

# GENERAL GUIDELINES

## Entry Regulations

There are two types of events in which students may participate in: performance and non-performance. Performance events are those in which the student executes during the convention. Non-performance events include all events in which the students execute their work prior to the convention for judging. **SCHOOLS MUST REGISTER TOGETHER AS A SCHOOL AND NOT INDIVIDUALLY.**

School:

1. In all events, a school may have up to 3 students/groups per event.
2. Schools may enter only two teams in Bible Bowl and two teams in PACE Bowl.
3. Bible Bowl and PACE Bowl teams may consist of 4 to 6 students.

Individual:

1. A student may enter a total of 10 events.
2. The student may not enter more than 8 performance events.
3. Students who will have attained their 8<sup>th</sup> birthday by December 31<sup>st</sup> prior to competition and who have not attained their 13<sup>th</sup> birthday by the same date are eligible to participate in Junior Convention.

## Dress & Conduct Regulations

The manner of appearance and dress of the North Florida Junior Convention participants should reflect an image of Christian modesty, refinement, and self-discipline.

Students should wear dress type clothing for all performance events. Young ladies should make sure skirts/dresses come to the bottom of the knee. Tshirts will be given out at registration for each of the students. These are to be worn during the athletic events and to the afternoon awards rally.

# **ACADEMIC GUIDELINES**

## **Checkers**

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

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

1. Black has the first move. The younger player receives the black.
2. A piece that is touched by a player must be moved, if possible; if a playable piece is moved over any angle of its square, the move must be completed in that direction.
3. There is a time limit of three minutes for each move, except when a player is confronted with a compulsory jump in only one direction; then he must make his move within one minute.
4. All jumps must be completed. When this rule is violated, the player must retract his illegal move and make the capture instead.

Checkers is a single elimination match with the possibility of losers selected for playback. At the discretion of the Chief Judge, contestants may be asked to play 2 or 3 matches for quarter finals, semifinals, and finals.

## **Spelling**

There will be two different categories for the spelling: students ages 8-10 and students ages 11-12. Each participant is given a piece of paper and pencil and is assigned a desk. The judge will pronounce each word twice and will use the word in a sentence. Contestants will then write the word. Following the final word, the judge will collect the papers.

## **Bible Bowl**

Teams may consist of 3-5 players. Two teams per school may be entered. Bible Bowl is a closed-door competition. Each team will have 3 minutes to answer as many questions as possible. Each player will have 5 seconds to answer each question. All questions will be directed to individual team members, not answered as a group. Each correct answer will earn a point value. Teams will race against the clock, not an opponent. New group questions will be presented in case of a tie.

## **PACE Bowl**

Teams must consist of 4 players and may have 2 substitute players. Two teams per school may be entered. This is a single elimination event. There will be 4 players from each team seated behind a table with buzzers for each student. Questions will be asked from the areas of Math, English, Social Studies, Science, Word Building, and Bible. The first student to buzz in has the opportunity to answer. If answered correctly, there will be one point awarded to that school. If answered incorrectly, that question will be considered voided and the judge will proceed to the next question. The first team to get 10 correct answers will be considered the winner of that round. A sponsor may substitute in one player for another as they wish for their school.

## **Science Exhibits**

Students may enter and exhibit either in Science Collection or Science Research.

Science Collection: The student displays and classifies natural items such as rocks, shells, insects, or plants. Collection projects typically are extensions of hobbies or other free time activities.

Science Research: These presentations allow students to pose a problem, design and perform an experiment to investigate that problem, record, and report their results.

1. Science projects may be done by one or two contestants.
2. Contestant or contestants may enter one exhibit in each event.
3. Judges' forms will be provided at the convention.
4. Entries must have a 3" x 5" card securely attached to each piece of project with the following information printed or typed: entry, student's name(s), school name, school address, city, state, and zip code.

## Social Studies Exhibits

Students may enter and exhibit either in Social Studies Collection or Social Studies Research.

Social Studies Collection: classification and display. Examples: aboriginal artifacts (arrowheads, spear heads, tools, etc.), coins, stamps, battlefield artifacts (bullets, buttons, canteens, etc.), and flags. A collection project consists of both a display and a paper. The display for a collection represents the bulk of the work and is the more important part of the project. The paper for a collection project may be a paper or it may be a notebook with pictures, diagrams, list of sources for a collection, etc. This documentation for a collection could be likened to the signs posted on the wall next to a display in a museum, putting the display into a context, explaining from where the collection came, how it came to be, a description of exactly what it is a collection of, and so on.

Social Studies Research: Choose a topic that is directed to the development of a thesis or the answering of a question. Topics may be from local, regional, national, or world history, economics, geography, or political science. Research projects from the disciplines of sociology, psychology, and anthropology are not acceptable. Do the necessary research, write your conclusion, and prepare a display to exhibit your work. (e.g., My Family Tree, Immigration: An Oral History, Economic Impact of the Cotton Gin, Quebec and the Seven Years War). The paper for a research project should be a true research paper that follows all the procedures for such a paper (e.g., bibliography or a list of works cited, footnotes or endnotes, an outline, a title page, etc.) For a research project, the bulk of the work is in the paper. The display is there to augment, support, and illustrate the research contained in the printed document. It could be a reinforcement for the text of the paper.

1. Social Studies projects may be done by one or two contestants.
2. Contestant or contestants may enter one exhibit in each event.
3. Judges' forms will be provided at the convention.
4. Entries must have a 3" x 5" card securely attached to each piece of project with the following information printed or typed: entry, student's name(s), school name, school address, city, state, and zip code.

## Poetry Writing

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

1. The poem may be narrative or discursive with an assumed or personal point of view. All poems are lyrical, though usually not written to be sung. You may, however, specifically choose to craft your poem as lyrics to be set to music.
2. The poem must be the original work of the student. Plagiarism of any kind will automatically disqualify the entry.
3. A significant portion of the poem must be written during school hours to verify authenticity.
4. One entry per contestant.
5. Poems should be at least 8 lines and no more than 30 lines. Typewritten is preferred.
6. Contestant may enter only one poem.
7. Judges' forms will be provided at the convention.
8. Entries must have the following information accompanying each poem: entry, student's name(s), school name, school address, city, state, and zip code.

## Short Story Writing

The contestant writes and submits a fiction composition. The story may be based on real experience; it may be purely imaginary; or it may be a fictionalized report of an historical happening.

1. The story MUST have an evangelistic, Biblical, Christian growth, patriotic, or historical theme.
2. The story must have been written after the termination of the previous International Convention and must be the original work of the student.
3. Plagiarism of any kind will automatically disqualify the entry.
4. A significant portion of the story must be written during school hours to verify authenticity.
5. One entry per contestant.
6. The short story should be between 100-300 words. Typewritten is preferred.
7. Contestant may enter only one story.
8. Judges' forms will be provided at the convention.
9. Entries must have the following information accompanying each story: entry, student's name(s), school name, school address, city, state, and zip code.

# ART GUIDELINES

## Brush & Pen

1. All artwork must be enclosed in some type of frame except woodworking and metalworking. Mat board may be used in conjunction with a frame but is not considered a frame itself.
2. ARTWORK MUST BE READY TO HANG WITH A HANGER THAT IS PERMANENTLY ATTACHED (e.g., screw eye picture hangers with picture hanging wire or sawtooth hangers nailed to the frame).
3. Contestant may enter only one piece of art in each category.
4. Judges' forms will be provided at the convention.
5. Entries must have a 3" x 5" card securely attached to each piece of project with the following information printed or typed: entry, student's name(s), school name, school address, city, state, and zip code.

## Woodworking

Students may enter woodworking (construction) or woodworking (carving).

Construction: Projects in this category must display at least two joinery techniques (Mortise-Tenon, Dovetail, Butt, etc.). Contestants may use hand tools, power tools, or a combination of both. Some examples of wood construction are a table, a chest, a shelving unit, etc.

Carving: The use of power tools for cutting or roughing a piece is acceptable, but at least two-thirds of the project must be hand carved. Projects may incorporate more than one form of woodcarving.

1. Projects must be made of wood. Any appropriate screws, hinges, fasteners, locks, slides, glass, etc., that are required to bring the project to a functional completion are acceptable.
2. Any added mechanical parts (hinges, locks, slides, glass, etc.) will not be judged, but the fitting of them to the project will be judged.
3. ALL work must be the majority work of the student.
4. Projects may not exceed three feet in any direction (length, height, or width).
5. Craft items such as miniature toys or models or pre-cut kits are not acceptable.
6. Adding a scrapbook of pictures/diagrams showing the progress of your project as it evolves, shows extra effort and will help your score in this event.
7. Contestant may enter only one piece of woodworking in each category.
8. Judges' forms will be provided at the convention.
9. Entries must have a 3" x 5" card securely attached to each piece of project with the following information printed or typed: entry, student's name(s), school name, school address, city, state, and zip code.

## **Metalworking**

1. Entries in this category must be made of METAL ONLY. Items may be made from any type of metal.
2. The student may use any type of power tool needed (nippers, welders, grinder, etc.) to form the entry.
3. Items may not exceed three feet in any direction (length, width, and height).
4. Craft items such as book ends, belt buckles, penholders, etc., are not acceptable. Weapons are not acceptable (knives, swords, maces, axes, guns, etc.).
5. Adding a scrapbook of pictures/diagrams showing the progress of your project as it evolves shows extra effort and will help your score in this event.
6. Contestant may enter only one piece of metalworking.
7. Judges' forms will be provided at the convention.
8. Entries must have a 3" x 5" card securely attached to each piece of project with the following information printed or typed: entry, student's name(s), school name, school address, city, state, and zip code.

## PHOTOGRAPHY GUIDELINES

1. Students may enter only one picture in each category.
2. Judges' forms will be provided at the convention.
3. Entries should be 8" x 10" and mounted with a mat. Entries must have a 3" x 5" card securely attached to each piece of project with the following information printed or typed: entry, student's name(s), school name, school address, city, state, and zip code.

### **Color and Monochromatic** (black and white, sepia, and grayscale)

Plants & Animals: A picture of living animals, birds, insects, etc., taken in their natural or unnatural habitat (zoo pictures permitted) or a picture of living flowers or plants taken in their natural or unnatural habitat (botanical gardens are permitted).

Miscellaneous: These could be a picturesque outdoor setting (scenic), a picturesque indoor arrangement of objects (still life), or a picture that portrays a character trait.

### **Digital Enhancement**

Computer Photo Enhancement is a photographic image (picture) taken with a film or digital camera and enhanced with computer software programs (Adobe Photoshop or Illustrator, Corel Draw, or other image enhancing programs). Anything may be done to enhance the photographic image. Objects may be added or deleted from the image (picture). For example, an object may be removed and added to a new environment, or objects can be added to create a new environment. Text may be added to make a poster, church bulletin, greeting card, etc. The student must attach the original photographic image (picture) on the back of the enhanced photo for comparison purposes.

# **ATHLETIC GUIDELINES**

## **Soccer Kick**

1. Standard #5 ball will be provided and must be used by all contestants.
2. Contestants are permitted two warm-up kicks.
3. A successful kick is one that passes over the line and between the poles without touching the ground. It must be in flight when it passes over the goal line.
4. Contestants must start at the 5-yard line.
5. Contestants are allowed to move back in 5-yard increments, but will not be allowed to move forward once they have moved backward.
6. Contestants will receive a point value based on the yard line they perform a successful kick. (i.e. 5yds-1 point; 10 yds-2 points 15 yds-3 points, etc.)
7. Each Contestant will have a total of 8 kicks.
8. The contestant with the largest point value after 8 kicks will be declared the winner.
9. In the case of a tie, contestants will receive three attempts from any yard line of their choice.
10. The contestant with the largest point value after the three attempts will break the tie.

## **Football Pass/Punt/Kick**

1. Contestants will have 1 warm up each of a Pass/Punt/Kick.
2. Contestants will have 1 Pass/Punt/Kick from a starting line.
3. Each Pass/Punt/Kick will be measured and the distance will be added together.
4. Contestant with longest total distance will be declared winner.
5. In the case of a tie, contestants will complete 1 each of a Pass/Punt/Kick.
6. The contestant with the longest total distance will break the tie.

## **Basketball Free-throw**

1. Ball will be provided.
2. Contestants must be behind the free-throw line when shooting.
3. Contestants will be allowed 2 warm-up shots.
4. Contestants are then allowed 10 shots.
5. The Contestant with the most baskets made out of 10 will be the winner.
6. If the contestant steps on the free-throw line, the shot will be declared a miss.
7. In the case of a tie, the contestants will have a shoot-off.
8. Each contestant will have 3 free-throw attempts to score more shots than the other contestant.
9. If tied after 3 shots, both contestants will have another 3 shots until the tie is broken.

## **50-Yard Dash**

1. Contestants will line up on the start line.
2. The start of the race will be signaled by a whistle.
3. Contestants will run 50 yards.

## **100-Yard Dash**

1. Contestants will line up on the start line.
2. The start of the race will be signaled by a whistle.
3. Contestants will run 100 yards.

## MUSIC GUIDELINES

1. Three copies of the arrangement, as performed, must be given to the judges before a performance. Copies should be CLEARLY LABELED with the student's name, school name, school telephone number, complete school address, and the category.
2. Contestants may sing a cappella; be accompanied by an adult or student playing a piano; or use a recording (**piano only, no soundtracks**). Note: Contestants are to make sure the recording is of the best possible sound quality. Poise and presentation are part of the judging criteria; thus contestants are not to provide their own accompaniment.
3. Contestants must submit a color photo (snapshot or Polaroid) of themselves, with faces clearly visible. They must be in the SAME OUTFIT they will be wearing for that event. Photos should be CLEARLY LABELED with student's name, school name, school telephone number, complete school address, and the category.
4. All vocal and instrumental music should be memorized (exception: Small and Large Instrumental Ensembles). We allow some leeway for the Junior Convention, but this may affect the scoring.
5. There should be a preselected spokesperson for each group who will introduce the group, the school represented, and the title of the song to be performed. (This is not counted against performance time.)
6. Personal amplification equipment for competition is not allowed.
7. Musical competition time limit is 5 minutes.
8. Judges' forms will be provided at the convention.

Competition arrangements are to be Christian or patriotic rather than secular. Classical instrumental music is allowed as long as it is non-offensive to Christian values or good taste. Music sung or played with a jumpy, sensual, or worldly style is not acceptable. Jazz, gospel rock, or gospel country music are not acceptable. Music must be appropriate for a typical conservative fundamental church service (musical arrangement, text, and presentation). Narration and/or dramatic dialogue are not allowed.

## **PLATFORM GUIDELINES**

1. Three copies of the entry, as performed, must be given to the judges before a performance. Copies should be CLEARLY LABELED with the student's name, school name, school telephone number, complete school address, and the category.
2. Contestants must submit a color photo (snapshot or Polaroid) of themselves, with faces clearly visible. They must be in the SAME OUTFIT they will be wearing for that event. Photos should be CLEARLY LABELED with student's name, school name, school telephone number, complete school address, and the category.
3. All selections should be memorized. We allow some leeway for the Junior Convention, but this may affect the scoring.
4. There should be a preselected spokesperson for each group who will introduce the group, the school represented, and the title of the piece to be performed. (This is not counted against performance time.)
5. Personal amplification equipment for competition is not allowed.
6. Platform competition time limit is 5 minutes.
7. Judges' forms will be provided at the convention.

### **Expressive Reading**

An expressive reading is a memorized interpretation by a contestant of a reading which consists of reading in the first person. The reading must have a moral and/or Scriptural value, or must highlight Christian heritage or patriotism.

### **Famous Speech**

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

### **Poetry Recitation**

The contestant chooses a poem to recite by memory, using all the skills of a good dramatic presentation. The poem may be Biblical, patriotic, of high moral content, or about our Christian heritage.

## **Male Preaching**

A contestant must prepare and deliver an original sermon not to exceed eight (8) minutes in length. Each sermon will be judged on Biblical content, outline, and effective delivery, Contestant may use outline cards. Grammar is very important!

## **One Act Play**

1. The play must include at least two scenes.
2. A minimum of three (3) and maximum of five (5) players may be involved. Each player may be used to portray more than one character. Technicians, musicians, and all personnel needed for production will be counted in the five-contestant limit.
3. Females must play female roles; males must play male roles.
4. The play should depict or illustrate soulwinning, Scriptural truths, our Christian heritage, defense of the Christian faith, or patriotism.
5. Props and equipment must be provided by the contestants' school (i.e., extension cords, spots, sound effect equipment, furniture).
6. NO firearms may be used unless they are rendered inoperative. Discharge of blanks, caps, or any explosive is NOT permitted in play production.
7. No recorded speaking or singing will be permitted in play production. Recorded sound effects WILL be accepted (background music, storms, animals, guns, etc.).
8. Scripts are to be memorized.

## **Dramatic Dialogue**

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

1. Females portray females; males portray males.
2. Only two characters can be portrayed.
3. Conversation must focus on: (a) soulwinning, (b) Scriptural truths, (c) Christian heritage, (d) defense of Christian faith. (Examples: an individual witnessing to another, a discussion between a parent and child, two friends discussing current affairs.)
4. Costumes and one prop per character are permissible.
5. No recorded speaking, singing, or sound effects are permitted.

## **Clown Act**

1. Costumes—A costume is required and may be commercially made or homemade. It must be loose-fitting and meet Convention modesty standards. Males must wear male garments. Females must wear female garments.
2. Makeup—Facial makeup must be pleasant—no satanic/demonic/horror/white face images permitted. Special attention should be given to eyes, eyebrows, nose, cheeks, and mouth.
3. Presentation—A typed (double-spaced) description of the skit/act must be provided for judges. It must be positive, teach a Biblical principle/moral, and be void of sexual implications or ethnic ridicule. Focus should be on concepts such as strengthening traditional family values, love of God, exercise of faith, wisdom, defense of freedom, getting along with others, service, and/or commitment to virtuous living. The script must address a children's audience. The script may be the original work of the contestant or may be the work of another person. Note: Clown Act is not stand-up comedy. It is an act with a lesson. It may be mute or vocal. Electronic sound effects are permitted. The contestant must provide all necessary equipment. No off-stage assistance is permitted. At least four hand-held props are required (e.g., balls, books, balloons, bats, hats, mirrors, puppets, stuffed animals, and mops) and must be included in the act.

## **Illustrated Storytelling**

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

## **Puppets**

Contestants must provide their own stage and background. All puppet plays must have a background to screen the puppeteer[s] from the audience. A puppet team may consist of 1-2 puppeteers. The team may be male, female, or mixed. Homemade and/or professionally made puppets may be used. Recorded background music or sound effects may be used, but contestants must perform LIVE all verbal communication. Scripts must be tastefully presented, avoiding slang insinuation of questionable language.