ACADEMIC DIVISION

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

Students may enter up to five (5) events in Academics but must not enter more than once in any event. Academic Exhibits also count towards the 10 maximum in the total Exhibit count.

In Academic events, students' dress and appearance during performance or as a part of any Exhibit, Presentation or Website must conform to the Convention Dress Code (see the Introduction to Convention Guidelines on page IN.14). No entry should attempt to portray the face of Christ.

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

Judges forms are no longer required to be submitted, however, remain in the guidelines to assist students preparation. Judging criteria as shown on the judges forms are the same criteria that will be marked at convention via the Accelerate Convetion Portal (ACP).

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

1. Checkers
2. Chess
3. Spelling *
4. PACE Bowl *
5. Science Exhibit:
   - Collection
   - Research
   - Engineering
   - Theoretical
6. Social Studies
   - Collection
   - Research
7. Persuasive Essay Writing*
8. Poetry Writing
9. Short Story Writing*
10. Book Report

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

\# This event does not progress to International Student Convention.

CHECKERS

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

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

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

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

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

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

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

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

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

CHESS

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

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

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

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

Rules of movement are as listed below:

- ❖ King - 1 square in any direction.

- ❖ Bishop - any distance diagonally, but cannot pass an occupied square.

- ❖ Rook - any distance forward, backward, or sideways, but cannot pass an occupied square.

- ❖ Knight - 2 squares straight, (forwards, backwards or sideways) to be followed by 1 square to the side. It can pass an occupied square.

- ❖ Queen - any direction, any distance, but cannot pass an occupied square.

- ❖ Pawn - 1 square forward, or 2 squares forward on its initial move. It cannot pass an occupied square in a forward direction but can capture an opponent which is one square diagonally in front.

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

Aim of Game

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

Capturing

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

Castling

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

Time

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

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

Spelling

Each contestant is given a piece of paper and is assigned a desk. Contestants provide their own pencils or pens. Judges shall give at least two practice words before starting competition, the judge will pronounce each word twice and give a definition of the word. Contestants will then write the word. This process will be followed for all words. Following the final word, judges will collect all papers. Winners will be selected according to accuracy.

Students must achieve a minimum of 70% correct to be awarded a place.

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

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

The words marked with an * are the U16 words. Words for the Open category will come from the whole list.

U/16 and OPEN SPELLING WORDS

A
abattoir
abdicate
abeyance
ability
abruptly
absence*
absolute*
abstemious
abundant*
abyss
academic*
academy*
accelerate*
accept*
acceptable
access*
accessible*
accident*
accompany*
accomplish*
accord*
accordance
account*
accountable
accuracy
accurate*
accusation
accuse*
ache*
achieve*
achievement*
acid*

acknowledge*
acoustic
acquaintance
acquire
activate
active*
actress
actual*
actuality
acute*
adapt
addict
addition*
additional*
address
adequate
adjective*
adjourn*
adjust*
adjustable
administer*
administration*
admiration
admission
admit*
adobe*
adolescence
advance
advantage*
advent
adventure*
adverb*
advertise

advisable*
affect*
affluence
aggressive
agree*
agreement*
aircraft
aisle*
alarm*
algae*
allegiance*
allergy*
alliance
alligator*
allow*
alloy*
alluvium
almighty*
altar*
alter*
always*
ambitious
ambulance*
amendment*
among*
amuse*
amusement*
ancestor*
anchor*
ancient*
androgynous
angry*
animal*

annexation
announce*
anoint*
answer*
antecedent*
antenna*
antennae*
antennas*
anticipate*
antique*
anxious*
aorta*
apartment*
apocryphal
apostrophe*
apparent
appear*
appendage
appendicitis
appetite*
applesauce*
appliance
application
apply*
appoint*
appointment*
appreciate*
appreciation
approach*
April*
arch*
archaeologist
architecture*

Arctic*
area*
argue*
argument*
armadillo*
army*
arouse*
arrange*
arrangement*
arrival*
article*
artificial
ascend*
aspect*
asphyxia
assert
assign*
assignment*
assist*
associate*
assume*
assurance*
assure*
asthma
atmosphere
atone*
attendance
attention*
attorney*
attract*
audible
audience*
auger

August*
author*
authority*
automatic*
automobile*
autumn*
auxiliary*
available
avalanche*
avaricious
average*
aviator*
awful
B
bacteria*
bacterium*
badge
bailiff
baggage*
balk*
balloon*
banana*
banquet*
bargain*
barren
basketball*
bass*
baste
bath*
bathe*
bathtub*
battery*
bauxite

Accelerate

U/16 and OPEN SPELLING WORDS

beacon
beat*
beautiful*
beech*
begin*
belief*
believe*
benediction
beneficiary
benefit*
benevolence
besiege
beverage*
biography*
birth*
birthright*
bishop*
bison*
bitter*
blasphemy
bled*
blind*
blithe
blockade*
bloodshed
blossom*
board*
boarder
boast*
bold*
bomb*
bombard
bondage*
bonus*
bookcase*
booklet
booth*
boundary*
bouquet*
bow*
branch*
break*
breakfast*
breed*
bridegroom*
brief*
brilliance*
brilliant*
brisk*
bristle
broil*
browse
brush*

brutal*
budge
budget*
bulge*
bullet*
bullion
bulwark
buoy
buoyant*
bureau
burro*
burrow*
bushel*
business*
busy*
butcher
butte

C
cabbage*
cacti
cactus*
calendar*
calm
calligrapher
Calvary*
camaraderie
cancel*
cancer*
candidacy*
candidate*
candlestick*
cannon*
canopy*
canvass
canyon*
capable*
capital*
capitol*
caravan*
careful*
carpet*
carriage*
cast*
castle
catastrophe*
caucus*
cause*
cautious
cavalry*
cease*
ceiling
celebrate*

celestial
cellulose*
cement*
cemetery*
central*
century*
ceramic*
cereal*
certain*
certificate*
chairman
challenge
chamber*
change*
changeable*
chaplain*
character*
characteristic*
charity*
check*
cheerful*
chew*
child*
childhood*
chill*
chimney*
chivalrous
chocolate*
choir*
choose*
chorus*
chose*
chronic*
chute*
circuit*
circular*
circulation
circumstance*
cite*
citizen*
civil*
civilian*
clam*
clasp
class*
classification
classify*
clause*
cleanliness*
cleanse*
clear*
clerical*
climate*

clinic*
clog*
close*
cloud*
clover*
clue*
cluster*
clutch*
coarse*
coax
coconut*
coffin
collapsible*
collect*
collectible*
collage
college*
collide
colloquial
colonel
colossal*
column*
comb
combination*
combine*
combustible
comedienne
comma*
commandment*
commence*
commendation
commercial*
commissary
commission*
commit*
committee*
common*
communication
compare*
compartment
compassion*
compel*
compensation
competition*
complement*
complete*
completion*
complication
computer*
concave*
conceal
conceit
concern*

concur
concussion
condition*
conductor
confederacy*
confer*
conference*
confession
confide*
confidence*
conflict
conformable*
confuse*
confusion*
congenial
congratulations*
congregation*
congressional*
conjecture
conjunction*
connive
conqueror*
conquest*
conscience
conserve*
considerate*
consideration*
consistency*
consistent
consortium
conspicuous*
constant
content*
continue*
contract*
contraction
contradict
contribute*
contribution*
control*
convenient
convention
conversion*
convert*
convertible*
convex*
convince*
cooperation*
coral*
cord*
cordial
cordially*
core*

corps*
corpse*
corral*
correct*
correction
correspond*
correspondence
corroborate
corrupt*
corruptible
corruption
corruptive
cougar*
cough*
could*
council*
counsel*
county*
coup
couplet
courage*
courageous*
course
courtroom
courtyard*
coyote*
cozy*
craft*
crane*
crankshaft
crazy*
credible*
crest*
cringe
criticism*
criticize*
crooked*
cross*
crossbreed
crowd*
crucify*
crucifixion
crustacean
crutch
cube*
cubic*
cud*
cult
cultural*
culture*
curable*
curator
curb

Accelerate

U/16 and OPEN SPELLING WORDS

cure*
curiosity
curious*
currency*
current*
cushion*
cygnet
cylinder*

D

dairy*
damage*
dangerous*
dash*
daub
dawn*
dealt*
debris
debt*
deceit*
deceive
December*
decide*
deciduous*
decision*
decline*
dedicate
deer*
defense*
defensible
defer*
definite*
deformity
deft
degradation
delay*
delegate*
deliberate
delicacy*
delicatessen
delicious*
delightful*
demonstrate*
deniable*
dense
dentist*
department
dependable*
dependence
deployment
derrick
descend*
descendant

desert*
desire*
dessert*
destroy*
detect*
detective
detention
detergent*
develop*
devotion*
devour*
dew*
diagnose*
dialogue
diameter
diary*
dichotomy
dictation
dictionary*
die*
diet*
differ*
difficult*
difficulty*
digest*
digression
diligence
diligent*
dimension
diploma
direction*
disable*
disagree*
disappoint*
disappointment*
disastrous
discharge*
disconsolate
discover*
discussion*
disguise
disobey*
dispenser
disperse*
displace*
dispute*
disruptive
dissonance
distinct*
distribute
disturb*
ditch
divide*

dizzy*
docile
doctor*
doctrine*
document
dodge
dollar*
doorbell*
doubt*
dove*
drag*
dramatic*
drank*
drawback
droll
drought*
drown*
dual
duct*
ductile
due*
durable*
dwell*
dynamite
dyslexia

E

earnest
earthquake*
easy*
ecclesiastical
echelon
eclectic
ecology*
economy*
edge*
edict
edition
editor*
education*
effervescence
efficiency
efficient*
egalitarian
egret*
elaborate*
electrician*
electricity*
electrolyte
elephant*
eligible*
eloquence
emancipate

embarrass
embryo*
emerge*
emergency*
emigrate*
eminence
emissary
emotion*
emphasize*
employ*
employee*
employer*
employment*
empty*
enactment
encourage*
encyclopedia
energy*
enigma
enjoy*
enormous
enough*
ensure
entertain*
entrepreneur
envelop*
envelope*
envious*
envisage
ephemeral
epidemic*
epitaph
epitome
equal*
equality
equator*
equip*
equipage
equipment*
eruption
Eskimo
espalier
especially*
essay*
essential
establish*
establishment*
estimate*
eternal*
ethereal
eucalyptus
evaporate*
eventual

evidence*
ewe*
exactly
excel*
excerpt
exchequer
excite*
excitement*
exclusive*
excuse*
executrix
exercise*
exhaust*
exhibition*
exist*
expeditious
expel*
expensive
experience
explicate
exploit
explosion*
express*
exquisite
extension*
extravagance
eyebrow*

F

fabric*
facetious
facility*
false*
falter*
familiar*
famous*
farther*
fatigue
fauna
favor*
favorable*
February*
feet*
felicitate
feminine*
fence*
ferocious
festival
feudalism
fiberglass
fiduciary
fierce*
film*

final*
finally*
finance*
financial*
firmament*
fish*
fixture*
flame*
flash*
flee*
flesh*
flex*
flexible
flicker*
flinch
flood*
fluid*
fluorescence
focus*
foolish*
force*
foreign*
forfeit
fork*
form*
formal*
formation
formula*
formulate
forsook
forth*
forty*
fortuitous
fought*
four*
fractious
fracture*
fragile*
frail*
fraudulent
freight*
frequent*
fresco
fret*
Friday*
friend*
frown*
fruit*
fulfill*
funeral*
fungi*
fungus*
funnel

furnish*
furniture*
furrow*
further*
fuse*
fuselage
future*

G

galleon
gallon*
gangrenous
garage*
garbage*
gauge*
gaze*
gem*
gene*
general*
generate*
generation*
generous*
genuine*
geographic*
geography*
geologist*
giraffe*
glacier*
glob*
glockenspiel
glorious*
glue*
gnarl
gnash
gnaw*
goose*
gopher*
govern*
government*
governor*
gracious*
gradually*
graduate*
graduation
graft*
grandiloquence
grant*
grasp*
grateful*
greenhouse*
grief*
grievance
grieve*

grocery*
guarantee
guess*
guest*
guide*
guile
gyroscope

H

habit*
habitat*
half*
halt*
handkerchief
happiness*
harmful*
haughty
haven*
hawk*
headache*
hedge*
height*
heiress
hemisphere*
herb*
herbaceous
heritage*
hesitancy
high*
hike*
hoarse*
hoe*
hoist*
holiness
honest*
honk*
honor*
hoof*
horde
horizon*
horrendous
host*
hostile*
hour*
howl*
huge*
human*
humanitarianism
humane*
humid*
humor*
humus
hung*

hungry*
hurricane*
hydrogen
hygiene
hymn
hyphen*

I

icicle*
identity*
igneous
ignite*
illusion*
illustration*
immediate*
immerse
immigrate*
imminent
immovable*
immune*
impartial
imperfect*
implication
implicit
import*
impossible*
impression
improve*
impudence
impulsive
impure*
incandescence
incense*
incessant
incidentally
incision
income*
incomplete*
incongruent
incubate*
incurable
indecipherable
independence*
independent
indicate*
indictment
indirect*
indiscriminately
indispensable
individual*
indomitable
induct*
ineffective

infection*
infectious
infer*
influence*
inform*
information
ingest*
ingestion*
inhale*
inject*
injection
innocence
innuendo
inquire*
insecure
inspiration
inspire*
install*
instance*
instead*
institute*
insulation*
insulin*
insurance*
insure*
intelligent*
interfere*
interject*
interjection*
intermittent
international*
interrupt*
interruption
intervene*
introduce*
introduction
invasion*
inveigh
investigate*
investigation*
invitation*
invite*
irrational
irrigation
island*
issue*
itch*
item*

J

jacquard
January*
jealousy*

jerk*
jeopardize
jettison
job*
journal*
judge*
judgment*
juice*
July*
June*
junior*
jurisdiction
jury*
justice*
justifiable*
juvenile
juxtapose

K

kaleidoscope
kayak
keen*
kelp*
kernel*
keyboard
kiln
kindergarten
knack
knave
knead
knelt
knew*
knife*
knob
knock*
know*
knowledge*

L

laity
lamb*
laryngitis
laugh*
launch*
lawn*
lawyer*
lead*
leak*
lecture*
legend*
legible*
legion*
legislate*

legislature*
lemon*
leniency
level*
leviathan
lexicography
liberal*
library*
lichen*
lieutenant
lily*
limb*
lineage
linen*
linger*
link*
liquefy*
liquid*
listen
literature
litigious
livable*
loaf*
loam
lobster*
local*
location*
lodge*
logical*
lone*
longitudinal
loose*
lose*
loss*
lost*
lounge*
louver
loyal*
lumber*
luminescence
luncheon*
luscious
luxuriance
lye*
lymph*
lynch
lyre*

M

machinery*
magazine*
magnanimity
magnet*

U/16 and OPEN SPELLING WORDS

magnificent*
maintenance*
majority*
malaise
malleable
mammalian
manage*
manageable*
mandatory
maneuver
manicure
manipulation
mansion*
manual*
manufacture*
manumission
manuscript
map*
March*
marjoram
marquee
marsh*
martyr*
masculine*
masquerade
mast*
match*
matriarch
matriculate
matutinal
May*
meant*
measure*
measurement*
meat*
mechanism
medicine*
mediocrity
melody*
memory*
menacing
mendacity
mention*
menu*
merchandise*
merchant*
merciful*
mercy*
merge
meringue
merry*
mesa*
messenger

midst
might*
millionaire
minatory
mind*
minimum*
minor*
minute*
miracle*
miraculous
mischief
miserable
missionary
mock*
mold*
Monday*
monotonous
moral*
morsel
mortality
mosquito*
motive*
motorist*
mountain*
mouse*
mousse
mouth*
move*
movement*
mow*
mummy*
museum*
musician*
muslin
mute*
mutual*
myth*

N
narrate*
national*
native*
natural*
nature*
nebula
necessary*
necessitate
nefarious
negative*
negligible
nervous*
nervousness*
neuralgia

new*
niche
niece
nocturnal
noisy*
nomination
nominative*
normal*
nostalgia
notice*
noticeable*
novel*
November*
noxious
nuclear*
nuclei*
nucleus*
numerous*
nurse*
nutrient*

O
oath*
obedient*
obdurate
obeisance
object*
objective*
objectivity
obelisk
obligation
oblique
observe*
obsolescence
obstinate
obstinacy
obtain*
occasion*
occupy*
occur*
occurrence*
October*
octogenarian
official*
often*
ointment*
omit*
omniscience
once*
onomatopoeia
opportunity*
opposite*
opposition*

oppress*
ophthalmologist
order*
ordinary*
organic*
original*
ornithological
orphan*
ostentatious
ostrich*
ought*
ounce*
outrageous
oxygen

P
pace*
pail*
pageantry
pain*
palisade
palsy*
pamphlet*
parachute*
parade*
paragraph*
parfait
parliamentarian
parquet
parrot*
parsimonious
partial*
participation
participial
participle
particle
particularly
partition
passive*
Passover*
past*
pasteurization
patch*
patience*
patient*
patio*
patriarch
patrol*
pave*
peculiar*
peculiarity
peel*
penicillin*

pensive
perambulator
percent*
perceptible*
peripheral
perform*
perimeter
permissible*
permission
permit*
perpendicular
persistent
personal*
perspicacious
petal*
petroleum
Pharaoh*
Pharisee*
pharmaceutics
pharmacy*
phase*
phenomenon
photograph*
photosynthesis
phrase*
physical*
physician*
physique
piano
picnic*
picture*
piece*
pillow*
piquancy
pitch*
pitcher*
pity*
plague*
plaintiff
plait*
plaque
plateau*
plea*
plebiscite
pledge*
plethora
pliable
pliers
plumber*
plus*
pneumonia
poach
poignant

polemic
policeman*
policy*
polyphony
polish*
political*
politician*
politics*
pollen*
population*
porcelain
portion*
portmanteau
pose*
possession*
possessive*
possibility*
postage*
potato*
potential
potpourri
poultry*
pour*
practical
practice*
prairie*
preacher*
precede
precious*
precipice
predecessor
predicament
predicate*
predict*
prediction
predominantly
preen
prefer*
preposition*
presence*
present*
press*
prestigious
prevaricate
previous
prey*
prick*
primary*
prince*
principal*
principle*
privilege*
probable

U/16 AND OPEN SPELLING WORDS

probably*
proboscis
procedure*
procession
proclaim*
procurable
production
profession*
proficient
profitable*
program*
progression
projectile
prominent*
pronounce*
pronunciation*
propel*
propensity
prophecy*
prophet*
prosperous
protein
proud*
psychologically
pulp*
pumice*
punctual*
punctuation*
punish*
punishment*
purchase*
purge*
purify*
purple*
purpose*

Q
quadrennial
quaint
qualification
qualify*
quality*
quantity*
quart*
quay
querulous
quest*
questionnaire
quickly*
quiet
quintessence
quip
quit*

quite*
quote*

R
raccoon*
radio*
raid*
raise*
raisin
rambunctious
random
rapid*
rapacious
rarely*
rash*
raucous
raw*
reaction
read*
readily*
reagent
realm*
reap*
reason*
recapitulation
recent*
reception
receptor*
recess*
recession*
recharge*
reciprocate
recite*
recognition*
recognize*
recommendation
reconnoiter
record*
recover*
recreation
recruit*
rectum*
redeem*
reduce*
reduction*
reed*
refer*
refine*
reflex*
reformation*
refrigerator*
refuge*
refuse*

refutable
registrar
regression
rehearse
reign*
rejection
rejoice*
rejuvenate
relationship*
reliable*
relic*
relief*
relieve
religion*
reluctance
reminiscence
remit*
repair*
repatriate
repel*
repertoire
replace*
replaceable
replica
reproduce*
require*
research*
reservoir*
reside*
resist*
resistible*
respectively
response*
responsible*
responsive
restaurant*
restrain*
resuscitate
retina*
reveal*
reverence*
reverse*
reversible*
review*
rheumatism*
rhythm
ridiculous
righteous
rigid*
ringworm*
roam*
roast*
rodeo*

role*
roll*
rooster*
root*
rot*
rotate*
rotation*
rough*
route*
routine*
routinely
rubicund
ruin*
rural*

S
sacrilegious
sagacious
sail*
salary *
salmon*
sandwich*
sanguinary
sanitary*
sarcophagus
Saturday*
sauce*
scandalous
scalp*
scarce
scavenger
scene*
schedule*
scientific*
scientist*
scorch
scrap*
scrawl
scribe*
scrimmage
scythe
seamstress*
secede*
secretary*
secure*
seize*
senate*
senator*
sensible*
sensitive
sentence*
separate*
September*

sequester
sequin
serious*
serviceable*
serviette
sewage*
shade*
shaft*
shame*
shape*
sharpen*
sheaf*
sheath
sheep*
sheet*
shelf*
shelter*
shepherd*
sheriff
shield*
shin*
ship*
shoe*
shoot*
shore*
shot*
shoulder*
shove*
show*
shrewd
shrub*
shy*
siege
sieve
sigh*
significance
significant
silent*
silversmith*
similar*
simple*
simply*
simultaneous
since*
sincere*
sincerely*
sincerity
site*
situation
size*
slay*
slender*
sleuth

slick*
slot *
slough
smear*
smog*
sniff*
sober*
social*
society*
socket*
solar*
solecism
solemn*
soliloquy
solve*
sonorous
sophomore*
sore*
sought*
soul*
sour*
source*
sovereignty
sow*
span*
special*
specific*
specimen*
speck*
spew*
spherical
sphinx
spinach*
spinnaker
spiritual*
spoil*
sponge*
spontaneity
spore*
sprawl*
sprout*
spy*
squabble
squash*
squaw*
squeamish
squirm
squirt*
staff*
stake*
stalactite
stalk*
stationary

U/16 and OPEN SPELLING WORDS

statistic*
statue*
statuesque
stern*
stimuli*
stimulus*
stipendiary
stitch*
storm*
straight*
strength*
stretch*
strict*
strife*
strip*
strong*
structure*
stuck*
studious
stun*
sturdy*
style*
subject*
subjection
submerge
submissive
submit*
subpoena
subterfuge
suburb
succeed*
success*
suck*
suffer*
sufficient
suffragette
suggest*
suggestion*
suite
sum*
summon*
Sunday*
superb
supercilious
supplication
sure*
surgeon*
surgery*
surplus*
surround*
surveillance
suspender
suspension

sustain
swallow*
swat*
swirl*
switch*
sword*
synonym

T
tableau
tablet*
taciturn
tact*
talent*
tapeworm*
taproot*
tariff*
tarpaulin
teach*
tear*
teaspoon*
technicality
tectonic
telephone*
temperature*
temporary*
tempt
tenant*
tend*
tender*
tension
terrace
terrible*
testimony*
tetrarch
theft*
their*
theocracy
theology*
there*
thesaurus
they're*
thief*
thigh*
though*
thoughtful*
threat*
threw*
thrombosis
throne*
through*
thumb*
thump*

thunderstorm*
Thursday*
thus*
thyroid*
timorous
toe*
tomato*
tomb*
tongue
tonsillitis
tooth*
topiary
topic*
tornado*
torrential
total*
totalitarian
tough*
tournament*
tourniquet
traceable*
traffic*
tragedy*
trait*
transaction
transfer*
transformation
transgressor
transmit*
transparent*
transportation
treat*
triglyceride
trim*
trio*
triumph*
trouble*
trough*
trout*
truly*
truth*
Tuesday*
tuition
tumultuous
turmoil*
turtle*
twine*
twist*
tyke
typewriter*

U
ugly*

umbrage
unanimous*
uncertain*
unchangeable
unclaimed*
uncover*
understood*
undoubtedly*
unequivocal
unfold*
uniform*
unique*
unmitigated
unnecessary*
unscrew*
unusually*
urban*
urge*
urine*
usable*
use*
usually*

V
vacate*
vacation
vacuum*
vague
valetudinarian
valuable*
valve*
variegated
various*
vegetable*
vehemence
veil*
ventriloquist
venture*
verb*
verdict
verse*
version*
vertical*
vessel*
veto*
victim*
victorious*
view*
village*
vindicate
virtue*
visible
vitamin

vivid*
voice*
volubility
volume*
voluntary*
volunteer*
voucher*
voyage*

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

write*
wrong*
wrote*
wrought
wry

X
xenophobe
xylem

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

Z
zealous
zenith
zephyr
zinc*
zone*
zucchini

PACE BOWL

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

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

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

1. TOSS-UP PACE BOWL QUESTIONS

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

2. BONUS QUESTION

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

A round of questioning consists of one "toss-up" question and the possible bonus question. The game will continue for ten (10) rounds. If the game is tied after the completion of ten (10) questions, two (2) extra questions will be asked. Tied scores after the two (2) extra questions will be divided on a count back of the number of correctly answered "toss-up" and "bonus" questions.

Southern Cross Educational Enterprises provides the following:
- tables and chairs for each team
- paper
- pencils
- buzzer system for each table

SCEE provides all PACE Bowl questions.

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

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

The following is a sample of one round of questions:

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

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

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

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

SCIENCE EXHIBIT

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

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

- Entry must be the sole work of the student(s) since their previous Regional Student Convention. Sponsors may advise, but must not build any part of the exhibit, or write any part of the instructions or report. A list must be submitted identifying any work included in the display that is not the work of the student (such as a specially machined component or electronic test equipment).

- Exhibits must occupy a total area no more than 1m in any direction (including vertical).

- All electrical work using mains power (240v) must be certified by a qualified electrician and evidence of this certification submitted with the entry.

- No entry creating a safety hazard will be allowed. Dangerous chemicals, offensive odors, explosives, open flames and live animals, dangerous or not, must **not** be exhibited.

- The student will set up their own exhibit and then leave the area. If the exhibit requires operation, instructions must be provided to the judges.

- Electronic Devices (e.g. laptops) used in exhibits MUST NOT be password protected - they must be accessible to judges as needed.

- All Exhibits must be consistent with a Biblical worldview and must adhere to Convention Dress Code (see the Introduction to Guidelines on page IN.16).

- Judges may interview the student if they desire.

- SCEE is not responsible for loss or damage to any exhibit.

- Do not copy blocks of text from any website or other source.

- The Student must write all reports/information in their own words and must credit any resources.

- Multple sources should be used to prove adequate research has been done. *Please note: Wikipedia is an unreliable research resource.*

CHECKLIST FOR SCIENCE

□   Attach one (1) copy of the Science Report and any other supporting information to each entry.

□   Bring the exhibit and report to Convention.

CATEGORIES

1. **COLLECTION** - (U/16 & Open)

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

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

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

2. **RESEARCH** - (Open)

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

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

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

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

3. **ENGINEERING** - (Open)

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

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

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

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

4. **THEORETICAL** - (Open)

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

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

SCIENCE REPORT

☐ **OPEN**   ☐ **U/16** - Collection only
(Please ✓ the appropriate box)

☐ **Collection**   ☐ **Engineering**   ☐ **Research**   ☐ **Theoretical**

Name:	
Name:	
School:	**Cust. Code:**

State your purpose, hypothesis, or reason for your project:

Record the process or steps used in solving or approving the problem (hypothesis) or include an illustration of how your project works:

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

Give a Scriptural application or reference for your project:

Give a brief history of the discovery/invention or the hypothesis/facts you are using in your project. Describe how the discovery/invention advanced to today's use, give your opinion of its future use:

(Student's Signature)	(Date)	(Student's Signature)	(Date)

* Note: A written paper may be submitted as a substitute for this science report. The paper should at least cover the above information.

JUDGES FORM - SCIENCE EXHIBIT

☐ **OPEN**   ☐ **U/16** - Collection only
(Please ✓ the appropriate box)

☐ Collection   ☐ Engineering   ☐ Research   ☐ Theoretical

Name:		D.O.B.	
Name:		D.O.B.	
School:		Cust Code:	

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

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
I. Choice of Subject		
A. There is a definite scientific purpose or theme	10	
B. Shows creativity and originality	10	
II. Scientific Thought		
A. Scientific facts or principles are displayed accurately	15	
B. Exhibit clearly agrees with and illustrates what is discussed in the accompanying paper/science report	10	
C. Degree of difficulty	10	
III. Workmanship		
A. Neatness, general appearance	5	
B. Shows evidence that materials have been used appropriately	5	
C. Shows evidence that tools/construction have been used appropriately	5	
D. Design and layout is creative and logical	10	
IV. Thoroughness		
A. Information is useful and conclusive	5	
B. Bibliography and references correctly included	10	
V. Clarity		
A. Exhibit is clearly and easily understood	5	
TOTAL POINTS	**100**	

COMMENT:

Judge's Name:		Judge's Signature:	

SOCIAL STUDIES EXHIBIT

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

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

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

- Entry must be the sole work of the student(s) since their previous Regional Student Convention. Sponsors may advise, but must not build, write or prepare any part of the exhibit. A list is to be submitted identifying any work included in the display that is not the work of the student.

- All Exhibits must be consistent with a Biblical worldview and must adhere to Convention Dress Code (see the Introduction to Guidelines on page IN.16).

- Exhibits must occupy a total area no more than 1m in any direction (including vertical).

- The student will set up their own exhibit and then leave the area.

- Electronic Devices (e.g. laptops) used in exhibits MUST NOT be password protected - they must be accessible to judges as needed.

- Judges may interview the student if they desire.

- SCEE is not responsible for loss or damage to any exhibit.

- Do not copy blocks of text from any website or other source.

- The Student must write all reports/information in their own words and must credit any resources.

- Multiple sources should be used to prove adequate research has been done. *Please note that Wikipedia is an unreliable research resource.*

CATEGORIES

1. **COLLECTION** - (U/16 & Open)

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

   Please note: pictures of flags are not acceptable

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

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

CHECKLIST FOR SOCIAL STUDIES

☐ Attach one (1) copy of the Social Studies Report and any other supporting information to each entry.

☐ Bring the exhibit and all form to convention.

Accelerate

SOCIAL STUDIES REPORT

☐ OPEN   ☐ U/16 – Collection only   ☐ Collection

(Please ✓ the appropriate box)

☐ Research

Name:	
Name:	
School:	Cust. Code:

State the purpose, or reason for your project:

Record the process or steps used in preparing your project:

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

Give a Scriptural application or reference for your project:

Give a brief background of your collection or topic that you researched, and why you chose that particular item/topic:

(Student's Signature)	(Date)	(Student's Signature)	(Date)

* Note: A written paper may be submitted as a substitute for this Social Studies report. The paper should at least cover the above information.

JUDGES FORM - SOCIAL STUDIES EXHIBIT

☐ **Collection**   ☐ **Research**

☐ **OPEN**   ☐ **U/16 - Collection only**
(Please ✓ the appropriate box)

Name:		D.O.B.	
Name:		D.O.B.	
School:		Cust Code:	

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

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
I. Originality		
A. Definite Social Studies purpose or theme	10	
B. Shows creativity and originality	10	
II. Thought		
A. Facts or principles are displayed accurately	15	
B. Exhibit clearly agrees with and illustrates what is discussed in the accompanying paper/report	10	
C. Degree of difficulty	10	
III. Workmanship		
A. Neatness, general appearance	5	
B. Shows evidence that materials have been used appropriately	5	
C. Shows evidence that tools/construction have been used appropraitely	5	
D. Design and layout is creative and logical	10	
IV. Thoroughness		
B. Information is useful and conclusive	5	
C. Bibliography and references correctly included	10	
V. Clarity		
A. Exhibit is clearly and easily understood	5	
TOTAL POINTS	**100**	
COMMENT:		

Judge's Name:		Judge's Signature:	

PERSUASIVE ESSAY WRITING

This event requires Early Entry Submission - see IN.12.

This event is open only.

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

A contestant must choose a topic and write a **_persuasive_** paper. A persuasive essay is one in which the writer attempts to convince the reader of a particular point of view or course of action, using clear facts and reasons to support his/her argument.

Students may choose any topic on which to write a persuasive essay. All topics must have a thesis statement, counterargument and conclusion, and must be consistent with a Biblical Worldview. It is strongly advised that the supervisor check the thesis statement prior to the student writing the essay.

1. A good persuasive essay will use convincing facts, arguments, examples, and illustrations that allow the reader to be persuaded of the truth they are reading, and must be the student's original work.

2. The student may begin immediately following the previous Convention Registration Closing Date in their region.

3. The essay must be accompanied by a written outline that the student used to organize the essay. (For suggested outline format, please reference English PACE 1097.)

4. Plagiarism of any kind will automatically disqualify the entry. Any borrowed material (statements, quotes and/or ideas) must be properly referenced and included in a bibliography.

5. No more than one essay per contestant may be entered.

SEE THE PERSUASIVE ESSAY WRITING JUDGES FORM FOR JUDGING CRITERIA.

CHECKLIST FOR PERSUASIVE ESSAY WRITING:

☐ Length 500-1000 words including all quotes as per computer word count. Footnotes and bibliography are excluded from word counts.

☐ Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Plain fonts are recommended.

☐ Outline - Submit essay outline (typed) with entry.

☐ Copies - One (1) copy of the essay and outline must be submitted into the ACP by the Convention Registration Closing Date.

Accelerate

JUDGES FORM - PERSUASIVE ESSAY WRITING

Word Count: _____

Name:		D.O.B.	
School:		Cust Code:	
Title of Entry:			

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

AREAS OF EVALUATION		POINTS	
		POSSIBLE	AWARDED
I. Theme			
A.	The chosen essay topic is clearly identified and is examined and discussed logically.	10	
II. Composition			
A.	Essential points given logically and convincingly	10	
B.	Use of examples and illustrations	10	
C.	One central idea and unity in viewpoint- everything in the essay directly supports the thesis	10	
D.	Valid argument and persuasion with strong closing statement.	10	
E.	Creativity and individuality of presentation	5	
F.	Outline included, properly followed and formatted	5	
G.	Bibliography and references correctly included	10	
H.	Degree of difficulty	10	
III. Mechanics			
A.	Spelling, punctuation, and grammar (subject-verb agreement, pronoun agreement, no misplaced modifiers, etc.)	10	
B.	Progression of ideas, and argument, transitions, length of paragraphs	10	
IV. Presentation	(NOTE: As many as 10 points may be subtracted if the essay is not between 500-1000 words in length, word count is not stated, and/or is not typed double spaced on plain white paper.)	-10	
TOTAL POINTS		100	

COMMENT:

Judge's Name:		Judge's Signature:	

SHORT STORY WRITING

This event requires Early Entry Submission - see IN.12.

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

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

1. The story **MUST** have an evangelistic, Biblical, or historical theme.

2. The story must be the sole work of the student since the previous Student Convention in their region.

3. Plagiarism of any kind will automatically disqualify the contestant.

4. One entry per contestant.

5. The Student must WRITE the Short Story. Short Stories MUST NOT be copied from the INTERNET or anywhere else.

SEE THE SHORT STORY WRITING JUDGES FORM FOR JUDGING CRITERIA

CHECKLIST FOR SHORT STORY WRITING:

☐   Length - 600 - 1500 words

☐   Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Plain fonts are recommended.

☐   One (1) copy of the short story must be submitted to the ACP by the Convention Registration Closing Date.

Accelerate

JUDGES FORM - SHORT STORY WRITING

☐ OPEN   ☐ U/16   Word Count: _____

(Please ✓ the appropriate box)

Name:		D.O.B.	
School:		Cust Code:	
Title of Entry:			

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

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
I. Theme		
A. Story has an evangelistic, Biblical or historical theme	10	
II. Composition		
A. There is at least one life-like character	5	
B. Details of setting (place, time) are woven into the action of the story	10	
C. There is a well-planned and well-developed plot.	15	
D. There is a main conflict	10	
E. All incidents build to a climax that resolves the conflict	10	
F. Story indicates creativity on the part of the author	10	
G. Degree of Difficulty	10	
III. Mechanics		
A. Neatness, general appearance	5	
B. Spelling, punctuation, and grammar (subject-verb agreement, pronoun agreement, no misplaced modifiers, etc.)	15	
IV. Presentation (NOTE: As many as 10 points may be subtracted if the short story is not between 600-1500 words in length, word count is not stated, and/or is not typed double spaced on plain white paper.)	-10	
TOTAL POINTS	100	

COMMENT:

Judge's Name:	Judges Signature:

POETRY WRITING

This event requires Early Entry Submission - see IN.12.

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

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

1.   The poem ought to follow a recognised poetic form; e.g., narrative, ballad, sonnet etc.

2.   The poem must be the sole work of the student since the previous Student Convention in their region.

3.   Plagiarism of any kind will automatically disqualify the contestant.

4.   One poem per contestant.

5.   The Student must WRITE the poem. Poems MUST NOT be copied from the INTERNET or anywhere else.

SEE THE POETRY WRITING JUDGES FORM FOR JUDGING CRITERIA

CHECKLIST FOR POETRY WRITING:

☐   Format - At least eight (8) lines and no more than thirty-two (32) lines, using a computer.   (If the poem exceeds 32 lines, the student must explain why this was necessary, and it must be evident in the structure of the poem.)

☐   Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Plain fonts are recommended.

☐   One (1) copies of the poem must be submitted to the ACP by the Convention Registration Closing Date.

JUDGES FORM - POETRY WRITING

☐ OPEN ☐ U/16
(Please ✓ the appropriate box)

Name:		D.O.B.	
School:		Cust Code:	
Title of Entry:			

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

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
I. Theme		
A. Poem has one central idea, unity in viewpoint	10	
II. Use of Poetic Material		
A. Shows feeling, sincerity, conveys emotion	10	
B. Original, fresh use of words; avoids triteness	10	
C. Meter, rhythm and rhyme are used effectively	15	
D. Uses poetic devices such as imagery, figures of speech, symbolism, parallelism	15	
E. Creativity and individuality of expression	10	
F. Degree of Difficulty	10	
III. Mechanics		
A. Format, general appearance	5	
B. Spelling, punctuation, and grammar (subject-verb agreement, etc.) Unusual grammar is acceptable if it is clearly used as an effective poetic device.	15	
IV. Presentation (NOTE: As many as 10 points may be subtracted if the poem is not between 8-32 lines inclusive and is not typed on plain white paper.)	-10	
TOTAL POINTS	**100**	

COMMENT:

Judge's Name:	Judge's Signature:

BOOK REPORT

This event requires Early Entry Submission - see IN.12.

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

A book report is a written composition discussing the contents of a book. The book may be fiction or non-fiction (including biographies and autobiographies).

A book report should include the following information:
- The title of the book
- The author of the book
- The time and location of the story
- The names and a brief description of the characters

The book report should have one of the following as the main focus:

1. **A plot summary**
   This is not a simple retelling of the story. This is an explanation of your opinion of the plot of the story supported by examples from the book. Your plot summary must include the biblical principals learned from the reading of this book.

2. **A character analysis**
   this is an exploration of the physical and personality traits of main characters and the way their actions affect the plot of the book.

3. **A theme analysis**
   This is the exploration of a major theme of the book supported by examples from the story. A theme analysis clearly explains what a major theme of the book is and how it appears in the story.

CHECKLIST FOR BOOK REPORT:

☐ Length 600-1000 words for U16 and 1000 - 1500 for Open, including all quotes as per computer word count. Footnotes and bibliography are excluded from word counts.

☐ Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Plain fonts are recommended.

☐ One (1) copy of the Book Report must be submitted to the ACP by the Convention Registration Closing Date.

Accelerate

JUDGES FORM - BOOK REPORT

☐ **OPEN**   ☐ **U/16**

(Please ✓ the appropriate box)

Word Count: _____

Name:				**D.O.B.**	
School:				**Cust Code:**	
Title of Book:			**Author:**		

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

AREAS OF EVALUATION		POINTS	
		POSSIBLE	**AWARDED**
I. Theme			
A.	The Book Report has a main focus, eg. plot summary, character, or theme analysis	10	
II. Composition			
A.	Essential points given logically and convincingly	10	
B.	Use of examples	10	
C.	Introduction includes time and location of the story and brief description of the characters	10	
D.	Information is oragnized in a logical manner	10	
E.	Creativity and individuality of report	10	
F.	Clear explaination of biblical principal learned	10	
G.	Degree of difficulty	10	
III. Mechanics			
A.	Spelling, punctuation, and grammar (subject-verb agreement, pronoun agreement, no misplaced modifiers, etc.)	10	
B.	Progression of ideas, and argument, transitions, length of paragraphs	10	
IV. Presentation	(NOTE: As many as 10 points may be subtracted if the Book Report is not between 600-1000 (U16) or 1000-1500 (OPEN) words in length, word count is not stated, and/or is not typed double spaced on plain white paper.)	-10	
TOTAL POINTS		**100**	
COMMENT:			
Judge's Name:		**Judge's Signature:**	