

SECTION II

Academic Division

BIBLE MEMORY (201) → Performance Event

Contestants will be asked six types of questions about Scriptures from the following list. The contest will be conducted in writing. All contestants please abide by the dress codes for non-athletic events listed in SECTION I of these guidelines. **(Shirt and tie required for male contestants. Suit or sports coat are optional.)**

The six types of questions are as follows:

Complete the Verse -The contestant will be given a reference and part of the verse and will be expected to complete it.

Give the Reference -A verse will be quoted, and the contestant will be expected to give the book, chapter, and verse.

Category Verses -The contestant will be asked to quote a verse from a specific category (*e.g.*, Salvation, Prayer, Soul Winning, etc.) and give the reference.

Correct-Incorrect -A reference and the verse will be read. The contestant will be expected to respond “correct” or “incorrect”. Incorrect verses will contain an obvious mistake.

Correct the Verse -The contestant will be given an incorrect verse that he will be expected to correct.

Quote -The contestant is given a reference and will be expected to quote the verse.

General Rules

Only one type of question will be used at a time.

The King James Version only will be used.

No penalty for punctuation errors.

When a response requires a specific verse, the verse must be verbatim.

All Scripture references used must be from the official list.

NOTE: Bible Memory does not require a judge's form.

OFFICIAL LIST

Bible Memory

GOD

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

SALVATION

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

JESUS CHRIST

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

PRAAYER

I Samuel 12:23	Jeremiah 33:3	Matthew 6:6	Matthew 7:7
Matthew 7:8	Matthew 9:38	Matthew 21:22	Mark 1:35
John 15:7	Ephesians 3:20	Philippians 4:6	I Thess. 5:17
Hebrews 13:15	I John 5:14	I Chronicles 16:11	II Chronicles 7:14
Psalm 32:5	Matthew 6:7	Matthew 18:20	Luke 18:1
Ephesians 6:18	Colossians 1:9	James 1:5	James 5:16

THE HOLY SPIRIT

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

VICTORY

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

SOUL WINNING

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

GOD'S PROVISION

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

DISCIPLESHIP

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

CHECKERS (202) → Elimination/Performance Event

(All contestants **MUST provide a board and set of checkers**. All contestants are to abide by the dress codes listed for non-athletic events in SECTION I of these guidelines. Coats are not required for male contestants.)

The object of play is to capture all of the opponent's men or to reduce the opponent to immobility. The loser is the first one who is unable to move in regular turn, either because all his men have been captured or because all his remaining men are blocked. A game may be terminated as a draw when neither player holds an advantage sufficient to force a win. A player whose position is apparently inferior may call upon his opponent to win the game or show an increased advantage within forty of his own moves; failing to do such, the game is drawn. The following rules will also be observed:

Black has the first move. The younger player receives black.

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.

There is a time limit of three (3) minutes for each move, except when a player is confronted with a compulsory jump in only one direction; then he must make his move within one (1) minute.

All jumps must be completed. When this rule is violated, the player must retract his illegal move and make the capture instead.

Checkers is a one game only elimination match with a possibility of losers selected for playback. At the discretion of the chief judge, contestants may be asked to play 2 of 3 matches for quarterfinals, semifinals, and finals.

CHESS (203) → Elimination/Performance Event

(All contestants **MUST provide board and chessmen**. All contestants are to abide by dress code listed in the APPEARANCE SECTION of these guidelines. Coats are not required for male contestants.)

Players designated “white” and “black” sit on opposite sides. Each player has 16 pieces, which are placed on the board at the beginning of the game. The following rules will apply:

Object of Play -The game is won by capturing the adverse king. The capture is never consummated; when the king is attacked and cannot escape, he is “checkmated” and the game ends. Many games end by resignation of a player who sees that he cannot escape eventual defeat.

Drawn Games -A game may be abandoned as drawn for any of the following reasons: insufficient force, stalemate, perpetual check, agreement by either parties, or the 50-move rule.

NOTE: A player who is at a disadvantage may call the 50-move rule at any time, but the 50-move rule is cancelled if any piece is captured or if any pawn is moved.

Other rules to remember -

White moves first; thereafter the players move alternately. The younger player will have first choice of white or black.

A player may not touch a piece without asking his opponent, unless he plans to play that piece.

After three (3) minutes, time will be called; the player has one (1) minute to finish his play or forfeit the game.

A player should not disturb his opponent or allow those watching to do so. There shall be no talking by players or spectators in the competition area.

The tournament will be conducted according to the rules of the International Chess Federation whose address is given below.

Chess is a one game only elimination match with a possibility of losers selected for playback. At the discretion of the chief judge, players may be asked to play 2 of 3 matches for quarterfinals, semifinals, and finals.

REMINDERS: Competitor must be available to play at designated time. A chess clock may be used in the quarterfinal rounds or at the discretion of the chief judge. Once used, it must apply to all contestants thereafter.

Official Rules of Chess

David McKay Company, Inc.

2 Park Avenue

New York, NY 10016

(These rules may also be ordered through your local bookstore.)

SPELLING (204) → Performance Event

All contestants are to abide by the dress code for non-athletic events listed in SECTION I of these guidelines. (Coats are not required for male contestants.)

Each contestant is given a test sheet, pencils, and is assigned a place at the table. Contestants provide their own pencils or pens. The judge will pronounce each word twice and use it in a sentence. Contestants will then write the word. Each contestant will write all words. Following the final word, judges will collect all papers. Winners will be selected according to accuracy. Judges shall give at least two practice words before starting competition.

Words are provided by ACTS and must be spelled exactly as they appear on the official ACTS list. Alternate or British spellings will not be allowed.

<u>A</u>	accommodate	adz	aloe
aardvark	accommodation	aegis	alpaca
abacus	accompanist	aerial	already
abalone	accomplish	aerobics	altar
abandon	accouterment	aerodynamics	altimetry
abattoir	accrual	aerosol	altogether
abbreviate	accrue	aesthetic	alysium
abdicate	accumulate	affable	amanuensis
aberrant	accursed	affect	ambidextrous
abeyance	acerbate	affidavit	ambitious
ability	achieve	afloat	ambivalence
abjure	achromatic	agate	ameliorate
ablative	acknowledge	agenda	amerce
ablution	acoustics	ageratum	amethyst
abnormal	acquaintance	agglutinate	amiable
abode	acquiesce	aggrandizement	amnesiac
abolition	acreage	aggravate	among
aborigines	acrimony	aggression	amphibrach
abound	across	aghost	amulet
abroad	actuary	agile	amusement
abrogate	acuity	agnostic	amylaceous
abrupt	acumen	agrarian	analysis
abscess	adagio	agriculture	analyze
abscond	adamant	aide	ancestry
absent	adapt	Airedale	anecdotal
absentee	addendum	Akimbo	anesthetize
absolutely	adhere	Alacrity	anguish
absolve	adherent	alastim	animosity
absorbent	adjacent	alchemy	anise
abstemious	adjourn	alfalfa	anneal
abstention	adjudicate	algae	annihilate
abut	adjust	alkali	annuity
abysmal	adjutant	allay	annunciation
abyss	administrator	allegiance	anodyne
academia	admonitory	allegory	anonymity
accede	ado	allegretto	antagonize
accelerate	adolescence	alleluia	antecedent
accept	adoration	allergic	antediluvian
accessible	adulate	alleviate	antibiotic
accidence	advantageous	allure	antimacassar
accolade	adventure	allusion	antique

antiseptic
antithesis
apartheid
apathetic
aperture
aphasia
aphelion
apiarist
aplomb
apocalypse
apologizing
apostle
apostrophe
appall
apparatus
apparent
appearance
appellate
appliqué
appreciable
apprehensible
apprise
approbation
appropriate
appurtenance
apropos
arbitrary
arbor
archaeology
archaic
archaically
archetype
archipelago
archives
ardor
arduous
argyle
armature
arpeggio
arraign
arraignment
arrangement
arrant
arteriosclerosis
artesian
arthritis
articulate
artificial
artillery
askance
asparagus
aspersion
asphyxiant
astringe

astrigent
astronaut
atelier
atheistic
attendance
attrition
auger
auk
avarice
awkward

B
baccalaureate
bachelor
badminton
bailiff
bailiwick
baize
balalaika
balance
balk
ballad
ballast
ballistics
balloon
balm
balsam
balustrade
banal
bane
bangle
bankruptcy
banquet
bantam
banter
baptize
barbeque
barbiturate
barnacle
barratry
barrette
barrister
basal
basically
basicity
basilica
bassinet
bastion
bathe
bathymetry
batik
batiste
battalion
bauxite

bayou
bazaar
beatitudes
beau
beauteous
bedizen
bedlam
befuddle
beginner
begonia
beguile
behoove
beige
belabor
beleaguer
belief
believable
believe
belligerence
belvedere
beneficiary
benefit
benign
bequeath
bereavement
berserk
beryl
besiege
besmirch
beveled
bewail
bey
bibliography
bicentennial
biennial
bifilar
bilious
binaural
binocular
bipartisan
biscuit
bivouac
bizarre
blackguard
blaspheme
blastula
blintze
bludgeon
boatswain
boll
bombardier
bonanza
bonus
boomerang

borne
bough
bouillon
boundaries
bouquet
boycott
boyish
bravado
brazier
breathe
breeze
brevity
brigadier
brigand
brilliant
brittle
broccoli
bronchial
bronchitis
brusque
buccaneer
buckskin
buffet
bulletin
bullion
bulwark
bungalow
bunion
buoy
buoyancy
bureau
bureaucracy
burrow
business

C
cache
cacophony
cadge
cagey
caisson
cajole
calendar
calisthenics
calliope
calumny
calyx
camaraderie
camouflage
camphor
canceled
or cancelled
cancer
candidacy

andle	centrifugal	colloquial	convenience
andor	ceraceous	colossal	convenient
anorous	ceramics	column	conveyance
cantaloupe	cereal	comedian	convince
canyon	cerise	coming	cordially
canvass	cerulean	commandment	cornea
capital	cetacean	commensurate	corporeal
capitol	chaff	commiseration	corridor
capon	chagrined	commissure	corroborate
capricious	chalice	committed	corrugate
captaincy	chamfer	committee	corsair
carafe	chameleon	compatible	cortisone
carapace	chancel	compel	corymb
carat	chandelier	competent	cosmetology
carburetor	changeable	complacency	cosmopolitan
cardiac	chaplain	complement	council
careen	characteristic	complex	counsel
caribou	charisma	compliant	countenance
caricature	charlatan	component	counterfeit
carillon	chartreuse	comprehensive	courageous
carnage	chasm	concatenate	courteous
carnivorous	chassis	concede	covenant
carom	chasten	conceit	coyote
carriage	chastise	concentric	cozened
carrion	chattel	concession	credulous
cartel	chauffeur	conch	crepe
cartilage	chauvinism	conche	crescive
cascade	cheery	conchoidal	criterion
casein	cheetah	concinnity	criticism
cashew	chenille	conclude	criticize
cashier	cheonagsam	concurrence	criticizing
casserole	chicle	concurred	croissant
cassock	chifforobe	condemn	crotchety
casualty	chlorine	condescend	crucifixion
casuistry	cholangitis	condolence	cruelty
cataclysm	chortle	confederation	cruet
catarrh	chronological	confidence	crustacean
catastasis	chutney	confidentially	crystallize
caterwaul	chrysanthemum	congeal	ctenoid
caucus	chyle	congratulation	cubical
caudal	cicatrise	connoisseur	cuckoo
caulk	cinnabar	conqueror	cucumber
causal	circuit	conscientious	cudgel
cauterize	cissoid	conscious	cuirass
cavil	cliente	consecutive	cuisine
cayenne	cloche	consentaneous	culottes
celebrity	coalition	consequence	culpable
celery	codger	consignee	cumin
celestial	codicil	conspicuous	cuneiform
cellar	cohesion	constant	cupboard
cemetery	coiffeur	consuetude	curlicue
ensor	collage	contour	curmudgeon
censure	collateral	contretemps	currant
centipede	colleague	convalescence	cursor

cyan
cyanide
cylinder
cyst

D

dachshund
dahlia
damask
dandelion
dastardly
daughter
davenport
dawdle
dearth
debacle
debatable
debauch
debauchery
debenture
debrief
debris
debtor
decadence
decadent
decedent
deceitful
decentralization
decibel
decipher
deciphered
decoy
decrepit
defendant
deference
deficit
definition
defunct
dehisce
dehydrate
deign
delegate
delicatessen
deliquescent
delirious
delusion
demarcate
demeanor
demise
demitasse
demobilize
demolition
demur
denominator

dentifrice
denture
deodorant
dependent
depository
depressant
deprivation
derelict
dereliction
derogatory
descendant
description
desiccate
desiccation
designate
desolate
desperate
despicable
despise
despond
despondent
destitute
detergent
deterred
deterrent
detonate
detour
deuteragonist
devastate
develop
devout
diabetes
diacritical
diadem
dialect
diamond
diapasons
diaphanous
diaphragm
dichotomy
dictionary
dieffenbachia
diesel
dietetic
difference
diffidence
dilapidate
dilatory
dilemma
dilettante
dimension
diminish
dinghy
dinosaur

diocesan
diocese
diphthong
dipnoous
director
dirge
dirigible
dirndl
disagreeable
disappoint
disarray
disastrous
disalced
disciple
disciplinary
discordant
discreet
discrepancy
discretion
dishevel
disparage
disparagement
dispersal
dissect
disseminate
dissever
dissidence
dissipate
dissipated
distaff
distinction
diverge
divergent
divestiture
dividend
divisible
divvy
docile
doctrinal
documentary
doggerel
dolorous
dolphin
domain
domicile
dominance
doodling
dormant
doughty
douse
dowager
dowel
dowry

drayage
dredge
drivel
drought
drudgery
drupe
dubious
ductile
duffel
dulcet
dumbfound
dyeing
dysbarism
dysentery

E

eastern
eavesdropping
ebullient
eccentric
ecclesiastical
eccrinology
echelon
echoes
eclair
eclectic
eclipse
economize
ecru
ecstatic
eczema
edible
educator
eerily
efface
effaceable
effect
effervesce
effete
efficacious
efficiency
effigy
egregious
eking
elapse
electrocardiogram
elegance
elegy
elevator
eligibility
eliminate
elite
elixir
elocution

eloquence
eloquent
elusive
emaciation
emanate
emancipation
embalm
embargoes
embarrassment
embodiment
emboss
embroidery
emigrant
eminence
eminently
emission
emollient
emperor
emphases
emphasize
emphysema
empirical
empyrean
emulate
emulsion
encoignure
encore
encroach
encumbrance
endeavor
endeavoring
endemic
engineer
enigmatic
enlead
ensconced
entelechy
enthusiasm
enthusiastic
enthymeme
entire
entitled
entitles
entomb
entrance
entrepreneur
enumerate
envelop
envelope
environ
environment
envoy
enzyme
ephemeral

epidemic
epidermis
epistolary
epitaph
epithet
epitome
epoch
epochal
epyllion
equality
equatorial
equilibrium
equipment
equipped
equivalent
equivocal
equivocate
erasable
erase
erimeter
erode
err
errancy
errand
erudite
eschew
escrow
esculent
esoteric
especially
espionage
esplanade
espousal
essay
estuary
esurient
ethereal
etiology
etiquette
etymon
eulogize
eulogy
euphemism
euphonium
euphoria
eustasy
eutectic
evangelical
evasion
evilly
evince
exacerbate
exaggerate
exasperate

exceed
excel
excellent
except
excerpt
exchequer
executioner
executrix
exemplary
exergue
exhilarate
exhort
exigencies
existence
exonerate
exonumia
exorbitant
exotic
expeditionary
experience
expert
explanation
exploit
exponent
expunge
exquisite
exsuccous
extension
extent
extinct
extirpate
extol
extraneous
extraordinary
extravagant
extricate
exuberance

F

fable
fabulous
façade
facetious
facile
Fahrenheit
Faille
Fallacious
Fallacy
fallible
falsification
famine
fantasy
farcical
farfetched

farinaceous
farrago
fascinating
fascism
fascist
fatigue
fatigued
fatuus
faucet
fauna
favorite
faze
feasible
febrile
February
Fecund
Fecundity
Feign
feint
feline
felonious
femur
fennel
feral
ferocious
ferret
ferrous
festival
fete
feted
fiasco
fiduciary
fief
fierce
filament
filial
Filipino
Financier
Finesse
finicky
fiscal
fissionable
fissure
flaccid
flagrant
flamboyant
flammable
flattery
fleece
flippancy
floreescence
flotilla
flotsam
fluoroscope

flurry
flyable
foible
foist
follicle
foment
fondant
forager
forbearance
forceps
forcible
forefather
foreign
forestall
foreword
forfeit
forfeiture
forgo or forego
format
fortieth
fortress
fortune
fountain
fourth
fracas
fraction
fragment
frailties
franchise
fraud
fray
fresnel
fricassee
frieze
frigate
fritter
frugal
fugacious
fulfill or fulfil
fulgurant
fulvous
funereal
furlough
furniture
furor
furrier
fuselage

G

gabardine
gabbro
gabelle
gadabout
gadget

gaffer
gaiety
gait
galah
galaxy
galena
gallant
galleon
gallery
gallop
galore
galvanize
gambrel
gamut
gangrene
gaping
gargoyle
garish
garnishee
garrulous
gaseous
gauge
gaunt
gauze
gelatin
genealogy
genesis
genetics
genial
geology
gerbil
geriatrics
germane
geyser
gherkin
ghetto
ghostly
giblet
gingham
glaciology
glaring
glaucoma
glazier
glimmer
glimpse
glorious
glossary
gnarled
gnome
goad
goiter
goldenrod
good
gorgeous

gossamer
goulash
gourd
government
gracile
graduate
grammatical
granary
grandeur
grandiose
granular
grease
grievance
grieve
grievous
grimace
grisly
gristle
grosgrain
grotesque
grouch
grovel
guarantee
guaranteed
gubernatorial
guerrilla
guidance
guile
guillotine
guipure
gullible
gumption
guttural
gymnast
gypsum
gypsy
gyroscopic

H

habitat
hackamore
hackney
halberdier
halcyon
halo
halve
hammock
handicap
handkerchief
hangar
haplology
harangue
harass
harbinger

harmonica
haste
hatchet
haughty
havoc
hawse
headache
healthy
hearsay
hearse
heathen
heifer
heighten
heinous
heirloom
heliotaxis
hemorrhage
hepatitis
herbaceous
heresy
heretic
heritage
hermitage
heroine
heroism
heterogeneous
heuristic
heyday
hiatus
hiding
hierarch
hierarchy
hieroglyphic
hippopotamus
hitchhike
hoard
hoarseness
hockey
hoeing
holiday
holiness
holograph
homage
homely
homestead
homogeneous
homogenized
honor
honorary
horrid
hosiery
hostage
hotel
hovel

hubbub
humor
hurrah
hurtle
hustle
hyacinth
hydrangea
hydraulic
hydrolysis
hydrometer
hygiene
hygienic
hyperbole
hypochondria
hypocrisy
hypocritical
hypotenuse

I

ichthyology
icicle
icicles
iconoclast
icy
identical
identify
idiomatic
idiosyncrasy
idiotic
idle
idol
idyl or idyll
idyllic
ignition
ignominy
illegally
illegible
illiteracy
illusion
illusory
imagery
imbrued
imbue
immaculate
immature
immediately
immemorial
immense
immensity
immigration
imminent
immolate
immovable
impasse

impeach
impeccable
impecunious
impediment
impermeable
impertinency
imperturbable
impetigo
impinge
impious
implacable
implicate
importune
impostor
impromptu
impugn
inaccuracy
inadvertent
inalienable
inane
inanimate
inauguration
inauspicious
incandescence
incarnate
incendiary
incessant
inchoate
incident
incidentally
incognito
incompetent
incongruous
inconnu
inconvenience
incorrigible
incredulous
increment
incumbency
incunabulum
indehiscent
indictment
indigent
indigenous
indigestible
indiscreet
indispensable
indomitable
indubitable
indulgence
inept
inertia
infamous
infaust

inferential
inferred
ingenuous
inimical
initiative
injurious
inlier
innocence
innocuous
innuendo
inoculate
inquest
inscrutable
insentient
insistent
insolvent
insouciance
inspector
instauration
instinct
insulation
insurgent
integer
intellectual
intelligible
intense
intercede
interchangeable
interfere
intermezzo
interminable
internment
interregnum
interrupt
intolerance
intrepid
intricate
intrinsic
intuition
intussusception
invariably
inveigle
invidious
irascible
iridescent
irksome
irrelevant
irreligious
irritant
isagoge
ischium
isle
isocryme
issuance

isthmus
itinerant
itinerary
its
ivy

J

jabot
jacamar
jackal
jaded
jadeite
jamboree
japery
jargon
jaundice
jaunty
javelin
jealousy
jeopardy
jerkin
jester
jewel
jiffy
jittery
jocosity
jocular
jocund
joiner
jongleur
jonquil
journal
journalism
jubilee
judge
judgment
judiciary
juggernaut
juncture
junket
justice
justifiable
juxtaposition

K

kaleidoscope
kamikaze
kangaroo
kayak
keenness
kennel
kepi
kerchief
kernel

khaki
kimonos
kindergarten
kindred
kinsman
klystron
knead
kneel
knell
knickers
knobbly
knocker
knoll
knotted
knowledge
knuckle
kohlrabi
kudos
kumquat
kyack

L

label
labial
laboratory
laborer
labyrinth
lacerate
laceration
lachrymal
lachrymose
lackadaisical
lacquer
lacrosse
lactose
ladle
lagniappe
lair
laity
lallation
lament
lamprey
language
languor
lapel
lapse
lariat
larkspur
larghetto
laryngitis
larynx
lasagna
lascivious
laser

lassitude
lathe
lattice
laughable
launch
laureate
lavender
layette
laxity
leaky
leapt
leather
lectern
lecturer
ledger
leek
legacy
legalize
legislative
legislator
legitimate
leisurely
lemonade
lenience
lentil
leprosy
lesion
lethal
lethargic
lethargy
leucite
leukemia
levee
lewd
liaison
libel
license
lien
lieutenant
ligature
lightning
limb
limelight
limit
linear
linguist
liniment
linoleum
liquidate
listen
literature
littlish
livelihood
llano

loathe
lobster
location
locomotive
loge
longevity
loquacious
loose
lose
loupe
louvered
loyalty
lozenge
lucid
lucre
ludicrous
luff
lugubrious
lunatic
luncheon
lurch
luxuriant

M

macabre
machinate
machinery
mackerel
macramé
mademoiselle
maelstrom
magic
magnetism
magneto
magnificence
maim
maintain
maintenance
malfeasance
malignant
malleable
malleability
mammoth
maneuver
manicurist
mannequin
manners
manse
mantel
manufacturer
maraca
maraud
marcescent
marchioness

margarine
marginal
marigold
marital
marmalade
marriageable
marshaled
martyr
mascot
masculine
masquerade
massacre
masterpiece
matriculate
matrimony
mattress
maudlin
mausoleum
mauve
mawkish
maxim
mayhem
mayonnaise
meant
mechanize
mediator
medicine
medieval
melancholia
melee
mellifluous
memento
memorabilia
memoir
menagerie
mendicant
menu
mercerize
merciful
mercurial
meridian
meringue
messenger
Messiah
Metallic
Metamorphosis
Metaphor
Meteor
Methodology
Metropolis
Miasma
Microscope
Midge
mien

mileage
millennium
millinery
millionaire
mimicked
mince
miniature
minimum
minstrel
misanthropic
miscellaneous
mischievous
miscible
miscreant
misdemeanor
Miserere
Misoneism
Missionary
Misspell
Mnemonic
Mobile
Modesty
Modicum
Moisten
Molasses
Molecular
Molecule
momentous
monastery
monastic
moneyed
mongrel
monocle
monotonous
monotony
monsieur
moot
moral
morass
mores
moribund
mortar
mortgage
mortgagee
mortgagor
mortise
mosquito
motif
motley
mountainous
mourn
mucilage
municipal
museum

mushroom
musician
mustard
myopic
myriad
myrrh
mysterious

N
nacelle
naiant
naive
narcissus
narrative
nasal
nasally
natal
natty
naughty
nausea
nauseate
nauseous
naysay
necessarily
necessary
nectar
nefarious
negligence
negligible
negotiations
neigh
neighbor
neighborly
neophyte
neoplasm
nephew
nescience
neuralgia
neurosis
neurotic
neuter
neutral
newt
niche
nickel
nimety
nineteen
ninety
nobility
nocturnal
noisome
noisy
nomenclature
nominee

nonchalance
noncommittal
nonpareil
nostalgia
noticeable
notoriety
nougat
nuclear
nucleus
numb
nuptial
nursery
nutcracker
nutrition
nutritious
nylon
nystagmus

O
oasis
obedience
obeisance
obituary
obligato
oblige
obliged
oblivion
oblivious
obloquy
obnoxious
obscure
obsequious
observant
obsolete
obstacle
obstinacy
obstreperous
obtuse
occasion
occasionally
occidental
occlusion
occurred
occurrence
oceanic
ocelot
octane
oculist
odious
odoriferous
officious
offing
ohm
ointment

oleander
omega
omelet
omission
omitted
omniscience
onager
oneiric
onerous
onyx
oolong
opa
opacity
opalescent
opera
operation
operetta
opine
opportunist
oppose
opposite
oppugn
oration
orchid
ordinance
ordinary
orientation
original
oriole
orthodontia
orthoepist
oscillate
oscillation
osprey
osseous
ostensible
ostentation
otter
ottoman
ouster
outrageous
override
overrule
overstepping
overwrought
oviparous

P
pachyderm
pacificatory
pacifist
pageant
paid
palatable

palatial
palaver
pallet
palliative
pallor
palpable
palpitation
palsied
palsy
paltry
pamphlet
panacea
pandemonium
panegyric
panoplied
pantomime
paprika
papyrus
paradise
paradigm
paraffin
parallel
paralleling
paralysis
parapet
paraphernalia
paraplegia
parentage
pariah
parietal
parishioner
parlance
parley
parliament
paroxysm
participle
paschal
pasteurize
pastiche
patellar
patriarch
paucity
pauper
pavilion
peaceable
peal
peasant
peculiar
pecuniary
pedagogic
peddler
pedestal
pelisse
penchant

penetrate
penguin
penicillin
peninsula
penitentiary
Pentateuch
Perceive
Peregrinate
Peregrine
Peremptory
Perennial
Perforate
Periphery
Periphrasis
Pernicious
Perish
Permanence
Perpetrate
Perpetuity
Perseverance
persistent
personal
personnel
persuasion
perturbation
petard
petulant
phalanx
pharynx
phenomena
phenomenal
philately
phlegmatic
photosynthesis
physique
piccolo
piceous
picnicking
picturesque
piebald
pigeons
pilfer
pilgrimage
pincers
pioneer
piquette
pittance
pizzeria
placable
placard
plaque
platitude
plaudit
plausible

plentiful
plumage
pneumonectomy
pneumonia
pogamoggan
pogonip
poignant
poisonous
polemic
politician
polyglot
pomander
pommel
ponderous
porcelain
porcine
porpoise
portentous
portfolio
portrait
posse
possession
poultry
practicable
prairie
precede
precedent
precious
precipice
predicament
predicate
preeminent
preen
prefer
preference
prejudice
premier
premiere
premise
preparation
preposition
prerogative
prescience
prevalent
primary
primer
principle
pristine
privilege
probably
procedure
proceed
proclivity
procure

professor
proficient
prohibition
proletariat
prominence
pronounce
propaganda
propelling
prophecy
prophet
proprietor
propylaeum
prorogue
prosaic
proselytize
prowess
prudent
psammite
psilosis
psychiatrist
psychological
psychology
psychosis
ptarmigan
ptosis
puce
pumice
punitive
purge
pursuit
pusillanimous
putrescent
pylon
pylorus
pyramid
pyre

Q
quadrennial
quagmire
quail
qualm
quandary
quantity
quarantine
quarry
quatrain
queasy
quell
queried
quern
quest
questionnaire
queue

quiescence
quiescent
quietus
quilt
quintessence
quintuplet
quisling
quixotic
quiz
quizzically
quorum
quotation
quote
quotient

R

raccoon
radium
ragout
raillery
raiment
raisin
rambunctious
rampant
rancor
rancorous
rapacious
rapport
raspberry
raucous
ravioli
rawinsonde
rayonnant
raze
realize
really
ream
reboant
recede
receipt
receive
reception
recess
recidivism
recipe
reclamation
recluse
recognizance
recommend
reconnaissance
recreant
recruit
redingote
referee

reference
referendum
referred
referring
regimen
regulation
rehabilitation
rehearsal
rejoice
reign
relegate
relevant
reliant
relief
remedial
remedy
reminiscence
remittance
remnant
remora
renaissance
renascent
rendezvous
renegade
repel
repercussion
repertoire
repertory
replica
reprieve
reprisal
requiem
requisition
rescind
reservoir
resilience
resilient
resistible
restaurant
resuscitate
reticence
reticent
retrograde
revengeful
revenue
reverence
rhapsodically
rheostat
rhetoric
rheumatism
rheumy
rhinoceros
rhubarb
rhythm

rhythmical
ridiculous
righteous
risible
rivulet
rogue
romanticism
roose
rostrum
rosy
rouge
rouse
rubella
ruckus
ruffian

S

Sabbath
Sabbatical
Saboteur
Sabotage
Saccharin
Sacred
Sacrament
Sacrilege
Sacrilegious
Saddle
Sagacious
Sagacity
Salient
Salve
salvo
samovar
sanctimonious
sanction
sandal
sanguinary
saponify
sassafras
satchel
satellite
sauerkraut
saute
savagery
savant
saxophone
scabbard
scaffold
scalene
scalpel
scansion
scatter
scavenger
scepter

schedule
schematic
scherzo
schipperke
schism
schist
schizoid
schizophrenia
scintillate
scissors
sconce
scotoma
scowl
scratchy
scrounge
scruple
scrupulous
scrutiny
scull
scullion
scurrilous
secede
secession
seclusive
sector
security
sedentary
sediment
sedulous
seine
seismograph
seize
seizure
semaphore
senile
sententious
sentinel
sepal
separate
sequel
sequin
serendipity
serge
sergeant
serif
serre-fine
serried
serviceable
session
seta
settee
severance
sextant
sexton

shalloon
sheathe
shellacked
shining
shrewd
siccative
sieve
silhouette
similar
sincerely
singeing
skiing
sleight
sleuth
sneeze
sobriquet
socket
solecism
solemn
soliloquy
somersault
sophistication
sophistry
sophomore
soporific
sopranos
soutache
sovereign
spaghetti
spatula
specificity
specimen
specious
spinach
splendor
spontaneous
sprinkle
staccato
stadium
stalactite
static
stationary
stationery
statistician
statistics
stearic
stertorous
stichometry
stigma
stomach
strategic
strenuous
streusel
strictly

strychnine
studies
stultify
stupefy
subaltern
subconscious
subsidize
subsistence
substantiate
substitution
subterfuge
subtle
succotash
suet
suffrage
suint
sullage
supercilious
superficial
superfluous
superintendent
supersede
superstitious
surgeon
surveillance
surveyed
susceptible
suspicion
sword
sycophant
syllepsis
symmetrical
synchronize
synecdoche
synonym
symbiosis
syrup

T

tabard
tabernacle
tabloid
tacit
taciturn
tadpole
taffeta
taiga
taint
tambourine
tandem
tantamount
tariff
tarpaulin
tasteful

tautology
tawdry
tedious
temperament
temperate
temporal
tenant
tenement
tenor
terminate
tern
tertian
tertiary
testimony
tetanus
thalassic
their
theocracy
theology
therapy
therapeutic
there
thermometer
thigh
thrice
thrombosis
tilde
timid
tincture
tocsin
tongue
tonsillitis
too
torsion
tournament
toxemia
tragedy
traitor
tranquil
transcend
transcontinental
transferred
transient
transistor
trapezist
trauma
treacherous
trekked
triceps
trichinosis
tricycle
triplicate
treatise
triturate

triumph
troglodyte
truly
tryst
tunnel
turgescence
turpitude
twelfth
tyrannical
tyranny

U

ukulele
ulterior
ultimate
ultraviolet
umbrage
umbrageous
umlaut
unanimous
unbeliever
uncanny
unctuous
undoubtedly
unfurl
unintelligible
unnecessary
unparalleled
unprecedented
unraveled
unscrupulous
upholsterer
usable
or useable
using
usurp
utensil
utilize
utterance

V

vacancy
vaccine
vacillate
vacuum
vagary
valise
valorous
vapidity
vapor
variegated
vault
vaunt
veer

vehemence
veil
vein
velocity
vendue
vengeance
verbiage
verdigris
verify
vermeil
vertebrate
vestigial
vicarious
vicissitudes
vigesimal
vigilant
vilify
villager
villain
vinaigrette
vindictive
vinegar
virtuous
visibility
visitor
vituperative
vocabulary
vociferous

volume
voracious
voucher
vowel

W
wainscot
waive
waiver
wanton
warmonger
warranty
warrior
wart
wastebasket
wayfarer
wealth
weather
Wednesday
Weird
Wharf
Wharves
wheedle
whelk
wherry
whether
whetstone
whimsical
whippersnapper

whippoorwill
whisk
whither
wholesome
wield
wince
wiry
withal
withhold
witticism
wizen
wized
wok
wondrous
worsted
wrasse
wreath
wring
writhe
writing
wrought
xanthic
xenophile
xerarch
xiphoid
xylem
xylography
xylophone

Y
yacht
yam
yarrow
yawl
yautia
yawn
yellow
yeoman
ylem
yolk
youngster
youthfully
yperite
yule

Z
zeal
zealot
zealous
zebra
zenith
zephyr
zinnia
zircon
zither
zoological
zucchini
zwieba

SCIENCE EXHIBITS → Nonperformance Event

Science projects may be done by one or two contestants and must have been started after the completion of the previous ACTS Student Convention.

Types of Entries

Collection (210) - classification and display. Examples: rocks, insects, leaves, etc. Man-made objects such as coins, stamps, arrowheads, etc., are not allowed.

Research (211) - Develop a hypothesis, perform an experiment, record results, write your conclusion, and prepare a display to exhibit your work, e.g. The stages of development of a butterfly from a caterpillar.

Engineering (212) - Build electronic equipment, optical devices, solar energy converter, etc., using scientific principles to perform a task. Do not use commercial kits.

Theoretical (213) - An exhibit displaying a discussion of a scientific principle, concept, technique, or theory using charts, graphs, diagrams, photographs, audio-visual, or other visual aids.

Check List for Science:

1. Contestant may enter one exhibit in each event.
2. Each entry must be fully completed and ready for exhibition.
3. 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). Experiment notebooks and other supporting data should be available for the Judges. Photos that include people must adhere to contestant dress standards.
4. Exhibits must occupy a table or floor area no more than four feet wide or thirty inches deep.
5. If electrical power is required, 120 volt AC will be available. All switches and cords must be U.L. or C.S.A. approved. The exhibit must be wired in a safe manner.
6. No entry creating a safety hazard will be allowed. Dangerous chemicals; offensive odors; explosives; open flames; or live animals, reptiles, or insects must not be exhibited. Exhibits requiring running water are not permitted.
7. Contestant will set up his/her exhibit and then leave the area.
8. ACTS is not responsible for loss or damage to any exhibit.
9. Attach the following forms:
 - a. Progress Control Form (CF9)
 - b. Judge's Forms (CF24)-Three (3) copies with name, school name, address, and event filled in.
 - c. Experiment notebook and other supporting data
10. Entries must have a 3"X5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, school address, city, state, and ZIP code
11. Entries involving computers should have self-booting and menu driven or self-running software.

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 descriptions.

Thoroughness - How completely and carefully the project is presented.

Clarity - How clearly the average person can understand the exhibit. For judging criteria, see CF24.

Degree of Difficulty – The level of difficulty involved and time spent to prove project.

Check List for your accompanying paper:

1. Have you stated your purpose, hypothesis, or reason for your project?
2. Have you written down the process or steps used in solving or approving the problem or hypothesis, or illustration on how your project works?
3. Have you written out the conclusion or what has been proven or illustrated?
4. Have you used references and quotes, **in your own words**, which have expressed what has taken place?
5. Have you given a scriptural application or reference for your project?
6. Does your display clearly agree with and illustrate what your paper discusses?
7. Does your project provide useful information or is it only amusing?
8. Have you given a brief history of the discovery/invention or the hypothesis/facts you are using in your project, how has the discovery/invention advanced to today's use, and what (in your opinion) is its future use?
9. Have you done your very best, using all resources available, to make your display eye-catching and interesting?

Hints from the Science Judges

The local public library often has books on the subject of science projects or Science Fairs. These books will give the student any helpful ideas, but the student still must be creative. Labels that are neatly lettered and attached will enhance the project.

SOCIAL STUDIES EXHIBITS → Nonperformance Event

Social studies projects may be done by one or two contestants and must have been started after the completion of the previous ACTS Student Convention.

Types of Entries

Collection (214) - 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 in 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. **Only the portion of work that has been accomplished after the completion of the previous ACTS Student Convention may be submitted.**

Research (215) - 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.

Check List for Social Studies

1. Contestant or contestants may enter one exhibit in each event.
2. Each entry must be fully completed and ready for exhibition.
3. A list shall be submitted identifying any work included in the display that is not the work of the contestant.
4. Models, notebooks, scrapbooks, and other supporting data should be part of the exhibit. Photos that are not historical and include people, must adhere to contestant dress standards.
5. Exhibits must occupy a table or floor area no more than four feet wide or thirty inches deep.
6. If electrical power is required, 120 volt AC will be available. All switches and cords must be U.L. or C.S.A. approved. The exhibit must be wired in a safe manner.
7. No entry creating a safety hazard will be allowed. Dangerous chemicals; offensive odors; explosives; open flames; or live animals, reptiles, or insects must not be exhibited. Exhibits requiring running water are not permitted.
8. Contestant will set up his/her exhibit and then leave the area.
9. ACTS is not responsible for loss or damage to any exhibit.
10. Attach the following forms:
 - a. Progress Control Form (CF9)
 - b. Judge's Forms (CF20)-Three (3) copies with name, school name, address, and event filled in.
 - c. Experiment notebook and other supporting data
11. Entries must have a 3"X5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, school address, city, state, and ZIP code
12. Entries involving computers should have self-booting and menu driven or self-running software.

Judging Criteria

Originality - Creative approach to the project.

Thought - Accuracy is exhibited in displaying facts, answering a question, or supporting the thesis.. Consideration is given to probable amount of effort and study that went into the project.

Workmanship - Quality of the construction of the exhibit including the neatness of labels and descriptions.

Thoroughness - How completely and carefully the project is presented.

Clarity - How clearly the average person can understand the exhibit. For judging criteria, see CF24.

Degree of Difficulty – The level of difficulty involved and time spent to prove project.

Check List for your accompanying paper:

1. Have you clearly stated your purpose, theme or thesis for your project?
2. Have you written out the conclusion or what has been proven or illustrated?
3. Have you documented your research and cited all sources used?
4. Have you given a scriptural application or reference for your project?
5. Does your display clearly agree with and illustrate what your paper discusses?
6. Can viewers walk away having learned something new, thinking how interesting and informative the project was, and seeing the connection between the stated topic and what they read and saw?

Hints from the Social Studies Judges

The local public library often has books on the subject of social studies projects. These books will give the student any helpful ideas, but the student still must be creative. Labels that are neatly lettered and attached will enhance the project.

PACE BOWL (216) → Elimination/Performance Event

Each school may enter only **one team** consisting of four students. Teams compete against each other in regular tournament elimination procedure. Competition order will be arranged prior to beginning of contest according to the bye system (use form CF21). The team earning the most points in each round of competition shall move to the next round until four teams compete in “play-off” questioning.

Each school team should consist of four students proficient in math (through geometry), English and literature (through PACE 144), science (through chemistry), history (American, world, civics, economics), and Bible electives. **IMPORTANT: For toss-up questions, each team member chooses two categories in which to answer questions. He/she may only answer questions in these categories. Everyone may answer Bible and elective questions. If an unqualified team member answers the questions before the judge realizes he was not qualified then his team loses the toss-up and the points even if the answer was correct.** Questions are taken from PACE's starting with level 73 and progressing to more difficult questions with each round. Questions may be visual (such as pictures, maps, etc.). There will be two types of questions:

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

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

Questioning will continue at least until 10 “toss-up” questions have been correctly answered. (This will prevent a team that is ahead from deliberately missing a question in order to end the game.) In the final round, a correct answer must be given before a winner is declared. The team that answered the final “toss-up” question of a round will be entitled to answer a “bonus” question.

Teams may take only scratch pads and pencils to the table. Each team brings its own stopwatch. The PACE Bowl Coordinator provides the following: tables and chairs for each team, pads, pencils, and buzzers for each team. ACTS provides all PACE Bowl questions. The inquisitor, timer, and scorekeeper will supervise each “round”. (See CF22 and CF21.)

The following is a sample of one round of questions:

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

(Ring) Aaron Hadley on the Apostolic Christian School team rings the bell and answers: **“Santa Anna.”**

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

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

BIBLE BOWL (217) → Performance Event

Teams may consist of **three to five players from the same school or homeschool group**. (Teams may consist of all males, all females, or both.) All members must be eligible to compete based upon the ACTS Student Convention Guidelines. Three teams may enter per school or homeschool.

Bible Bowl will be a closed-door competition. Each team will have three (3) minutes to answer as many questions as possible. Each player will have (5) seconds to answer each question. All questions will be directed to individual team members, not answered as a group. Each correct answer will earn a point value. Teams will race against the clock, not an opponent. In the event of a tie, a sudden death round will be played. Each team in the qualifying round will be given the same group of questions. New group questions will be presented in the semifinals and in the finals.

Please note: Bible Bowl questions will not be released before competition. Bible Bowl will be in English only.

The following chart lists the books of the Bible where the questions will be drawn from each year. This list will repeat itself starting in 2010.

Bible Bowl Books					
Year 1 – 2010	Year 2 – 2011	Year 3 – 2012	Year 4 – 2013	Year 5 – 2014	Year 6 - 2015
Old Testament					
Genesis	Exodus	Leviticus	Numbers	Deuteronomy	Ezekiel
Joshua	Judges	Ruth	Ezra	Nehemiah	Esther
Job	Psalms	Proverbs	Ecclesiastes	Song of Solomon	Lamentations
I Samuel	II Samuel	I Kings	II Kings	I Chronicles	II Chronicles
Nahum	Zephaniah	Jeremiah	Habakkuk	Malachi	Zechariah
Obadiah	Jonah	Amos	Hosea	Isaiah	Micah
Joel	Haggai				Daniel
New Testament					
Matthew	Mark	Luke	John	Acts	Revelation
Galatians	I Thessalonians	II Thessalonians	I Corinthians	II Corinthians	Romans
Ephesians	Philippians	Colossians	Philemon	I Timothy	Titus
II Timothy	Hebrews	James	I Peter	II Peter	I John
		II John	III John	Jude	

Creative Composition

Themes for essays, short stories, and poetry may be evangelistic, inspirational, Biblical, Christian growth, patriotic, or historical. Please write the THEME of the essay, short story, and poetry on the judges forms where indicated. (Watch mailings for dates of Early Entries)

ESSAY WRITING (220) → (Early Entry) Nonperformance Event

Refer to the HINTS FROM THE ESSAY WRITING JUDGES before beginning your essay.

1. A contestant chooses a topic and writes a paper. (Suggested topics listed on the next page.)
2. A good essay will use facts, arguments, examples, and illustrations that allow the reader to persuade himself of the truth he is reading.
3. The essay must have been written after termination of the previous ACTS Student Convention and must be the original work of the student.
4. Plagiarism of any kind will automatically disqualify the entry.
5. A significant portion of the essay must be written during school hours to verify authenticity.
6. One entry per contestant.

For judging criteria, see CF25.

Understanding Essay Writing

An essay is a written composition governed by one controlling idea called the thesis. This thesis should be supported by at least three main points. In order to make the essay interesting and persuasive, each main point should be explained with specific examples, illustrations, facts, quotations, etc. Give careful attention that the essay includes an interesting introduction, with the thesis given in the last sentence of that introduction. The essay should end with a clear note of finality, with the conclusion reiterating the main points covered in the composition. All sides of the argument must be handled, not just the writer's option.

For tips on Essay Writing, reference English III PACE 1126, pages 25-26.

Check list for Essay writing:

1. Length: 500-700 words
2. Format: Typed, double-spaced on plain white paper; one full inch margin on all sides (use typewriter or letter-quality printer) 50 space line = 10 words; 60 space line = 12 words.
3. Three (3) copies of essay. Each copy is to be in a clear plastic folder with the contestant's name, school name, school address, and telephone number clearly visible on the front of EACH copy.
4. Three (3) copies of the outline attached to entry.
5. Three (3) copies of the Creative Composition Affidavit (CF28) attached to each entry (properly signed).
6. Three (3) copies of Progress Control Form (CF9)
7. Three (3) copies of the JUDGE'S FORMS (CF25) attached to each entry.

All the above forms must be sent to the ACTS office by the deadline (watch mailings for the address and date of early entries).

Topics

COMPOSITIONS ARE NOT LIMITED TO THESE TITLES, these are merely ideas.

1. America Needs Christian Education
2. Repentance, Revival, and Reformation
3. What Is a Christian School?
4. The Fear of God: Antidote to Humanism
5. America Needs Godly Leadership
6. Biblical Requirements for Christian Leadership
7. The Character Qualities of a True Leader
8. What One Man Can Do for His Country
9. Duties of Responsible Christian Citizenship
10. Christians Need Biblical Convictions
11. What Is Success?
12. The Cost of Christian Discipleship
13. Do We Have Rights or Responsibilities?
14. Keys for a Reformation
15. Determining America's Course
16. Freedom's Last Choice
17. Because You're Right
18. Christian Political Responsibility
19. Why Sit We Here Until We Die?
20. Essential Traits of Christian Leadership
21. Three Ways to Bring Reform to America
22. Theistic Education: How to Reach America
23. New Laws Or New People
24. Freedom Is ...
25. Can You Legislate Morality?
26. The Change Has Begun: We Must Finish the Fight
27. The Umbrella of Parental Authority
28. Meekness Is Strength
29. Purity (motives, values, principles, character, habits)
30. Abortion Is Murder

Hints from the Essay Writing Judges

Read over the Judge's Form before writing. Judges look for organization and persuasiveness in essays. Begin your entry with a strong thesis clearly stated in the first paragraph, then follow through logically, smoothly, and persuasively to support that thesis. Use your own idea and avoid clichés or generalizations that are not supported by examples or illustrations. Quotes are a good way to support a thesis but should be used sparingly; the judges are interested in what you have to say. Careful attention should be given to organization. Judges also look at the technical merits of the piece. Writing should be in the third person unless you have a specific reason for using first or second person. The essay should be neat and free of typing, spelling, grammar, and punctuation errors. Be careful not to go over the length limit. It would not be equitable for judges to allow you more space than they allow your competitors. Finish with a strong, persuasive closing statement. Refer to English PACE's 1126 and 1127 for suggestions.

POETRY WRITING (221) → (Early Entry) Nonperformance Event

The contestant writes an original poetry composition with a Christian, patriotic, Biblical, evangelistic, 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 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 ACTS Student 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 poem must be written during school hours to verify authenticity.
5. One entry per contestant.

For judging criteria, see CF26.

Check List for Poetry Writing:

1. Format: At least eight (8) typewritten lines and no more than thirty (30) typewritten lines, using typewriter or letter quality printer. (Variations from these line limitations must show evidence of very careful attention to word choice and structure, plus a strong thematic basis.)
2. Three (3) copies of the poem. Each copy is to be in a clear plastic folder with the contestant's name, school name, school address, and telephone number clearly visible on the front of EACH copy.
3. Three (3) Creative Composition Affidavit (CF28) attached to entry (properly signed).
4. Three (3) copies of Progress Control Form (CF9).
5. Three copies (3) of the JUDGE'S FORMS (CF26) attached to entry.

All of the above paperwork must be sent to the ACTS office. (Watch mailings for the address and date of early entries).

Hints from the Poetry Writing Judges

Judges look for poems that are neat in appearance, complete in thought, and effective in message and impact. The true purpose of a poem is to transmit in words a complete thought and yet, at the same time, to move emotions. A poem must have a reason for existence; the emotional impact and a resultant change in attitude is that reason. If your poem is correct in form, yet is not logically correct or emotionally stimulating, the poem will not score well. A poem must DO something, not merely talk about something. The theme, then, becomes of utmost importance, for if the poem is to do something, it must do something worthwhile. Secondary, but still important, is the form of the work. If the form is weak or inconsistent, it will not fall correctly on the ear, causing the message to be lost to the reader. Poems should also have a lyric quality, though they may not be intended for music. One more important point: a poem can only do ONE thing, not several. Strive for unity of purpose and skill of execution. Refer to English PACE's 1105 and 1106 for ideas.

SHORT STORY WRITING (222) → (Early Entry) Nonperformance Event

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

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 ACTS Student 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.

For judging criteria, see CF27.

Check List for Short Story:

1. Length: 600-1,000 words
2. Format: Typed, double-spaced on plain white paper; one full inch margin on all sides (use typewriter or letter-quality printer) 50 space line = 10 words; 60 space line = 12 words.
3. Copies: Three (3) copies of the short story. Each copy is to be in a clear plastic folder with the contestant's name, school name, customer number, school address, and telephone number clearly visible on the front of EACH copy.
4. Creative Composition Affidavit (CF28) attached to entry (properly signed).
5. Three (3) copies of Progress Control Form (CF9).
6. Three copies of the (3) JUDGE'S FORMS (CF27)

All of the above paperwork must be sent to the ACTS office. (Watch mailings for the address and date of early entries).

Hints from the Short Story Judges

Judges look for stories that are original and imaginative yet still believable. It is important that your short story contains a balance of all the elements of narrative fiction: plot, setting, characterization, conflict, and resolution. It should not overemphasize one to the detriment of the others. Because of space limitations, it is important that you develop each facet of your story carefully and thoughtfully, paying particular attention to your choice of words. Use words economically, that is, do not use several trite, colorless words when one more imaginative word could take their place and enhance the tone of your story. Neither should you waste good words. Make each one count. Consider it carefully. Is it there for a reason? Is it used accurately? Does it tell the reader exactly what you want him to know or does he have to guess at your meaning? When you are satisfied that your story says what you want it to say, check it carefully to eliminate errors in grammar, punctuation, and spelling. Also check the word count since judges will subtract points if you exceed the limits.

WEB SITE DESIGN (223) – (Early Entry) Nonperformance Event

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

Guidelines

The Web site will be judged real-time over the Internet, so it is more than an academic exercise. It is to be a fully functioning site that must have a clear, practical purpose, which it pursues with creativity and skill.

Students are free to use any platform, tools, programs, computer languages, other available resources, or their own development tools. Remember, however, there are a variety of browsers that may attempt to access the site.

Requirements

The site must have been developed since the conclusion of the previous ACTS Student Convention. No more than two students may participate in the design and development of the site.

Elements (Variety and Appropriateness) -The site should contain enough variety to hold interest while maintaining an overall consistency that reflects the purpose and desired image of the site. It should conform to the Biblical values and overall convention guidelines regarding appropriateness of subject matter, substance, graphics, etc.

Browser Friendly -The site should be fully functional on multiple browsers and viewable on as many computers as possible. Several browsers are in wide use; however, the older the browser that can access your site, the less robust the elements and the more limited the creativity.

Graphic Design -The site should follow generally accepted Internet standards regarding presentation. Some of these regard font styles, spacing, overlay, and other aspects of the presentation. (There are helpful sites on the Web to learn about these items.)

Content

Clear -For the site to be effective, the content must be clear in its presentation, navigation, functionality, and purpose.

Appropriate -The content of the site should meet the convention guidelines and standards and be appropriate for its intended purpose.

Accomplishes Goals -The user should be able to understand and receive benefit from the purpose of the site as intended by the developer. If this doesn't happen, the user will probably leave quickly and products will not be sold, information will not be imparted, and ideas will not be communicated.

For judging criteria, see Judge's Form CF32.

Check List for Web Site Development:

1. Web Site Address
2. Three (3) copies of the Judge's Forms (CF32)
3. Three (3) copies of the Creative Composition Affidavit (CF28) (properly signed).
4. Three (3) copies of Progress Control Form (CF9)
5. Place one (1) of each of the above items in each zip-lock bag to be given to 3 separate judges.
6. All of the above paperwork and Web Site Address or disks (in three separate zip-lock bags) must be sent to the ACTS Office (watch mailings for the address and date of early entries).

Hints From The Web Site Development Judges

Size is not part of the judging criteria! More is not necessarily better. It is important that a site distinguish itself through quality and value to the user as compared to other sites competing for the same audience. The point values in judging are weighted in favor of the structural organization c, because that is essential to site functionality and usefulness. Poor content is changeable, but poor design is the death of a site.

POWERPOINT PRESENTATION (224) → (Early Entry) Nonperformance Event

PowerPoint Presentations are typically used to support oral presentations. However, the goal is for the project to be a user-directed, stand-alone presentation. It can convey an academic concept, promotional information, or theological truth. The student is free to use any element that PowerPoint 2007 will support.

Guidelines

1. The presentation must have been developed since the last ACTS Student Convention.
2. No more than two students may participate in the design and development of the presentation.
3. While there are a number of presentation products on the market, PowerPoint for Windows is the product selected by the ACTS Student Convention.
4. The presentation must be burned to a CD.
5. Designer must give proper credit for any copyrighted material.
6. Any Scripture reference must be from King James Version.
7. All photos must meet ACTS dress code.

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

Academic – There is a need for academic reinforcement and explanation. Teach, review, or expand an academic concept, such as a difficult concept in a subject.

Promotional – Promote your school and/or church, or present material to new parents or students. It could be a presentation for students (promoting convention participation or reinforcing school rules, policies, or procedures). It could be presentation to solicit parental, business, or community support for a **project**.

Truth – There may be Biblical or theological truths that the church and/or school wants to reinforce. This could even be a self-directed training series.

Judging Criteria

Structure

Navigation of Site – The presentation should be easy to use and navigate.

Creativity – This is an overall evaluation of the uniqueness, content, approach to the material, and method of engagement.

Connectivity – Each step in the process must successfully relate the user to where he has been and to where he is going.

Engaging – The project should be engaging visually and mentally.

Elements – Elements should contain variety and follow convention guidelines and standards for appropriateness.

Graphic Design – The project should follow media standards regarding presentation. Some of these regard font styles, spacing, overlay, and other aspects of the presentation. (There are helpful sites on the Web to learn about these items.)

Content

Clear -The project must be clear in its presentation, navigation, and purpose. Since this is a user-directed presentation, clarity is indispensable.

Appropriate -The presentation should meet the convention guidelines and standards and be appropriate for its intended purpose.

Useful – The presentation should be designed to serve a useful purpose.

Accomplishes Goals -The user should be able to understand what is intended by the developer.

Check List for PowerPoint Presentation:

1. Copies: Three (3) copies of a CD. Each copy must have the student's name, school name, school address, and telephone number clearly visible on EACH copy.
2. Three (3) copies of the Judge's Forms (CF33)
3. Three (3) copies of the Creative Composition Affidavit (CF28) properly signed.
4. Three (3) copies of the Progress Control Form (CF9)
5. Place one (1) of each of the above items in each zip-lock bag to be given to 3 separate judges.
6. All of the above paperwork (in 3 separate zip-lock bags) must be sent to the ACTS Office (Watch mailings for the address and date of early entries).

All of the above paperwork must be sent to the ACTS Office (Watch mailings for the address and date of early entries).

Hints from the PowerPoint Presentation Judges

Size is not on the judging criteria! More is not necessarily better. The presentation must be accessible on a CD.

SOUL WINNING AWARD (230) → Nonperformance Event

Students who share Jesus Christ with lost persons and win them to Christ have an opportunity to attend the ACTS Student Convention.

1. The Soul Winning PACE must be completed. (Item #42001 in the product catalog.) - PLEASE FILL OUT THE SOUL WINNING PACE COMPLETION FORM (CF29B).
2. The student must fill out a CF29B and turn in with the CF29A Affidavits. (This affidavit may be reproduced from the guidelines.)
3. The student must win at least five (5) persons to Christ after the termination of the previous ACTS Student Convention.
4. The new converts must be introduced to a Apostolic pastor in whose church the convert receives the Holy Ghost.
5. Encourage converts to attend church regularly.
6. Ask the new convert's pastor to sign an affidavit (CF29A). (This affidavit may be reproduced from the guidelines.)
7. Bring the affidavits to the Convention.

GOLDEN APPLE AWARD (231) → Non performance Event

Proverbs

GOLDEN LAMB AWARD (232) → Non performance Event

John

GOLDEN HARP AWARD (233) → Non performance Event

Psalms

CHRISTIAN SOLDIER AWARD (234) → Non performance Event

Romans, Galatians, Ephesians, and Philippians

CHRISTIAN WORKER AWARD (235) → Non performance Event

Colossians, 1 & 2 Thessalonians, 1 & 2 Timothy, Titus, Philemon, Hebrews, James, 1 & 2 Peter, 1, 2 & 3 John

Guidelines

1. Students may enter these events each year they are eligible to attend the Student Convention and must abide by these guidelines.
2. The student must quote the book from memory in one school year (between August 1st and the registration deadline for the ACTS Student Convention).
3. The student must recite a minimum of one chapter at each hearing to a school staff member.
4. Psalm 119 may be divided into five parts.
5. No more than three errors or prompts may be allowed per chapter.
6. An Affidavit (CF30) must be submitted to the Registration Area on Registration Day to verify entry.