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## Convention Guidelines and Registration

**Absentee entries will not be accepted. Contestants must be in attendance to participate.**

### Qualifications

1. Any student, who is 9-12 years of age by December 31 of this year, is eligible for Jr. Convention.
2. Home school students are eligible to compete.
3. A student may not compete in Jr. Convention as well as RSC or ISC.

### Number of Events

A SCHOOL may send four entries in each Non-performance event, three entries in each Performance event, 2 entries in each Single Elimination event, and 2 teams for each Team event. See "List of Events" or "School/Student Participation Form."

A CONTESTANT may enter one Elimination event, three Performance events, four Non-Performance events, and numerous events that do not count toward event limits\*. (A student may not have 2 entries in the same category, i.e. 2 mixed duets).

Definition of Performance: Must be present/ something the student does the day of Jr. Convention. \*

Definition of Non-Performance: Do not have to be present/a project completed prior to the day of Jr. Convention. (exception: Spelling)

Definition of Elimination: Could go on all day to be eliminated.

\* Quiz Bowl (when offered), Ensemble, Ensemble with instruments, Instrumental Groups (Brass, Misc., or Woodwind), Preaching, One-act play, and Cookie Baking do not count toward event limits.

### Entries

All written entries must be typed. Each entry must be in a clear plastic folder with the contestant's name, school name, address and telephone number clearly visible on front. Three copies are required.

All Art, Sculpture, Needle/Thread, and Photography entries must have a 3X5 card with the entry name, contestant's name, school name, address and telephone number securely attached to the entry.

Girls submitting a garment must include a color photo of themselves modeling their garment. Entrants also need to include their pattern (with any changes noted).

Art, Science, Photography, Crafts, Written and Needle/Thread entries are to be taken to a designated area. For platform and music, the contestant will present his scripts and music to the judges at the time of performance. Three copies are required.

### Appearance

An image of Christian discretion and modesty is to be portrayed. Everyone associated with Jr. Convention is asked to dress in conservative, appropriate attire. Fad clothing is not appropriate. Participants are asked to show deference. Dress requirements will be followed throughout the entire convention.

Male: All male sponsors and students should wear dress shirts and dress slacks (no blue jeans). They should not wear earrings or necklaces. Standard conservative haircuts are appropriate.

Male athletic wear - loose fitting, full-length sweat pants, warm-up pants, or wind pants. Uniformity in dress is mandatory for athletic team events. Athletic clothing may be worn only to athletic competition. (No shorts, please.)

Female: All female sponsors and students should wear dresses, skirts, or culottes, which are no shorter than the bottom of the knee (no slits above the knee). Tops should come to the neckline (no sleeveless tops or see-through material).

Female athletic wear – skirts or loose fitting culottes and tops. Uniformity in dress is mandatory for athletic team events. Athletic clothing may be worn only to athletic competition.

### Appearance Check

All athletic competition clothing (male and female) will be checked by the athletic director at the beginning of scheduled competition. No coach or team member in violation of the dress code will be allowed to participate.

### Attendance

Sponsors and students must attend all rallies. Important announcements are given in the opening rally and awards are given at the closing rally. Sponsors and parents are expected to encourage appropriate behavior from students.

### Conduct

"Abstain from all appearance of evil . . ." should be the guiding principle for all behavior at Jr. Convention. Sponsors and staff should be constantly alert and should not hesitate to correct any behavior, which is "unseemly", (even if the student is from a group other than yours). If the student persists, ask for the student's name, and his or her school or group association. Report it to the Jr. Convention Director. The Sponsor of that school (group) will be sought out to deal with the matter.

### Sponsors

Sponsors are the key to good attitudes among the students and a cooperative spirit in the convention. Each student must be directly responsible at all times to a specific sponsor. There must be one male sponsor for everyone to ten boys and one female for everyone to ten girls.

Sponsors must be at least eighteen years of age.

In exceptional cases, a school may assume responsibility for one or two students from another school/group, provided this does not exceed the one to ten ratio.

### *Spectators and Guest*

Spectators are welcome to attend events and rallies, and are asked to dress appropriately. There is no charge for spectators. Children under the age of four are not allowed in competition rooms, including the church during performances, during single participation events. They may be in the rooms for group events. Spectators are not allowed in checkers, chess or spelling competition. Parents are to be directly responsible for their children in attendance who are not competing.

### *Medical*

Each person registering must submit a Consent and Release form with a parent's signature giving permission for medical treatment. (The Consent and Release forms are to be sent with the Registration materials ahead of Jr. Convention.) Each person must provide his own medical and accident insurance. The permission for medical treatment includes a statement releasing Bird Lake Christian Academy and Bird Lake Wesleyan Missionary Church from responsibility and liability for any medical expenses incurred by students during their time at the Convention or their travels to/from the Convention area.

### *Judging*

Decisions of the judges are final. If you know people who are qualified and interested in serving as a judge, please contact the Jr. Convention Director. Judges will receive instructions after the opening rally.

We ask that all judges bring a calculator and double check their scores before turning them in to Master Control. Judges forms can be picked up after the closing ceremonies by a designated Sponsor.

### *Registration Forms (sent ahead)*

Registration should be completed online well in advance to the day of Convention. Please be sure students and events are entered correctly. No changes can be made the day of Jr. Convention to a student's registration.

Each school must pay a registration fee to help defray the expense of the Convention. Fees will change from year to year. Along with a school fee, a student fee is charged for each participant. This is a set fee and is not based on the number of events in which a participant is entered.

### *Registration Table (at Jr. Convention)*

Only the head Sponsor will stop at the registration table. The other sponsors, along with the students should wait quietly in the hallway. At the registration table, the head Sponsor will verify that all students are present, and note any changes in number of students or events. No events can be added on the day of Jr. Convention for which a student is not already registered. Students may only drop events the day of Jr.

Convention, but must pay a fee. There will be a charge for "no shows" unless the student is unable to attend. The head Sponsor will pay any balances that are still due. The head Sponsor will receive name tags to distribute to each student participating.

## SECTION I – Academics

*SPELLING:* See Spelling Word List for Jr. Convention. The competition consists of a written spelling test.

*CHECKERS:* Elimination Event

All contestants are to abide by the dress code listed prior. This is not an athletic event.

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 of his men have been captured or because all of his remaining men are blocked. A game may be terminated as a draw when neither player holds an advantage sufficient to force a win (within 15 minutes time limit). A player whose position is apparently inferior may call upon his opponent to win the game or show an increased advantage within thirty 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 youngest player is 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 30 seconds 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.

*CHESS:* Elimination Event

All contestants are to abide by the dress code listed prior. This is not an athletic event.

The object of play is to capture the adverse king. The capture is never consummated; when the king is attacked and cannot escape, he is said to be "checkmated" and the game ends. Many games end by resignation of a player who sees that he cannot escape eventual defeat. A game may be abandoned as drawn for any of the following reasons: insufficient forced, stalemate, perpetual check, agreement by both parties, or the 50-move rule (the 50-move rule may be called at any time by a player who is at disadvantage, but the 50-move rule is canceled if any piece is captured or if any pawn is moved).

The following rules will also be observed:

1. White moves first; thereafter the players move alternately. The younger player will have first choice of black or white.
2. A player may not touch a piece without asking his opponent, unless he plans to play that piece.
3. After three (3) minutes, time will be called; the player has one (1) minute to finish his play or forfeit the game.

## SCIENCE

### Types of entries

1. Collection – Classification and display examples: rocks, insects, leaves, etc. Manmade objects such as coins, stamps, arrowheads, etc. are not allowed.
2. Research – Develop a hypothesis, prove or disprove the hypothesis, record results, write your conclusion, and prepare a display to exhibit your work. Example – The stages of development of a butterfly from a caterpillar.

### Checklist for Science

1. Each entry must be completed and ready for exhibition.
2. Entry must be the work of the contestant. Sponsors may advise but must not build any part of the exhibit. A list shall be submitted identifying any work included in the display that is not the work of the contestant, such as a specially machined component or electronic test equipment.
3. Exhibits must occupy a table or floor area no more than 4 feet wide or 30 inches deep.
4. If electrical power is required, 120V AC will be available. All switches and cords must be UL or CSA approved. The exhibit must be wired in a safe manner. Please note on School/Student participation form if an outlet is needed for your entry.
5. Contestant will set up his/her exhibit and then leave the area. Exhibits will be on display after judging, then may be picked up at a designated time.
6. The Convention is not responsible for loss or damage to any exhibit, but will do everything within the staff's power to protect your display.
7. Attach a 3X5 card to the back with School's name & address, event, and Student's name.

### Judging Criteria

- ✓ Originality
- ✓ Creative approach to the project
- ✓ Scientific thought
- ✓ Accuracy of displaying a scientific fact or principle.
- ✓ Consideration is given to probable amount of effort and study that went into the project.
- ✓ Workmanship – quality of the construction of the exhibit including the neatness of labels and description
- ✓ Thoroughness – how completely and carefully the project is presented.
- ✓ Exhibit should be solely the work of the student contestant.
- ✓ Clarity – how clearly the average person can understand the exhibit.

\*On your accompanying paper, please make sure you have the following:

1. Have you stated your hypothesis, purpose or reason?
2. Did you show the process of steps?
3. Have you written your conclusion?
4. Did you use your own words?
5. What scriptural application or reference did you use?
6. Does display agree with and illustrate what your paper discusses?

### Social Studies

#### Types of Entries

1. Collection- Classification and display examples: stamps, coins, postcards, ect. The collection should have a historical theme or element tying it together. A collection consists of a display and a paper. The display for a collection should represent the bulk of the work and is the most important part of the project. The paper may be a written report or a notebook with pictures, diagrams, or a list of sources for the displayed items. The documentation for a collection could be likened to a display tag at a museum.
2. Research- Choose a topic or person from history. Included in the research should be the developing of a thesis or the answering of a question. Topics may be from history, economics, geography, or the political realm. A research entry includes a written paper and a display. The bulk of the project for research is the written paper. Please strive to have the proper mechanics of a research paper. Sources should be cited. The display will augment and support the material presented in the research paper.

#### Checklist for Social Studies

1. Each entry must be completed and ready for exhibition.
2. Entry must be the work of the contestant. Sponsors may advise but must not build any part of the exhibit. A list shall be submitted identifying any work included in the display that is not the work of the contestant, such as a specially machined component or electronic test equipment.
3. Exhibits must occupy a table or floor area no more than 4 feet wide or 30 inches deep.
4. If electrical power is required, 120V AC will be available. All switches and cords must be UL or CSA approved. The exhibit must be wired in a safe manner. Please note on School/Student participation form if an outlet is needed for your entry.
5. Contestant will set up his/her exhibit and then leave the area. Exhibits will be on display after judging, then may be picked up at a designated time.
6. The Convention is not responsible for loss or damage to any exhibit, but will do everything within the staff's power to protect your display.
7. Attach a 3X5 card to the back with School's name & address, event, and Student's name.

#### Judging Criteria

- ✓ Originality
- ✓ Creative approach to the project
- ✓ Accuracy of display.

- ✓ Consideration is given to probable amount of effort and study that went into the project.
- ✓ Workmanship – quality of the construction of the exhibit including the neatness of labels and description
- ✓ Thoroughness – how completely and carefully the project is presented.
- ✓ Exhibit should be solely the work of the student contestant.
- ✓ Clarity – how clearly the average person can understand the exhibit.

### SHORT STORY WRITING (Early Entry)

The contestant writes and submits a fiction composition.

1. The story MUST have an evangelistic, Biblical, Christian growth, moral, patriotic, or historical theme.
2. The story must have been written after the termination of the previous Jr. Convention and must be the original work of the student.
3. Plagiarism (copying someone's work) of any kind will automatically disqualify the entry.
4. A significant portion of the story must be written during school hours to verify authenticity.

Checklist for Short Story

1. Length – 100 to 350 words.
2. Format – must be typed, double-spaced on plain paper; one full inch margin on all sides (typing may be done by someone else).
3. Stories must be in a clear plastic folder with the contestant's name, school name, address, and telephone number visible on the front of each of the 3 copies.

### ESSAY WRITING (Early Entry)

Themes for essays may be evangelistic, inspirational, biblical, Christian growth, patriotic, persuasive, or historical. Remember – the title and the theme are different things. A contestant chooses a topic and writes a paper.

Things to remember:

- ✓ A good essay will use facts, arguments, examples and illustrations that allow the reader to be persuaded of the truth he is reading.
- ✓ The essay must have been written after termination of the previous Jr. Convention and must be the original work of the student.
- ✓ Plagiarism of any kind will automatically disqualify the entry.
- ✓ A significant portion of the essay must be written during school hours to verify authenticity.

Checklist for Essay Writing:

1. Length – 100 to 350 words.
2. Format – must be typed, double-spaced on plain white paper; one full inch margin on all sides.



3. Essays must be in a clear plastic folder with the contestant's name, school name, address, and telephone number visible on the front of each of the 3 copies.

### POETRY WRITING (Early Entry)

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

1. The poem may be a lyric poem, a folk ballad, a literary ballad, or a narrative poem.
2. The poem must have been written after the termination of the previous Jr. Convention and must be the original work of the student.
3. Plagiarism of any will automatically disqualify the entry.
4. A significant portion of the poem must be written during school hours to verify authenticity.

#### Checklist for Poetry Writing

1. Format – At least 8, but not more than 30 lines.
2. Poetry Writing must be in a clear plastic folder with the contestant's name, school name, address, and telephone number visible on the front of each of the 3 copies.

### WEBSITE DESIGN (Early Entry)

The website will be judged real time over the internet. It must be a fully functioning site with a clear, practical purpose, which it pursues with creativity and skill. Students are free to use any platform, tools, programs, computer languages, or resources.

#### **Requirements**

1. Site must consist of more than a home page.
2. Site address must be included in judges' form.
3. Scripture references must be from the King James Version.
4. All subject matter (photos) must meet the ACE dress and appearance guidelines.

#### Possible project areas:

Informational- Offer or provide information.

Promotional- Promote a school or church.

Service- Offer a service to meet the needs of individuals or groups.

See judges' form for additional information.

### POWERPOINT PRESENTATION (Early Entry)

The PowerPoint entry is to be a user directed, standalone presentation using no live internet links.

## Requirements

1. The presentation may be linear or nonlinear.
  2. Microsoft PowerPoint is required to be used.
  3. Presentation must be presented on a CD or flash drive in a gallon size zipper bag with judges' form. Three copies (3 separate bags) must be submitted.
  4. Scripture references must be King James Version.
  5. All subject matter (photos) must meet ACE dress code and appearance guidelines.
- See judges' form for additional information.

## SECTION II – Art Division

### Types of Entries:

- Watercolor - guidelines are on the Judges form
- Sketching - guidelines are on the Judges form
- Colored Pencil - guidelines are on the Judges form
- Pen & Ink - guidelines are on the Judges form
- Woodworking – any tools – Male & Female categories
- Clay Sculpture - guidelines are on the Judges form.
- Craft – Male & Female categories - guidelines are on the Judges form.
- Lego Creations- All one category \*new category\*

### General Guidelines

Be sure to enter the correct category. Review the judges' forms to see where points are given and make sure that the entry includes each point. Art entries must have been started after the termination of the previous Jr. Convention and must be the original work of the student. Students are encouraged to draw on their own ideas for subject matter and composition. It is recognized that copying of artwork (in another medium) is one method of learning, but should not be presented as the original work of the student. Entries must meet all Jr. Convention standards as far as dress codes and suitable subject matter. All entries must be done in realistic style – no abstract or surrealism. No artwork should attempt to portray the face or image of Christ. No color-by-number paintings will be accepted. No purchased kits. **This year, we ask that picture frames do not have hangers affixed to them.**

### LEGO CREATIONS-- MALE OR FEMALE (combined judging) \*new category\*

1. All entries must be the student's sole work and must have been started after the completion of last year's Junior Convention. No Lego kits are allowed.
2. This is for the normal size Legos which does not include Duplo Legos or Mega Blocks.
3. Entry is to be no more than 15 in. x 15 in. or 48 studs x 48 studs which is the size of a large base plate.
4. Layout must be on a base plate or attached to something for stability.
5. There must be a description of the creation on a 3x5 notecard.
6. Entry must have a clearly stated theme.

## WOODWORKING – MALE OR FEMALE

### Types of Entries

**Wood Construction-** Projects in this category must show 2 types of joinery (Mortise-Tennon, Butt, Dovetail, etc.) Entries in this category must be made entirely of wood, except for screws, finishing nails, and hinges. The contestant may use any style or type of woodworking tools he would prefer. Wood items may not exceed 3 feet in any direction.

**Wood Turning-** Contestants must use a wood-turning lathe and other associated tools. Projects may be one or multiple pieces (vase, bowl, or set of something.) A project with assemble pieces should be at least 80% lathe work.

**Wood Carving-** Power tools may be used to rough cut the piece. 2/3 of the project should be hand carved.

**-Marquetry-** Marquetry is the inlaid work of various colored thin woods (veneer) to make a picture, or design. Marquetry on other objects is acceptable, but only the marquetry will be judged, and the piece may be entered in only one category.

\*See judges' forms for specifics for each woodworking category.

CLAY SCULPTURE - Entries in this category must be completely hand built and made out of clay only. The use of slip molds or green-ware available from ceramic or craft houses is NOT allowed. All clay sculpture SHOULD, but does not have to be, kiln-fired to protect the entry. Clay sculptures may not exceed 2 feet in any direction. All sculptures MUST be one piece (Example – bird nest and eggs – eggs must be attached to nest.)

### Checklist for Art

1. Entries must arrive for judging in satisfactory exhibition condition.
2. Entries must have a 3X5 card securely attached to the back with the following information: Entry, contestant's name, School name, address & phone number.
3. Framing – All artwork must be enclosed in some type of frame. The only exceptions are clay sculpture, woodworking and craft.
4. Packing – All contestants are responsible for the packing, transporting, and proper handling of their own artwork. Minor touch-ups are permitted. No entry may exceed 40 pounds in weight, or exceed more than 3 feet in its longest dimension (Clay sculpture limit – 2 feet).

## SECTION III – Photography Division

### Types of entries (all color):

- Character Portrait – A picture of an individual involved in a practice that makes up his nature. The person must be doing something. This is not to be a studio-type portrait.
- Scenic – A picturesque outdoor setting.
- Still Life – A picturesque indoor arrangement of objects.
- Wildlife – A picture of animals, birds, flowers, insects, etc. NO DOMESTIC ANIMALS (cats, dogs, etc.).
- Character Trait – A picture that represents an ACE character quality. List the Character Trait on a 3x5 card and submit it with your photograph.

- Special Effects – A picture using a special effect. Trick photography using objects, lighting, lenses, or other equipment to create an illusion or unusual effect. Computer software (Adobe Photoshop, Adobe Illustrator, CorelDRAW, etc.) may NOT be used.
- Computer Photo Enhancement – A photographic image (picture) taken with a film or digital camera and enhanced with computer software programs such as Adobe Photoshop, Adobe Illustrator, or CorelDRAW. Anything may be done to enhance the photographic image as long as it meets convention guidelines.

### Rules

1. Entries must be taken within 12 months of the Jr. Convention and must not have been entered in any other contest.
2. Digital photographs may be used in any category. However, computer enhanced pictures may only be used in the Computer Photo Enhancement category.
3. Entries must be the sole work of the student.
4. Entries must be 8X10 mounted with an 11X14 mat that is not thicker than 3/16" or thinner than 1/16". No frames.
5. Entries may be processed by commercial labs or by the student.
6. Entries must arrive for judging in satisfactory exhibition condition. Protect your project with plastic wrap or a zip lock bag.
7. Jr. Convention is not responsible for art that is lost or damaged, but the staff will do everything within their power to protect it.
8. Each photo may be entered in only one event.

Entries must have a 3X5 card securely attached to the back with the following information: Entry, contestant's name, School name, address & phone number.

### Judging Criteria:

- ✓ Originality – The way the medium expresses the student's own idea rather than following the pattern of others.
- ✓ Content – The subject matter of topic treated must conform to Jr. Convention standards of what is acceptable in behavior, dress, etc. *Exception – Original garb or people from foreign lands; i.e. mission pictures, but be discreet.*
- ✓ Focus – Sharpness of essential details in the photograph. Good use of depth of field or diffusion for special effect.
- ✓ Contrast – The difference between light and dark used to display the content to the best advantage.
- ✓ Density – The accuracy of exposure exhibited by overall tonal quality.
- ✓ Lighting – The placement of lighting to best exhibit the subject.
- ✓ Mounting – The color, texture, and permanence of the material on which the photograph is exhibited.

## SECTION IV – Needle and Thread Division

All Garment categories are for female contestants only. Needlecraft may be entered by male or female contestants (counted cross-stitch, regular embroidery, knitting, crocheting, or afghans). All Garment categories are to be girls' garments they can wear. They must not receive help on their projects other than instructions. Contestants are allowed to submit one entry per category. All fashions must meet Jr. Convention dress requirements. Do not submit mini-skirts, slacks, pantsuits, shorts, bathing suits, sleepwear, slits above knee in skirts/dresses, or garments with low necklines. These rules also apply to the subjects used in needlework entries. Thin or "see-through" fabrics must be fully lined with opaque material. (Lace material is see-through.) No needlework entries should attempt to portray the face or image of Christ. Projects must be completely finished to be eligible. All needle and thread entries must have been started after the termination of the previous Jr. Convention.

### GARMENTS – Female Only

- Sportswear – 2 pieces only – select one of the combinations  
Skirt and blouse, jumper and blouse, culottes & blouse.
- Dresses – Church dresses, casual dresses, tailored dresses – 1 piece only.
- Jumper
- Skirt

### SEWING MISCELLANEOUS - Female Only

*Any item that is sewed that is not a garment. Bag, Apron, pillow, ect.  
See judge's form for more details.*

### NEEDLECRAFT – Male or Female

- Counted cross stitch, regular embroidery,
- Knitting or crochet
- Afghans

### Checklist for Needle & Thread:

1. Pattern (if changes are made, please note)
2. Entries must have a 3X5 card securely attached to the back with the following information: Entry, contestant's name, School name, address & phone number.
3. Plastic bag to hold pattern. Attach bag to hanger of sewing garments. Attach with safety pin to needlework entry, or secure to back of frame as applicable.
4. **A color photo of contestant modeling garment** (this does not apply to needlecraft entries).
5. Three copies of the judges' form.

### Garments

If a garment is a compilation of several patterns, the pieces used from each pattern should be submitted with the entry. Please do not submit the pieces not used. Higher points will be received for more difficult finishes. A proper finish should be used pertaining to the type of material (i.e. wools are usually bound; crepes need French seams, etc.) Zigzag and pinked seam finished are the easiest and will receive the

fewest points. Pressing as you sew is very important. Even though a garment is slightly wrinkled in route to the convention, the correct pressing of each part as it is assembled will be evident to the judges.

### Needlework

It is best not to have any knots or loose ends. When working with an even number of threads, you may cut your thread twice the length needed – fold in half – thread loose ends through eye of needle – bring needle up from back side of fabric – go down – catch loop end of thread with needle – now you have started your work without knots or loose ends. To tie off without knots, simply hide ends in same color thread. When framing your needlework picture, do not put glass in the frame. The glass distorts stitches and makes judging difficult.

## SECTION V – Athletics

### BASKETBALL – Male only - 3 on 3 – one team (Double elimination)

A team shall consist of 3 players with one substitute. A team will not be permitted to start a game with less than 3 members.

Each team is to be in a standard uniform (every member dressed alike). Each player's shirt is to be numbered on the back with a solid color number contrasting with the color of the shirt. This can be done with liquid paints or iron-ons if needed.

A game shall consist of two five-minute periods separated by a five-minute halftime. A game shall be won by the team scoring the most points at the end of 10 minutes of playing time. It is a running clock except for free throws. Free substitution will be in effect. We will be playing a tournament bracket. This will help to determine first and second. At the beginning, schools or groups with larger 4<sup>th</sup>-6<sup>th</sup> grade enrollment will play schools or groups of like number. Needless to say, the same thing will happen with the smaller schools, but ultimately the size of the school will not make a difference in who competes against whom.

Each team is allowed two time-outs during the game. For bonus, you will be shooting 1 and 1 foul shots on the 3<sup>rd</sup> team foul in each half. Over times will last three minutes in duration with each team allowed one additional time-out. Three fouls per game disqualify a team player. No extra fouls are given during overtime. 1/2 court.

Cheerleaders are not allowed; however, we encourage spectators to cheer for their team. Please inform parents of the differences in the rules. This will save the referees a lot of headaches.

### TABLE TENNIS – Male or Female – Double elimination

Table tennis contestants may wear assigned athletic wear for competition. The paddle must be supplied by contestant and may be any commercially produced paddle. In the event of a broken paddle, the table tennis judge will supply the contestant with a substitute.

The choice of ends and the right to be server or receiver in any game shall go to the younger player, provided that if he chooses the right to be server or receiver, the other player shall have the choice of ends, and vice versa.

A game shall be won by the player who first wins 15 points, unless both players shall have scored 14 points, and then the winner of the game shall be the first one who scores two points more than his opponent. A match shall consist of one game, except for finals. Final matches shall consist two of three games in which games shall be continuous throughout, except that either opposing player is entitled to claim a repose

period of not more than 5 minutes' duration between the second and third games of a three-game final match.

Table Tennis Rules – For general rules, see the [International Table Tennis Federation Rule Book](#). Rules may also be purchased from the United States Table Tennis Assoc.

### VOLLEYBALL – Female Only – Double elimination

It is required that teams learn to play "Power Volleyball" as opposed to an open-hand "beach ball" type of game. [The Volleyball Rule Book](#), published in the National Federation of High School Associations, gives more precise rules and regulations. However, if there is a conflict between the handbook and the convention guidelines, the guidelines will have precedence.

Jr. Convention uses rally scoring.

A team must have a minimum of six members to compete – 3 substitutes are allowed. A team will not be permitted to start a match with less than six members.

Players must have loose-fitting tops and must wear culottes or capris. Their identification number on the front must be no smaller than 4" high and must be in a visible color easily distinguished from across the distance of the court. The number on the back of the jersey must be at least 6" high. This can be done with liquid paints or iron-ons if needed.

The coach may make a request for substitution from the referee when the ball is dead. The coach must report the number of the substitute and the number of the player being replaced. The referee will report the change to the scorer and will then signal the substitute to enter the game. The incoming player must take the position and place in the serving order of the player replaced. No change shall be made in the order of rotation. A player shall not enter the game for the fourth time. Starting the game counts as an entry. Substitutions may be made at any time in case of injury. If, through injury, a player is unable to continue and the available substitute has entered the game, the injured player may be replaced under the following conditions:

1. The substitute was not in the game at the time of injury.
2. The substitute has not already entered the game three times, although she may have played in a different position in the serving order.
3. The injured player does not re-enter during the remainder of the match.

In case of an illegal substitution, the offending player must be removed as soon as the error is discovered. If the team in error is serving when the error is discovered, all points scored by the team in error must be canceled and side-out shall be called. If the opponents have already served, the offending team shall incur no loss of points, but point or side-out shall be awarded.



## Fouls

1. Holding/throwing ball
2. Ball touches any part of the body below the waist
3. Player touches the net
4. Player out of position on serve
5. Foot foul by server
6. Same player hitting the ball twice in succession, except in a block

A game shall be completed (for the essence of time) when a team wins only one set of 35 points and is ahead by two points.

For a match, the choice of serve or playing area shall be decided by the captain of the team from the least total contestant participation enrollment.

Requests for time-outs shall be made by the coach or playing captain only during dead balls, but not after the referee has signaled for the next serve. Charged time-outs shall not exceed 30 seconds and each team is limited to three time-outs per game. Requests for additional time-outs shall not be honored and shall be penalized by one point. Time-outs may be taken consecutively without play between them. If a team delays returning to the floor after one time-out, the referee shall charge the delaying team with a time-out which they may then use. If the delaying team has already used its 2 allotted time-outs, it shall be penalized (one point).

Note: Remember that although the games of convention will be scheduled for a precise time, you should keep in close contact with the competition in case of unexpected schedule changes.

## ARCHERY – Male or Female – Traditional Instinctive or Unlimited Freestyle

Traditional Instinctive – Recurve or Long Bows – No sights or releases may be used.

Bows should only have a nock & an arrow rest.

Unlimited Freestyle – Compound Bows – Sights & stabilizer bars may be used. Releases may also be used.

Crossbows are not allowed in either category.

Arrows should be equipped with target or field point tips. No hunting tips allowed. Competition is held strictly out of doors, so arrows should be selected which are for outdoor shooting. A contestant shall possess at least six arrows identifiable as his. Six arrows shall be shot at each target. For safety, all arrows shall be identical length and weight. Only carbon or aluminum arrows (No wooden arrows) should be used with compound bows. Arrow rests must be mounted on the handgrip or riser area of the bow so that the arrow at full draw does not extend past its point of mounting. Gloves, finger pads or mechanical releases may be used. Rubber tubing around the string and above and below the knocking points is acceptable.

A contestant shall shoot a total of 18 arrows for points: 6 arrows are shot at each of three targets. The distances of the targets will be 10 yds., 20 yds., and 30 yds. in that order. A minimum of 6 arrows must be carried to the shooting line. Once a shooter is on the line, he/she cannot leave for any reason without permission from the head judge. Once a contestant is on the shooting line the draw weight or break over weight cannot be changed in case of equipment failure of any kind. The head judge will determine the best procedure which will allow the shooter to complete the three rounds. While on the shooting line, a shooter must follow the commands of the head judge and exhibit that he can safely operate the archery equipment in his possession.

A shooter will be called to the shooting line. A shooting position stake will be in line with each target. A shooter's foot must be within 6 inches and behind this stake. A command will be given to shoot; each contestant will shoot 6 arrows at the target. A command will be given to retrieve arrows; a line judge will score the points on the target. The shooters or assistants will pull the arrows. Points range from 1 to 10 on the target; a perfect score is 180 points (60 points at each target). Any tie scores will be broken by determining which of the two contestants shot more number 10 scores.

Safety is the main concern of the head archery judge. All archery equipment will be checked before shooting to ensure that it meets the qualifications of the event in which it is entered and that it is safe to shoot. All commands given by the judge are to be followed without hesitation while the shooter is on the shooting line.

Equipment must be in the control of the contestant's supervisor or an adult at all times. The contestant may not carry the equipment to and from the competition site. No practice of any type will be allowed on the competition site. Failure to comply with these rules could mean disqualification of the shooter from competition and confiscation of equipment for the remainder of the Jr. Convention.

Targets shall be 48 inches in circular format with a colored bull's-eye in the center. All targets shall be identical in size, color and markings for scoring zones, and shall all have a 12 to 18-degree angle of tilt. The target face is to be divided into 5 concentric color zones. Should the shaft of an arrow touch two colors, or touch any dividing line between scoring zones, the arrow shall score the higher value of the zones affected. No arrows shall be touched or removed from a target until the judge has properly recorded the scores – violations will disqualify the arrows not recorded.

100 YARD DASH – Male or Female

Obstacle Course Run – Male or Female - **Does not count toward event limits.**

Objective: To run approximately 300 yards while completing a series of obstacles and crossing the finish line in the shortest amount of time.

Rules: Each participant is timed. Each obstacle must be completed correctly before continuing to the next one. Shortest time wins.

## SECTION VI – Music Division

### *OFFICIAL STATEMENT OF ACCEPTABLE MUSIC FOR JR. CONVENTION COMPETITION*

The Jr. Convention Staff desires to have the highest quality music competition possible. The intent of music competition is to encourage students to apply their musical talents to Christian values. Competition arrangements are to be Christian or patriotic rather than secular. Classical music which conveys a Christian theme is acceptable. Music sung or played with a sensual or worldly style is not acceptable. Jazz, rock, or country music are not acceptable. Music must be appropriate for a traditional church service.

Music performed during competition is not necessarily endorsed by the Jr. Convention. Competition entries will be judged by a panel of judges selected to evaluate contestant compliance with criteria on the judge's form without prejudice toward a particular style of Christian music.

#### General Performance Guidelines:

IMPORTANT!! All copies of music must be clearly labeled with the following information: Contestant's Name, School Name, and Category.

1. Three copies of the arrangement will be given to the judges before a performance. Music must be performed exactly as it appears on the score. If chords are changed, etc., music should be re-written to reflect the changes. The judges must receive a copy of the corrected changed score.
2. In group competition, it is important for at least some part of the song to divide into harmony.
3. Contestants may sing a Capella, be accompanied by an adult, or student, playing a piano supplied by the convention; or use accompaniment tape, CD or digital recording (**piano only**, not professionally done). Student must provide his own cassette, CD or digital player.
4. A student (or group) may not use the same song two years consecutively in the same category.
5. In some categories, competition is divided between male and female contestants. Where designated, schools may have groups made up of girls, boys, or both.
6. Poise and appearance are important.
7. There should be a pre-selected spokesman for each group who will introduce the group, the school represented, and the title of the song to be performed.
8. There is no time limit on musical selections for competition.

#### VOCAL MUSIC

Solo – One contestant – Male and Female

Duet – Two contestants – Male, Female or Mixed

\*Small Ensemble – 5 to 12 contestants – **Does not count toward event limits.**

There can be only one school entry under the designation of Small Ensemble. The ensemble may be male, female, or mixed, but it will be judged with all the other small ensembles. It may have an adult director. If a student plays accompaniment, he/she is not included in the 12 total allowable contestants.

\*Large Ensemble – 13 to 25 contestants – **Does not count toward event limits.**

There can be only one school entry under the designation of Large Ensemble. The ensemble may be male, female, or mixed, but it will be judged with all the other small ensembles. It may have an adult director. If a student plays accompaniment, he/she is not included in the total allowable contestants.

\*Small Ensemble with Instruments – 5 to 12 contestants – **Does not count toward event limits.**

There can be only one school entry under the designation of Small Ensemble. The ensemble may be male, female, or mixed, but it will be judged with all the other small ensembles with instruments. It may have an adult directing.

\*Large Ensemble with Instruments – 13 to 25 contestants – **Does not count toward event limits.**

There can be only one school entry under the designation of Large Ensemble with Instruments. The ensemble may be male, female, or mixed, but it will be judged with all the other small ensembles with instruments. It may have an adult directing.

### INSTRUMENTAL MUSIC

Piano Solo – Male and Female

Piano Duet – Male, Female, or mixed judged together

Woodwind Solo & Duet (includes recorders) – Check judges form for guidelines.

Brass Solo & Duet – Check judges form for guidelines.

Misc. Solo & Duet – Check judges form for guidelines.

Includes such instruments as accordion, marimba, xylophone, hand bells, bag pipes, stringed instruments, etc. Drums and amplified instruments are not permitted. Accompaniment is limited to piano.

\*Hand Bells/ Hand Chimes- See judges form for guidelines. No limit on the number of contestants. - **Does not count toward event limits.**

\*Woodwind Group – **Does not count toward event limits.**

\*Brass Group - **Does not count toward event limits.**

\*Misc. Group - **Does not count toward event limits**

## SECTION VII – Platform Division

Students appearing in any platform competition should observe these important points:

1. Material should be carefully chosen or written for the platform to ensure that evil characters would NOT be glorified and that the student rehearsing, or the listener, would not be forced to dwell on negative or harmful thoughts or ideas.
2. Three copies of the judges' form and three copies of the script, speech, sermon, play, or story must be brought to Jr. Convention. Each copy is to be in a clear plastic folder with the contestant's name, school name, telephone number, complete school address, and the category clearly visible on the front of each copy.

### Clown Act – Male or Female

This category is not intended to be a mime act, but a traditional, circus clown act.

1. **Costume-** Required and should be Convention Dress Guidelines.
2. **Face paint-** Should be pleasant and appealing. No scary or evil faces.
3. **Presentation-** A typed (double-spaced) description of the skit/act must be provided for judges. It must be positive, teach a Biblical principal. Please avoid negativity, stereotyping, and ethnic ridicule. The script may be the work of the student or of another person. Note: Clown Act is not standup comedy. It is an act with a lesson. It may be mute or vocal. Electronic sounds are permitted. The contestant must provide all necessary equipment. NO off-stage assistance is permitted.
4. **Props-** At least 4 handheld props are required. (balls, balloons, puppets, mirror, stuffed animal, etc.
5. **Set-up-** 2 minutes
6. **Time Limit-** 4 to 6 minutes. Please adhere to this time frame.

### DRAMATIC MONOLOGUE/DRAMATIC DIALOGUE/EXPRESSIVE READING – Male or Female

A literary work in which the character(s) is (are) vividly revealed. Each actor may assume the role of one or more persons, and by actions and gestures convey communication expressed or assumed to be expressed by another person. Contestants may perform an original dramatic presentation or a purchased performance.

1. The contestant may choose historical character(s), Biblical character(s), or fictional character(s).
2. The **Monologue** may be based on how the character(s) might have responded to a particular event or occurrence. Various characters may be depicted by changes in posture, gestures, facial expressions and/or voice inflections. The intent is to convey dramatic skills in which the contestant demonstrates ability in acting.
3. **Dramatic Monologue/Dramatic Dialogue - Contestant is encouraged to wear a costume** or garment which helps to create a mood; **furniture, props, handheld objects, or a set are NOT permitted.**
4. **Expressive reading – NO costume is permitted.**
5. The monologue/dialogue/expressive reading should be memorized.
6. Time limit – 10 minutes

### ILLUSTRATED STORY TELLING

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

1. Each contestant must indicate to judges to which age group he/she is speaking.
2. Contestant must use at least two hand-help props or illustrations (picture, tool, books, etc.). No puppets may be used.
3. The contestant must not record and use his/her own voice in place of live speaking.
4. No other person may assist. Recorded material must be compiled, arranged, and operated by the contestant.
5. This event is NOT a one-act play, an expressive reading with props, nor may it be a poem. The emphasis is to be on telling an effective story.
6. Set up time is limited to two minutes.
7. Time limit – 10 minutes

### POETRY RECITATION – Male or Female

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

1. The poem may be Biblical, patriotic, of high moral content, or of Christian heritage.
2. No costumes, props, or singing allowed.
3. Time limit – 10 minutes

### PREACHING – Male Only **Does not count toward event limits.**

There is no limit to how many students a school may send in this category.

A contestant must prepare and deliver an ORIGINAL sermon not to exceed five minutes in length. The sermon may be evangelistic, expository, or topical. Each sermon will be judged on Biblical content, outline, and effective delivery. Grammar is very important

### PUPPETS

1. Contestants must provide their own stage and background. All puppet shows must have a background to screen the puppeteers from the audience.
2. No more than four puppeteers may be involved in the act. The team may be male, female, or mixed. One person may do two puppets.
3. Homemade and/or professionally made puppets may be used.

4. Recorded background music or sound effects may be used, but contestants must perform live all verbal communication.
5. Scripts must be tastefully presented, avoiding questionable language (including slang), and questionable activities.
6. Scripts should be memorized.
1. Time limit – 10 minutes

*SIGN LANGUAGE*

The contestant will sign one to four verses of a traditional or current hymn.

1. The student may use piano and/or vocal background (recorded, but not professionally done) or he may choose not to use background music. The emphasis will be on that of interpreting the message of the hymn to the audience, not on the accompaniment.
2. Three copies of the hymn used are to be given to the judges. The copies should include the author of the text and copyright notice.
3. The presentation is to be signed from memory.
4. Time limit – 5 minutes

*\* ONE-ACT PLAY/SKIT – Does not count toward event limits.*

1. **This year, One-act plays will be performed in the outdoor tent**
2. Contestants may present an original or purchased presentation.
3. The play must include two scenes.
4. No more than five players may be involved. Each player may portray more than one character. Technicians, musicians and all personnel needed for production will be counted in the five contestant limit.
5. The play should depict or illustrate soul winning, scriptural truths, our Christian heritage, or defense of the Christian faith.
6. The play may NOT be musical, reader's theatre, or choral speaking.
7. Props and equipment must be provided by the contestants' school (extensions cords, spots, sound effect equipment, furniture). No fire arms may be used unless they are rendered inoperative. Discharge of blanks, caps, or any explosive in connection with a contest play is not permitted.
8. No recorded speaking or singing will be permitted in play production.
9. Recorded sound effects will be accepted (background music, storms, animals, guns, etc.)
10. Scripts are to be memorized.
11. Time limit – 10 minutes
12. There will be a 5-minute set-up limit and a 5 minute tear down limit.
13. Backdrops and equipment should be able to fit in an area 10 feet deep by 16 feet wide.

\* COOKIE BAKING – **Does not count toward event limits.**

Any type of Cookies or Cookie "bars" are acceptable.

Cookies will be judged by:

1. Presentation
2. Appearance of the cookie
3. Taste

No judges' forms are required; however, the cookie recipe needs to be attached to the cookies on a 3 x 5 card. Please make sure the student's name and school are included.