12 th

*Does not count toward the five (5) category limitation as listed under General Information> Limitation of Participants.

A participant may enter:

- one (1) category in any three (3) of the following four (4) areas: Bible, Music, Speech, and Academics.
- group competition in addition to the three (3) individual categories.

A participant may enter art projects in two (2) categories, but not two (2) projects in one (1) category.