



High School Fine Arts Competition Manual 2021

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of Christian Colleges and Schools***
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All changes
from
previous
version in
light blue.

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Purpose

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

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

Areas

The competition is organized into five broad areas.

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

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

Registration & Fees

- FACCS/IACCS competitions are only open to students who are enrolled in a IACCS or FACCS Member School or Homeschool Group and individual homeschoolers
- For Member Schools/Homeschool Groups, it is the school's/group's responsibility to register students for competition. Any registration received from a participant separate from the school registration will be declined.
- For individual homeschoolers, it is a parent's responsibility to register homeschoolers for competition. Any registration received from a homeschooler separate from a parent registration will be declined.
- Please follow all registration and entry deadlines. Due to scheduling and judging constraints, late registration entries may not be accepted.

Eligibility of Participants

- This competition is designed for students in grades 9-12 who are enrolled in a FACCS/IACCS Member School or Homeschool Group and for individual pre-registered homeschoolers.
- Member Schools or Homeschool Groups are permitted to enter up to the maximum number of individual/solo/group entries allowed per school. See each category for details.
- Homeschoolers
 - For the purpose of FACCS competitions, a homeschooler is one:
 - who is not enrolled full-time in any type of school (Christian, private, charter, public, online, or distance learning) for academic purposes,
 - whose parent or guardian has registered with the local school district home school education office, and
 - who is not enrolled in a FACCS/IACCS Member School or Homeschool Group.
 - Homeschoolers are required to enroll at least 8 weeks prior to the event, follow the registration and payment procedures, conduct code, dress code, supervision requirements, and eligibility for multiple-entry guidelines for each competition.
 - For this competition, a homeschooler may enter if he/she is of standard high school age: student is fourteen (14) to seventeen (17) years old on Sept. 1 of the active school year (September 1st - July 1st).

- For the benefit of smaller schools, some exceptions are granted as follows:
 - Students in 7th and 8th grade may compete in Orchestra/Band and Youth Choir.
 - This does not permit registration of solely Middle School groups for competition in these three categories, but rather this permits augmenting the 9th-12th grade groups with 7th and 8th graders to assist smaller schools and homeschool groups.

Participation – *please read carefully*

A student may participate in:

- up to five (5) total categories (any combination of areas, individual, or group categories is permitted), and
- up to two (2) total art entries in different art categories, and
- one (1) Science Fair category, and
- Bible Quizzing.

Divisions

There is one division for all group categories and Debate:

- High School (HS)

There are two divisions for all solo/individual and duet categories:

- Varsity (V) - 11th and 12th graders only
- Jr. Varsity (JV) - 9th and 10th graders only

Classes

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

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

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

Awards

Recognition will be given through awards.

- Awards will be given for first, second and third place in individual, group, and team categories.
- Regarding music categories, groups and individuals must receive a Superior or Excellent rating to receive first place and be declared a category winner.
- The minimum score that a participant or group must earn in a performance category in order to be considered for placement (1st, 2nd, or 3rd) is a 71/100.

Bible Usage

The King James Version and New King James Version will be the only authorized translations used in any competition category.

Conduct Code

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

- Polite, courteous actions toward others evidencing respect and Christian graces are expected at all times. Patience, kindness, and good sportsmanship will be the rule.

- Groups of students representing their school are also expected to evidence behavior befitting the testimony of their school and Savior. This is true regarding the hours of the competition and the hours of the awards ceremony.

Dress Code

IACCS and FACCS feel that this competition should have the highest standards of competition and Christian testimony. Adherence to the following dress standards is expected of all participants, adult sponsors, and parent educators. These standards allow the greatest flexibility to participating schools while maintaining a Biblical standard of modesty and decorum

- Ladies will wear skirt and dress lengths and necklines that maintain modesty at all times. Modest and appropriate slacks may also be worn by ladies.
- Men will wear collared shirts, tucked in, and dress (or school-type) slacks. Hair is to be combed and neat.
- A participant who fails to comply with the standards of the dress code after being reminded by the competition director may be disqualified.

Supervision

It is the school's, homeschool group's, and parent educator's responsibility to provide adequate supervision for its participants at all times during the competition.

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

Competition Manuals

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

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

Competition Rulings

- All IACCS and FACCS competition coordinators, officials, and judges are aware of competition rules and regulations and are empowered to make decisions as needed.
- Request for Inquiry
 - In the event that there appears to be a discrepancy or concern after the close of the competition, a **Request for Inquiry** may be filed with the Director of Program Services by the school-level competition coordinator, school administrator, or homeschool parent educator.
 - The FACCS Office of Program Services must be contacted within 72 hours of the close of the competition with a request to access to the online Request for Inquiry form.
 - Only inquiries about the following will be reviewed:
 - Participant's action
 - Official's action
 - Rule discrepancy
 - Tabulation error
 - The inquiry will be reviewed by the State Inquiry Committee which will consist of the FACCS Director of Program Services, the State Coordinator and the Competition Area coordinator who will have access to the manual and judging sheets. Testimony of other individuals pertinent to the review may be contacted
 - No video or audio recordings may be admitted as evidence in any Request for Inquiry.

- The State Inquiry Committee's decision shall be final.

Questions

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

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

Area One: Bible

101: Old Testament Bible Knowledge
102: New Testament Bible Knowledge
103: Bible Teaching
104: Expository Preaching

105: Evangelistic Preaching
106: Topical Preaching
107: Bible Quizzing

Old Testament Bible Knowledge

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

Specific Old Testament Knowledge Rules:

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. The participant will take one one-hour written test.
3. Neither Bibles, reference materials, notes, nor study guides will be allowed in the testing room.
4. Each participant will be expected to provide his own pencils. All examinations and answer sheets will be provided.
5. The three (3) year cycle is stated below:
2021 Genesis
2022 Joshua, Judges
2023 1,2 Samuel

New Testament Bible Knowledge

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

Specific New Testament Knowledge Rules:

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. The participant will take one one-hour written test.
3. Neither Bibles, reference materials, notes, nor study guides will be allowed in the testing room.
4. Each participant will be expected to provide his own pencils. All examinations and answer sheets will be provided.
5. The three (3) year cycle is stated below:
2021 Mark and Acts
2022 Romans and 1 Corinthians
2023 2 Corinthians, Galatians, Ephesians

Bible Teaching

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

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. Participants may be either young men or ladies.
3. Each participant will prepare and teach a Bible lesson from 10 to 15 minutes in length.
 - a. A missionary biography or contemporary story is not sufficient.
 - b. The lesson should be based on a Bible character, a Bible doctrine or a concept taught in Scripture.

4. Time limit: ten (10) to fifteen (15) minutes. Going over/under time limit by one (1) minute or less will result in an automatic five (5) point deduction; by more than one (1) minute will result in an automatic ten (10) point deduction.
5. Each lesson will be prepared for a class of junior-age children, ages 9-12.
6. Each lesson must include some type of audio and/or visual aid. These aids do not have to be original. However if the audio-visual aid is an electronic presentation that needs to be displayed, the participant must furnish his/her own computer, projector, screen, and cords.
7. Lessons may be original or from published or unpublished sources.
8. Each participant will submit two copies of his typewritten lesson outline to the judges at the time of presentation. Failure to do so will result in disqualification.
9. The outline will include the following:
 - a. Objectives of lesson
 - b. Specific principle(s) to be taught
 - c. Scripture references
 - d. Materials required
 - e. Brief summary of lesson
 - f. Bibliography of references
10. Any/all support Scripture must come from the King James Version or New King James Version of the Bible.

Bible Preaching

General Rules

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division in each of the following categories: Expository, Evangelistic, and Topical.
2. Entry will be restricted to young men only.
3. Each participant will prepare a sermon and will present three (3) copies of his typewritten sermon outline to the judges at the time of delivery.
4. The outline guidelines are as follows:
 - a. It should be done in a standard subordination format.
 - b. It should be done in sentence form with transition sentences.
 - c. It should include a written introduction and conclusion.
 - d. It should include a title, theme, and Scripture references.
5. Time limit: ten (10) to fifteen (15) minutes. Going over/under time limit by one (1) minute or less will result in an automatic five (5) point deduction; by more than one (1) minute will result in an automatic ten (10) point deduction.
6. Proper grammatical usage will be included in the grading evaluation.
7. Any/all support Scripture must come from the King James Version or New King James Version of the Bible.
8. Due to time restrictions, it will be unacceptable to give public prayer or invitation before or after the message.

Expository Preaching

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

Evangelistic Preaching

An evangelistic sermon may be either expository, topical, or textual, but one which is primarily directed toward the lost, with the goal of drawing them to Christ. Since an evangelistic sermon may be textual in nature, it is good to have a definition of textual preaching also. A textual sermon is one

in which the main divisions are derived from a text consisting of a brief portion of Scripture. Each of these divisions is then used as a line of suggestion, and the text provides the theme of the sermon.

Topical Preaching

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

Bible Quizzing

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

Quiz Panel

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

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

Team Membership

1. Each school may enter one (1) team into this category.
2. For each game, a team will be composed of two to five (2-5) members and may include up to two (2) substitutes from the same school. A team may change team members after the conclusion of a given game in the tournament.
3. Teams will be comprised of members in grades 7-12.

Team Coaches

Each team's coach will be present during competition.

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

Study Cycle

1. The cycle for the next three (3) years (nine-year cycle total) is as follows:
2021 *John*
2022 *Acts*
2023 *1, 2 Corinthians*

Pre-Game procedure and seating plan

1. The Quizmaster will face the opposing teams; the coaches and spectators will sit behind the teams.

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

Game procedure

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

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

The reading of regular, toss-up, or tie-breaker questions may be interrupted by a quizzer, but he must then answer the question without hearing it read in its entirety.
- The Timekeeper will deem the Quizmaster's verbal recognition of the quizzer as the signal to start the clock.
 - a. Thirty seconds will be allowed in which to answer any question in its entirety.
 - b. The quizzer will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run marking the thirty-second count. An answer will be considered as started when the quizzer gives new information which is part of the unread portion of the question or part of the answer.
 - c. If the quizzer fails to begin his answer within the ten seconds, it will constitute an error.
- Upon giving the correct answer to a regular question, twenty points will be scored for the answering team, and another regular question will be read to continue the cycle.
 - a. Each individual quizzer's points will be tallied on a score sheet.
 - b. During the competition, any quizzer having correctly answered six twenty-point questions (quizzing out) will leave the game.
 - 1) He may be replaced by an eligible substitute.
 - 2) He will not return to the current game.
 - 3) Should the team captain quiz out, the co-captain will assume the role of challenger.
- At the Timekeeper's call of time, any incorrect or incomplete answer will constitute an error.
 - a. Each individual quizzer's errors will be tallied on a score sheet.
 - b. During the competition, any quizzer having made six errors (erroring out) on regular or toss-up questions will leave the game.
 - 1) He may be replaced by an eligible substitute.
 - 2) He will not return to the current game.
 - 3) Should a team captain error out, the co-captain will assume the role of challenger.
 - c. Beginning at the fourth team error, ten penalty points for each error will be deducted from the team's score.

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

• Toss-up Questions

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

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

• Free Questions

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

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

• Tie Score:

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

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

• Time-outs

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

- a. Time-outs will be allowed after the answer of one question and before the reading of the next.
 - b. Time-outs will be no longer than one minute.
 - c. No time-outs will be allowed after the seventeenth question has been read.
 - d. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of team members.
- 1) Voluntary substitutions require the calling of time-out.

- 2) Other teams may substitute participants during one team's time-out.
- 3) A time-out may be called for a team conference.
 - e. A challenge will take precedence over a time-out.
 - f. The procedure for calling a time-out will be as follows: The captain or coach should stand and say, "Mr. Quizmaster, we would like a time-out."

• Fouls

The following actions will constitute fouls:

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

• Challenges

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

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

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

Questions and Answers

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

A. Description of Acceptable Question and Answer Forms

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

4. **QUOTATION** Question form: a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation. Any/all quotation questions will come only from the King James Version of the Bible
 - a. Quotation questions will begin with the phrase, "Quote this verse..." or "Quote these two verses..." or "Quote these three verses..." and follow with a book-chapter-verse reference.
 - b. Quotation questions will be answerable by the verbatim quotation of the verse cited. Quizzer may, but will not be required to, cite the reference; however, he must begin the quotation of the verse within the ten second time frame.
 - c. Example: Q: Quote this verse, John 1:4."
A: "John 1:4, *'In him was life; and the life was the light of men.'*"
5. The citation of the book and chapter will be included in each question; however, their location in the question will vary.

B. Determination of correctness of answers

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

C. Errors

The following actions will constitute an error.

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

12. If a light flicks on after the question is begun, this is an error, not a foul. The Quizmaster gives the error to the quizzier and moves to the Toss-Up Question. Example—"Question number 1, Question, Who . . ."—light flicks (on and off) with word "who" or following words; this is treated as an attempted and failed answer.

D. Determination of a winner

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

Area Two: Music

201: Female Vocal Solo	210: String Solo II
202: Male Vocal Solo	211: Sacred Piano Solo
203: Small Vocal Group	212: Classical Piano Solo
204: Vocal Ensemble	213: Acoustic Guitar Solo
205: Choral Group	214: Percussion Solo
206: Youth Choir	215: Small Instrumental Group
207: Brass Solo	216: Instrumental Ensemble
208: Woodwind Solo	217: Percussion Ensemble
209: String Solo I	218: Orchestra/Band

General Music Rules

Music Selections

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

Permitted Instruments

- No electronically amplified musical instruments will be permissible.
- All sound equipment will be provided and supervised by the host school.
- No percussion instruments will be permitted in small instrumental ensembles.

Accompaniment

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

Performance Guidelines

- Time limits: Going over the time limit by one (1) minute or less will result in an automatic 5 point deduction; by more than one (1) minute will result in an automatic 10 point deduction.
- All selections must be memorized, except those which clearly permit music to be used by the participants (see category descriptions). If not memorized, evaluation will not take place and participants will be automatically disqualified.
- No choreography, planned or unnecessary bodily movement (including hand clapping, foot stomping, deaf signing, finger snapping, etc.), will be permitted.

- Either the soloist, one member of a duet or small ensemble, or the director of a large ensemble, group, or choir shall announce the name of the participant/group, the school, the title, and composer/arranger of the selection. Timing will then begin.
- No participants are permitted to use page turners; accompanists may use a page turner.
- Instrumentalists may tune their instruments with the piano before performing
- Warm-up rooms will be available throughout the day.

Sheet music

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

Music Competition Classifications

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

Music Rules by Category

Female Vocal Solo

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. Soloist will perform two (2) memorized selections or medleys within ten (10) minutes.
3. At least one (1) selection must be sacred.
4. Selection must be memorized - no sheet music may be used.
5. No amplification is permitted

Male Vocal Solo

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. Soloist will perform two (2) memorized selections or medleys within ten (10) minutes.
3. At least one (1) selection must be sacred.
4. Selection must be memorized - no sheet music may be used.
5. No amplification is permitted

Small Vocal Group

1. Each school may enter up to two (2) groups into this category.
2. A small vocal ensemble consists of two (2) to six (6) voices (plus piano accompaniment).
3. The group will perform one (1) memorized selection or medley within eight (8) minutes.
4. It may not be directed.
5. No amplification is permitted

Vocal Ensemble

1. Each school may enter up to two (2) ensembles into this category.
2. A large vocal ensemble consists of seven (7) to twelve (12) voices (plus piano accompaniment).
3. The ensemble will perform one (1) memorized selection or medley within eight (8) minutes.
4. It may be directed.
5. No amplification is permitted

Choral Group

1. Each school may enter only one (1) group into this category.
2. A choral group consists of thirteen (13) to twenty-four (24) voices.
3. Competition classifications (A or AA) apply. See General Rules for more information.
4. Each choral group will perform two (2) memorized numbers within twelve (12) minutes.
5. It may be directed.
6. No amplification is permitted

Youth Choir

1. Each school may enter only one (1) group into this category.
2. A youth choir consists of twenty-five (25) or more members.
3. Competition classifications (A or AA) apply. See General Rules for more information.
4. Each youth choir will perform two (2) memorized numbers within twelve (12) minutes.
5. It may be directed.
6. Seventh and eighth graders may participate.
7. No amplification is permitted

Brass Solo

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
3. Selection does not have to be memorized.
4. No amplification is permitted

Woodwind Solo

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
3. Selection does not have to be memorized.
4. No amplification is permitted

String Solo I

1. This category is for bowed, orchestral stringed instruments only.
2. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
3. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
4. Selection does not have to be memorized.
5. No amplification is permitted

String Solo II

1. This category is only for non-orchestral, non-guitar, stringed instruments that are plucked or struck.
2. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
3. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
4. Selection does not have to be memorized.
5. No amplification is permitted

Sacred Piano Solo

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
3. Selection must be memorized - no sheet music may be used.
4. No amplification is permitted.

Classical Piano Solo

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
3. Selection must be memorized - no sheet music may be used.
4. No amplification is permitted.

Acoustic Guitar Solo

1. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
2. Soloist will perform one (1) memorized selection or medley within eight (8) minutes.
3. Only acoustical guitar is permitted with no amplification.
4. Selection does not have to be memorized.

Percussion Solo

1. Any percussion instrument may be entered into this category.
2. Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
3. Soloist will perform one (1) selection or medley within eight (8) minutes.
4. The selection does not have to be memorized.
5. No amplification is permitted

Small Instrumental Group

1. Each school may enter up to two (2) groups into this category.
2. The Small Instrumental Group consists of two (2) to six (6) instruments.
3. The group will perform one (1) selection or medley within eight (8) minutes.
4. The selection does not have to be memorized.
5. It may not be directed.
6. No amplification is permitted

Instrumental Ensemble

1. Each school may enter up to two (2) ensembles into this category.
2. The Instrumental Ensemble consists of seven (7) to twelve (12) instruments.
3. The ensemble will perform one (1) selection or medley within eight (8) minutes.
4. The selection does not have to be memorized.
5. It may be directed.
6. No amplification is permitted

Percussion Ensemble

1. Each school may enter up to two (2) ensembles into this category.
2. The percussion ensemble consists of two (2) to twelve (12) musicians.
3. The ensemble will use standard orchestra and band percussion instruments.
4. The ensemble will perform one (1) selection or medley within eight (8) minutes.
5. The selection does not have to be memorized.
6. It may be directed.
7. No amplification is permitted

Orchestra/Band

1. Each school may enter only one (1) orchestra/band into this category.
2. An Orchestra or Band consists of thirteen (13) or more musicians.
3. Competition classifications (A or AA) apply. *See General Rules for more information.*
4. An orchestra or band will perform two (2) selections within fifteen (15) minutes.
5. The selections do not have to be memorized.
6. It may be directed.
7. Seventh and eighth graders may participate.
8. No amplification is permitted

Area Three: Speech

301: Dramatic Interpretation

302: Poetic Interpretation

303: Religious Interpretation

304: Humorous Interpretation

305: Bible Recitation

306: Duet Acting

307: Debate

308: Readers' Theatre

309: Choral Speaking

310: One-Act Play

General Speech Rules

Script Selections

- All material should be in good taste, of high quality, and from reputable authors. No "author unknown" pieces are acceptable.
- Entries will not be restricted to sacred themes. However, entries which reflect anti-biblical themes, content, and/or word usage (including profanity or suggestive language)—or which contain sensualism, humanism, or worldliness (including offensive performance)—will be disqualified.
- All selections, except res, must be taken from published materials.
- Scripts may be obtained from books or the Internet.
- "Author unknown" or circulating Internet/E-mail stories are not acceptable for competition.
- Each participant/group must submit two (2) typed scripts to the judges just prior to performance. Author, publisher, and copyright must be included on the typed script. Also include Internet URL information if downloaded from the Internet.

Performance Guidelines

- All selections are to be memorized (no scripts will be permitted), excluding Debate.
- A lectern may be used in Debate only.
- The judge will confirm the speaker, selection and author. The judge will then announce to the individual or group, "you may begin." Timing and adjudication will begin immediately.
- No participant or group will perform the same selection in two consecutive years. In addition, the same selection is not to be used by multiple groups from the same school in the same year.
- The **time limit** for all divisions except—Debate, Duet Acting, Readers' Theatre, Choral Speaking, and One-Act Play—from the judge's instruction to begin until completion is **five (5) to ten (10) minutes**.
- ALL divisions - going over/under time limit by one (1) minute or less will result in an automatic 5 point deduction; by more than one (1) minute will result in an automatic 10 point deduction.
- The following rules apply to **Dramatic Interpretation, Poetic Interpretation, Religious Interpretation, Humorous Interpretation, Bible Recitation, and Choral Speaking**.
 - Body movement should be primarily, but not limited to, movement above the waist.
 - No hand props or costume pieces will be permitted.
 - All selections will be taken from published works.
 - In addition to the judge announcing the participant, the participant may reintroduce himself, the selection, and author as well as provide the audience with necessary background information in order to set the mood for the piece. He may also give transitional narrative for clarity within the piece. These additions combined are not to exceed one (1) minute and are included in the time limit.
- Coaching from the audience may bring a penalty or disqualification to the participant.
- All entries must be performed in English.
- Singing of a song during a speech is to be limited to no more than one verse of the song or no more than 1.5 minutes of the speech. In addition, no instrument may be used to accompany the individual or group during the speech performance.

Speech Rules by Category

Dramatic Interpretation

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

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Selections may incorporate multiple characters, but monologues are acceptable.
- Religious interpretations are not appropriate and should be entered into Religious Interpretation category.
- Selection must be memorized - no script may be used.

Poetic Interpretation (formerly named Oral Interpretation of Poetry)

- The memorized oral interpretation of poetry by an individual. For this category, poetry includes any literature that has qualities of prosody (rhythm, meter, and/or rhyme) and poetic form (line and stanza/verse).
- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Selections from the Bible are not appropriate and should be entered in Bible Recitation category.
- Selection must be memorized - no script may be used.

Religious Interpretation (formerly named Religious Reading)

The memorized oral interpretation of prose by an individual.

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The selection should inspire or convict spiritually.
- The presentation should include dialogue and be dramatic in nature.
- Selections from the Bible are not appropriate and should be entered in Bible Recitation category.
- Selection must be memorized - no script may be used.

Humorous Interpretation

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

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Selections are to be taken from published plays or prose that are not poetry, as defined above.
- Selections with multiple characters are preferred.
- Selection must be memorized - no script may be used.

Bible Recitation (formerly named Oral Interpretation of Scripture)

A memorized oral interpretation by an individual of one long or two short passages from the King James Version or New King James Version of the Bible with appropriate introduction and transition.

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Selection must be memorized - no script may be used.

Duet Acting

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

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

Specific Duet Acting Rules:

1. Each school may enter up to two (2) duets into the Jr. Varsity division and up to two (2) duets into the Varsity division.
2. A participant in the 9th or 10th grade may "perform up" into the Varsity division when coupled with an 11th or 12th grade participant.
3. Duet acting will develop an understandable scene with clear character relationships, character movement, and character action and reaction.
4. The scene(s) should grow through increased insight, intensifying of plot or mood, and thematic statement.
5. Characters may speak to silent or off-stage characters.
6. Actors may make use of small hand props and costume accessories (such as an umbrella, shawl, gloves, hat, glasses, etc.).
7. No make-up, lighting, full costumes, or furniture, other than a table and two chairs may be used.
8. Selection must be memorized - no script may be used.
9. Time Limit: eight (8) to thirteen (13) minutes.

Debate

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

Specific Debate Rules:

1. Each school may enter only one (1) team into this category.
2. A team will consist of two members, both of whom must be present to avoid forfeiture.
3. A team will be prepared to debate both the pro and con positions of the issue.
4. Rules and tournament procedure (including judging forms) will adhere to the rules published by the National Forensic League. Guidelines to help participants prepare for Debate are found at www.scspeechanddebate.org. The debate rules are from the National Forensic League.
5. A script or notes will be acceptable.
6. The annual debate topic will be announced on the FACCS web site.

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

Debate Structure

1st Affirmative Constructive speech	8 minutes
1st Affirmative is questioned by Negative speaker	3 minutes
1st Negative Constructive speech	8 minutes
1st Negative is questioned by Affirmative speaker	3 minutes
2nd Affirmative Constructive speech	8 minutes
2nd Affirmative is questioned by the other Negative speaker	3 minutes
2nd Negative Constructive speech	8 minutes

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

Debate Procedure:

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

Tournament Procedure.

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

Timing

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

Cross-Examination

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

- **Delivery:** Both speakers must talk to the audience. Cross-examination takes the form of an exchange between two debaters, but basically, it is for the benefit of the listeners. In public debates it is vital that both speakers face the audience while questioning or responding.

The Questioner

- Controls the time, and may interrupt the witness to request shorter or more direct answers, or to indicate that the answer he has given is insufficient.
- Must ask fair and relevant questions. He should neither comment on the answers, argue with the witness, nor make speeches. He should use his time for questioning alone, not for either constructive argument or summary. In fact, a conclusion is all the more effective if the audience reaches it without the questioner's help.
- Should have considerable scope in the questions he asks. Since the time is his, he may waste time if he wants to. The witness should answer even if the significance or relevance of the question is not immediately apparent to him.
- Should begin with common ground on which agreement may be expected, and proceed to areas in which disagreement develops or the witness makes significant admissions. The questioner may well begin with the questions which reveal his purpose: "Do you maintain that the Nationalist Chinese Army stands as a bulwark against Communism in Asia?" "Yes." "And do you further maintain that recognition of Red China would weaken or destroy this bulwark?" "Yes." Agreement on such questions is almost certain, and the questioner clearly indicated the direction of his inquiry.
- Should develop his attack along the lines of his basic case. He should limit the number of objectives he tries to reach. A series of at least five questions, probing a single issue of the debate thoroughly and following up the leads which the witness' answers provide, is preferable to a miscellaneous assortment of questions lacking interrelation and adaptation to the witness' answer.
- May not insist on a simple "yes" or "no" answer unless his question is simple, direct and factual. Questions about why something is true are necessarily complicated and the questioner cannot expect the witness to answer them briefly. Factual questions are best, and the questioner can ask them in enough different ways to lend variety to the cross-examination.
- Should phrase questions with the verb first, then the subject, and finally the object or modifying phrase: e.g. "Do you admit that Joseph R. McCarthy is the junior senator from Wisconsin?" He should avoid negative questions or any phrasing with "not": "Do you not know that there have been thirty-seven violations of the Korean truce by the Red Chinese?" The answer to this can only be confusing.
- May remind the audience that the witness of relevant fact by beginning the question: "Are you aware that..." or "Are you familiar with..." However, the questioner's motive in putting such questions should be to put the witness on record concerning the statement involved, and not to present materials of his own.
- Should summarize a series of questions on an issue by repeating an opening question: "Do you still consider, in light of these facts, that the Chinese Nationalist Army stands as a bulwark against Communism in Asia?" This calls for a "yes" or "no" answer, clearly indicates the Questioner has concluded that particular approach, and allows the members of the audience to draw their own conclusions.

The Witness

- Must answer directly and briefly any legitimate question susceptible to a simple answer. He should not question the questioner (except in using a rhetorical question as an answer), nor should he engage in "stalling" tactics.

- May refuse to answer a tricky or unfair question — “When did you stop beating your wife?” — if he states a good reason for doing so.
- May ask questions to clarify a question, possibly giving his reasons for considering the question obscure, or may ask the questioner to stop making speeches and to continue his questioning.
- May clarify a question, if to do so is appropriate. He should state the qualification before his answer. “Do you believe in the desirability of democratic election?” “For people educated in the tradition of practice of democracy, yes.”
- Can exercise some control over the question period by controlling the timing of his answers. If he feels that the questioner is dragging out the question period, he can answer rapidly, exposing the questioner’s ineptitude.
- Should not be afraid to admit ignorance if the question demands knowledge of an obscure fact.
- Must answer without consulting his colleague or receiving help from him.

Judging

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

- Speaking overtime. When a speaker's time is up, the judge shall disregard anything beyond a closing statement.

Additional Guidelines

- **Interpretation:** Judges should regard no interpretation of the question as official, unless the State Wording Committee issues an official interpretation and labels it as such.
- **Technicalities:** The team shall debate the basic principles underlying the proposition. Too much emphasis should not be placed upon a technicality.
- **Burden of proof:** A debate team need not destroy all opposing argument. It need only show that the preponderance of argument and evidence rests on its side.
- **Affirmative burden:** An affirmative team need not destroy all negative argument. It need only show that the preponderance of argument and evidence rests on its side. This holds true equally of the negative team.
- **Questions:** A team need answer questions only when they are shown to be pertinent and consequential to the debate. During the questioning periods, the time belongs to the debater asking the questions. The questions should be brief and the answers short and specific. The person answering the questions should not be permitted to refute, but should be limited to simply answering the questions. The questioner should not be permitted to comment on the answers.
- **Irrelevant arguments:** Arguments as to where the proposition is constitutional, or whether it will be adopted are irrelevant.
- **Direct clash:** The negative team is primarily responsible for a direct clash, providing the affirmative team is not evading the proposition. The affirmative team is responsible for a clash on arguments advanced by the negative as evils in the proposition.
- **Delayed replies:** An argument introduced in constructive cases should be replied to by the opponents in time to give the team which advanced the argument an opportunity to reply.
- **Adaptation:** A high premium should be placed upon adaptive extempore debating. This should not excuse a team for lack of clarity in organization or for errors in the use of English.
- **Persuasion:** A premium should be placed upon the ability of the debaters to utilize human interest and accepted premises. Fallacies committed in an attempt to gain persuasive power should be treated the same as other fallacies.
- **Fallacies:** A judge should not discredit an argument as fallacious, unless the fallacy is exposed by the opposition, except in the closing affirmative rebuttal, when the judge shall discredit it upon discovering the fallacy.
- **Constructive solution:** Credit should be given to the team which most nearly approximates a constructive solution to the problems.
- **Point of order:** The negative team should not be denied the right to rise to a point of order after the closing affirmative rebuttal. However, if they argue the point instead of stating the point, they shall be heavily penalized on the point. In this contingency, final disposition of the matter shall rest entirely with the judge. In general, this practice is to be discouraged.

Readers' Theatre

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

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

Specific Readers' Theatre Rules:

1. Each school may enter only one (1) group into this category.

2. Group size consists of three (3) to eight (8) individuals.
3. Readers may make use of small hand props and costume accessories (such as an umbrella, shawl, gloves, hat, glasses, etc.). No make-up, lighting, full costumes, or furniture other than a table, chairs, and stools.
4. All members dressed in black (or any color) or in the same style shall not be considered to be wearing costumes.
5. The presentation will be judged on originality of arrangement and the skillful use of the techniques to move the audience with the chosen material.
6. Memorization is required.
7. Any form of literature, poetry or prose, adapted to the Readers' Theatre form will be appropriate for this contest. All literature must meet acceptable guidelines.
8. Time Limit: six (6) to thirteen (13) minutes.

Choral Speaking (formerly named Choric Speaking)

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

Specific Choral Speaking Rules:

1. Each school may enter only one (1) group into this category.
2. Group size consists of seven (7) to fifteen (15) individuals.
3. Selection must be memorized - no script may be used.
4. All members dressed in the same color or style shall not be considered to be wearing costumes.
5. The presentation will be judged on originality of arrangement and the skillful use of the techniques to move the audience with the chosen material.
6. Scripts: Any form of literature, poetry, or prose adapted to Choral Speaking form will be appropriate for this contest. All literature and music used in Choral Speaking must be published material. More than one script may be combined along with music to design the Choral Speaking; otherwise the scripts must meet guidelines listed in the General Speech Rules.
7. Movement/Interaction:
 - a. Group movement may be used to enhance the presentation, but should be limited to simple choices such as changing positions between "scenes" or divisions in the presentation.
 - b. Movement, individual and group, should be more limited than movement in the Readers' Theatre.
 - c. Characters are not to interact with other characters, as they do in Duet Acting. All speaking and visual expression is to be directed toward the audience rather than toward other actors. There should be no intentional physical contact between characters.
8. Hand Props/Instruments: No hand props or costume pieces will be permitted. An instrument may not be played during the presentation and auditory props may not be used.
9. Music: Any form of singing or music used in the presentation should be used to complement the speech effects, and may not exceed 1.5 minutes of the entire presentation.
10. Use of the Voice and Group vs. Individual Voices.
 - a. Performers are to express different pitch levels, pace, pause effect, rate, intensity, and volume.
 - b. Their speech should be expressed mainly in groups of voices, with infrequent solo lines.
 - c. Diction must be clearly understood, spoken with ease, and expressed with energy.
 - d. Time Limit: six (6) to thirteen (13) minutes

Distinctions between Readers' Theatre and Choral Speaking

- Readers' Theatre emphasizes the individual performers; whereas, Choral Speaking emphasizes the group speaking with one collective "voice."

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

One-Act Play

Definition An oral group presentation of a single act/scene in which the actors interact with each other as in a formal play. This category could include, but is not limited to, flash drama, act/scene from a classical play or literature, skit, short story, or prose.

Specific One-Act Play Rules:

1. Each school may enter one (1) group in this category.
2. Group size consists of three (3) or more individuals.
3. One-Act Play will develop an understandable scene with clear character relationships, character movement, and character action and reaction.
4. The scene should grow through increased insight, intensifying of plot or mood, and thematic statement.
5. Characters may speak to silent or off-stage characters.
6. Actors may make use of small hand props and costume accessories (such as an umbrella, shawl, gloves, hat, glasses, etc.).
7. No make-up, lighting, full costumes, or furniture, other than a table and two chairs may be used.
8. Selection must be memorized - no script may be used.
9. Time Limit: eight (8) to thirteen (13) minutes

Area Four: Art

401: Monochromatic Drawing (Color)	409: Sculpture
402: Monochromatic Drawing (Black & White)	410: Textiles
403: Polychromatic Drawing	411: Crafts
404: Cartooning	412: Digital Photography (Color)
405: Watercolor	413: Digital Photography (Black & White)
406: Oil Painting	414: Digital Media
407: Acrylic Painting	415: Video Animation
408: Mixed Media	416: Videography

General Art Rules

Entry Guidelines

- Entries are not restricted to sacred themes, but entries which reflect sensualism, humanism, occultism, or worldliness will be disqualified; basically, any subject detrimental to spiritual edification will not be allowed.
- Each entry will be the original creation of the participant alone, but the participant may have had advice or instruction.
- Each entry must have been created since the last FACCS/IACCS High School Fine Arts Competition and may not have been entered in the last FACCS Jr. Fine Arts Competition.
- Participants should do original drawings or paintings from imagination or actual life; working from a photograph is allowed. Other photographs may be used if the participant has strived to be creative in his interpretation of the photograph, rather than trying to copy it exactly. There must be a significant change, at least 40%, in the artwork when using another person's photograph. Any photograph used must be included with the artwork.
- Replication of an existing piece of artwork (drawing, painting, sculpture) is strictly prohibited and will result in the participant's inability to place 1st, 2nd, or 3rd in the Competition. However, scaled drawings, paintings, or sculptures of buildings or famous monuments are permitted.
- Two-dimensional work must be matted or framed. Framed work must be ready to hang, preferably with picture hanging wire and not saw-toothed picture hangers. Framing is an important aspect of the presentation of a work of art. A simple frame and mat are effective. Elaborate mats and heavy ornamental frames are not necessary and sometimes detract from the artwork.
- Special lighting will not be permitted. The lighting in the exhibit room is the only lighting that will be allowed.
- SPECIAL NOTE: For competition purposes, and to simplify the judging process, it is in participants' best interests to restrict themselves to creative expression and adhere to time-honored, established media choices and techniques.

Paperwork Requirements

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

Art Rules by Category

Monochromatic Drawing (Color)

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Monochromatic drawing (Color) is done only in one (1) color, with varying shades of that color permissible. Black and white are considered neutral – thus a monochromatic piece may also include black and/or white in addition to another color if desired, however they must be minimal – such as outlining, etc.
- The contestant may use ink, pencil, charcoal, or another drawing medium; a combination of these media is acceptable.
- Work done in a medium subject to smearing must be sealed with a protective spray, or be covered with clear glass or acetate.
- No scratchboard art is allowed.

Monochromatic Drawing (Black & White)

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Monochromatic drawing (Black & White) is done only in black and white. No other color may be used.
- The contestant may use ink, pencil, charcoal, or another drawing medium; a combination of these media is acceptable.
- Work done in a medium subject to smearing must be sealed with a protective spray, or be covered with clear glass or acetate.
- No scratchboard art is allowed.

Polychromatic Drawing

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Polychromatic drawing is done in more than one (1) color.
- The contestant may use pastels, crayons, colored pencils, or another drawing medium; a combination of these media is acceptable.
- Work done in a medium subject to smearing must be sealed with a protective spray, or be covered with clear glass or acetate.

Cartooning

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Cartooning can be considered to be any illustration, or sequence of illustrations, that has a narrative flow. The story can be comic and/or dramatic and may include dialog.
- Cartoons are often employed in symbolizing, satirizing, or caricaturing some action, subject, or person, and as such, some care should be taken regarding the acceptability of content as per the General Art Rules above.
- Entries in this category must be represented in two parts...
 - Hand-inked black and white original line drawings, presented on one or more identical, smooth paper or vellum drawing surface(s) in three or more panels. The total surface submitted may not exceed 396 sq. in. (the equivalent of two standard 11"x17" sheets, or four 8½" x 11" sheets). Felt and metal-nibbed pens are both acceptable.

- A same-sized or smaller, colorized version. The finished version may be colored by hand or by using software like Adobe Photoshop®. Surfaces printed with non-reproducible blue lines are acceptable.
- Style is not restricted to any standard form, but you will be scored, in part, on the originality of your work. For this reason, you are encouraged to avoid copying the forms and styles of currently popular illustrators.
- If characters are represented in your work, they must be of your own original creation. Fan art (artwork that is based on a character or story that was created by someone other than the FACCS participant) is not acceptable.

Watercolor Painting

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Translucent techniques will be acceptable; use of proper watercolor paper is required.
- Opaque techniques will be accepted if the paints used qualify as watercolors.
- Use of airbrush is permitted.
- Any water-based medium, such as watercolor, gouache, or tempera, may be used.

Oil Painting

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Oil painting involves the use of oil-based paints on a suitable ground.
- Oil paint and appropriate solvents must be used. Paint should be applied to a ground suitable to the medium. These include, but are not limited to, canvas, wood, and assorted art boards.
- Use of airbrush is permitted.
- The work must be completely dry before it is submitted.

Acrylic Painting

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Acrylic painting involves the use of acrylic paints on a suitable ground.
- Paints must be acrylic polymers, and should be applied to a ground suitable to the medium. These include, but are not limited to, canvas, wood, and assorted art boards. Additional substances may be used for textural effects, as long as the surface of the work remains paint.
- Use of airbrush is permitted.
- The work must be completely dry before it is submitted.

Mixed Media

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

Sculpture

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Sculpture is the art of carving (subtracting), modeling (shaping), welding (combining), or building (constructing) to produce a three dimensional work. Includes pieces that were formerly in the Woodworking category.
- Works from molds are acceptable if the participant created the mold and poured the object himself. Molds must be presented with the finished artwork.
- Acceptable materials include, but are not limited to the following: wood, plaster, stone, metal, wax, ceramic slip, clay (both fired and unfired), paper mache, balsa foam, model magic, and friendly plastic. Paper is an unacceptable material for sculptures.
- No objects should be displayed other than the sculpture itself (i.e., flowers, plants, toys).
- If possible, the sculpture should have an attached base. If a base is not attached, then the project should be placed on an appropriate surface, such as a ceramic tile, for display purposes.
- Entries should not include models or dioramas.

Textiles

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Entries will be limited to selections from this listing: macramé; weaving (must show extensive, comprehensive work); string/thread art; quilting; appliqué (hand sewn only); needlework (such as candlewicking, embroidery, crochet, cross-stitch, knitting, needlepoint, or crewel, etc.).
- Kits are not acceptable; however, commercially produced plans or patterns are acceptable. A copy of the plan or pattern must accompany the project.
- No purchased garments, towels, or similar items are permitted.
- No objects should be displayed other than the textile itself (no furniture, plants, or other items).

Crafts

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- A craft can be anything three-dimensional that is not strictly a sculpture or a textile, and that conforms to the General Rules.
- Types of projects are limited to the following: jewelry making; stained glass; candle making; flower arranging (only if the participant has made the flowers); decorative castings (from plaster, etc., as long as the participant pours and decorates it himself); wearable art using appliqué, paints, batik, or tie-die items; basketry; tole painting (on wood or metal); wood burning; sand art; ribbon crafts (both paper and fabric); decoupage; diorama; beadwork; leather work; metal repousse; punched designs into metal; paper mache, origami (paper folding), and mosaic. Other types of craft projects may be entered with permission of the FACCS Competition Director.
- No kits or commercially produced plans, or parts of such, are acceptable. Purchased pin backs or earrings backs for jewelry are acceptable.
- Entries are to be original and handmade, not copied from a pattern. Containers and garments used for the projects may be purchased. Original participant plans (sketches or patterns) must be included with the work.

Digital Photography (Color)

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.

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

Digital Photography (Black & White)

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The Digital Photography (Black & White) category is identical to the Digital Photography (Color) category except that the print must be rendered as a single black and white print with no post-shot adjustments.

Digital Media

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Digital Media is a composition of design created, developed, assembled, or finished with the use of computer hardware and software.
- Digital Media may be pixel-based, vector-based, or a combination of the two.
- It may include typographic elements.
- The work may be based on a photograph, and may include scanned images or art. However, no stock photography may be used.
- The digital file may be printed on a variety of media including, but not limited to, paper or canvas. The final print should be of high enough resolution to produce a smooth image with no unintended pixilation (300+dpi is recommended). The final print should be suitably matted, mounted, or framed as with any piece of fine art.
- Digital Media will be judged on the basis of composition, aesthetic appeal, originality, and technical achievement.
- A CD or flash drive with the digital image in its original file is to be submitted with the entry. This should be protected in an envelope taped to the back of the entry; the name of the participant and his/her school should be written on the envelope.

Video Animation

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The entry must be a 1 to 3 minute digital animation rendered in a format which will play in Microsoft Windows Media Player®.
- You may use any software, video and photographic equipment, and/or other materials you wish in order to make your animation. This includes but is not limited to the use of claymation techniques, Adobe Flash®, Autodesk 3-D Studio Max®, online software. Drawing scenes and characters by hand or with a tablet and Adobe Photoshop® is also allowed.
- The emphasis in this category is on the individual creation of animated video. Animating characters and models frame by frame is acceptable, but video-recordings of puppets are not. All animation work should be original to you, therefore, capturing sequences from video games or other image sources and adding dialog will not be acceptable.
- The audio portion of your animation must either be entirely original, or permitted by the copyright holders (see note in Videography category below).
- It is acceptable to create animation for stories already in the public domain or made available under a Creative Commons License rather than to write the story yourself. For example, animating a scene from a Shakespeare play should not be a matter for concern, but animations based on a current movie or its characters would require you to be sure of your permissions before you begin.
- In your “Artist’s Idea Statement,” you must include a detailed description of the equipment and techniques used in producing the animation. Extra pages and photographs may be included.
- The CD or DVD containing the animation file, along with any additional pages and photos provided, must be presented in a resealable 9 inch by 12 inch manila envelope. The following information should be printed or taped to the front of the envelope:
 - The name of your animation;
 - The completion date;
 - The words, “Video Animation;”
 - The name of your school; and
 - Your name.

Videography

- Each school may enter up to two (2) teams into this category.
- Each team will consist of two (2) individuals.
- The entry must be an original 3 to 5 minute digital video rendered in a format which will play in Microsoft’s Windows Media Player.
- The video portion may be produced from any number and any types of sources, including but not limited to, digital video, film, scanned photos, and digital photos.
- The audio portion may be produced from any number and any types of sources, including but not limited to recorded interviews or monologue, sound effects, and music.
- Any available equipment and software may be used to gather, combine, and edit the final video.
 - Please note: The following Legal Check-List was downloaded from <http://www.desktop-documentaries.com/copyright-issues.html> and may prove valuable should you decide to upload or broadcast your finished product:
 - Get permissions from interviews & locations;
 - Get clearances for music, photos, etc. which are not original;
 - Check your facts;
 - Check for fairness;
 - Make certain of all ownership.

- In your “Artist’s Idea Statement,” please include a detailed description of the equipment used in producing the video, and the methods followed by your team at each step of the process. Extra pages and photographs may be included.
- The CD or DVD containing the video, the Artist’s Idea Statement (along with additional pages and photos if provided), and two Videography judging forms must be presented in a resealable 9 inch by 12 inch manila envelope. The following information should be printed or taped to the front of the envelope:
 - The name of your video;
 - The completion date;
 - The words, “Videography;”
 - The name of your school; and
 - The names of the two team members entering the piece.

Area Five: Academics

Academic Testing

- | | |
|-------------------------------------|---|
| 501: English | 509: Creative Writing: Poetry |
| 502: Algebra/Geometry | 510: Expository Writing: Essay |
| 503: Advanced Mathematics | 511: Home Economics |
| 504: Biology | 512: Political Science/Economics |
| 505: Chemistry | 513: Music Theory |
| 506: Physics | 514: Spanish |
| 507: World History/Geography | |
| 508: U.S. History/Geography | |

Science Fair

- 516: Biological Sciences**
- 517: Physical Sciences**

Computer Technology

- 518: Computer Applications**

General Academic Rules

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

Academic Testing Rules by Category

English

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The English examination will consist of questions covering:
 - Grammar and usage: eight parts of speech, phrases, clauses, agreement, etc.
 - Vocabulary in context and spelling recognition
 - Mechanics: capitalization and punctuation
 - Library: research techniques, bibliography, footnote forms
 - Diagramming
- No composition will be required.
- No questions pertaining to literature will be asked.

Algebra / Geometry

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examination will consist of questions covering:
 - Algebra I
 - Algebra II
 - Geometry

Advanced Mathematics

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examination will consist of questions covering:
 - Trigonometry
 - Analytical Geometry
 - Permutations, Combinations, and Probability
 - Pre-Calculus
 - Theory of Equations
 - Sequences and Series
 - Statistics
 - Limits
 - Advanced Algebra
 - Function Analysis
 - Matrix Algebra
 - Vectors
 - Complex numbers

Biology

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examination will consist of questions covering:
 - Cells
 - Protozoa
 - Algae and fungi
 - Plants
(cont' next page)
 - Genetics

- Vertebrate and invertebrate physiology
- Human anatomy
- Fossils

Chemistry

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examination will consist of questions covering:
 - Matter and energy
 - Atoms
 - Formulas and equations
 - Gases, liquids, and solids
 - Periodic table families
 - Equilibrium
 - Chemistry laws
 - Acids and bases
 - Metric units
 - Scientific methods
 - Chemical bonding

Physics

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examination will consist of questions covering:
 - Motion
 - Energy
 - Light
 - Electricity
 - Heat
 - Magnetism
 - Physics laws
 - Sound
 - Metric units

World History / Geography

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examination will consist of questions covering:
 - World History
 - World Geography

United States History / Geography

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examination will consist of questions covering:
 - United States History
 - United States Geography

Creative Writing: Poetry

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The writing period will be one (1) hour in length.
- The title will not be announced until the beginning of the contest period.
- Previously written poems will not be acceptable.
- Legibility will be a requirement for evaluation.
- No reference materials except a dictionary, provided by the test proctor, will be permissible.
- Each participant will be expected to provide and use a ballpoint pen.
- Paper will be provided by the test proctor.

Expository Writing: Essay

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The writing period will be one (1) hour in length.
- The title will not be announced until the beginning of the contest period.
- An essay will be defined as a written expression of the author's opinion:
 - Stated in a thesis in the first paragraph.
 - Supported and proven in three to four paragraphs in the body, each introduced by topic sentences that relate directly to the topic, but each providing a different argument or fact.
 - Concluded with a summarizing paragraph which restates the thesis.
- Essays may not make use of either first person or second person. Essays written in the first person will be disqualified. However, essays that contain occasional or infrequent first or second person pronouns will receive a point deduction. Points or a fraction of a point will be deducted which will prevent an otherwise first-place winner from placing first, a second-place winner from placing second, or a third-place winner from placing third.
- Legibility will be a requirement for evaluation.
- No reference materials, except a dictionary, provided by the test proctor, will be permissible.
- Each participant will be expected to provide and use a ballpoint pen.
- Paper will be provided by the test proctor.

Home Economics *(young ladies only)*

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examinations will consist of questions covering:
 - Food and nutrition
 - Clothing
 - Housing and home furnishings

Political Science/Economics

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examinations will consist of questions covering:
 - General principles of political science, including the nature and historical development of the various types or forms of governments in the world
 - Specific test on the nature and historical development of the United States government
 - General principles of free enterprise economic theory

Music Theory

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Objectives for the test will include the following:
 - Major and minor key signatures
 - Major and minor scales
 - Harmony
 - Part-writing
 - Figured bass
 - Cadences
 - Rhythm and time signatures
- The test does not include melodic dictation or aural recognition.

Spanish

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The examination will consist of questions covering:
 - Vocabulary
 - Grammar (conjugation, agreement, etc.)
 - Spanish to English translation and English to Spanish translation

Science Fair

General Science Fair Guidelines

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

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

Science Fair: Biological Science

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Biochemistry
- Botany
- Zoology
- Health and Medicine
- Microbiology

Science Fair: Physical Science

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- Chemistry
- Pure Physics

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

Computer Applications

- Each school may enter up to two (2) participants into the Jr. Varsity division and up to two (2) participants into the Varsity division.
- The participant will be asked to complete an assignment involving the use of *Microsoft Word*® and *Microsoft Excel*®—word processing and spreadsheet software respectively.
- The assignment instructions must be followed precisely to obtain the best possible score. When the assignment has been completed, the participant will save the work under the naming conventions outlined in the assignment packet and EXIT the software packages.
- The work will be judged on completion time, accuracy, content, and following instructions.
- The participant is to report to the computer lab proctor between 8:30 A.M. and 12:30 P.M. Testing will conclude at 12:30 P.M.
- Each participant will be given a maximum of one (1) hour to complete the Computer Applications assignment.
- The participant may not bring any materials to the competition. The proctor will provide all materials required to complete the assignments.
- No manuals or other reference materials are allowed in the lab during the computer competition.

Appendix – Category/ Participant Overview

Cat. No.	Category Name	Divisions
Area One: BIBLE		
101	Old Testament Bible Knowledge	Jr. Varsity (9-10); Varsity (11-12)
102	New Testament Bible Knowledge	Jr. Varsity (9-10); Varsity (11-12)
103	Bible Teaching	Jr. Varsity (9-10); Varsity (11-12)
104	Expository Preaching	Jr. Varsity (9-10); Varsity (11-12)
105	Evangelistic Preaching	Jr. Varsity (9-10); Varsity (11-12)
106	Topical Preaching	Jr. Varsity (9-10); Varsity (11-12)
107	Bible Quizzing*†	HS (9-12)

Area Two: MUSIC		
201	Female Vocal Solo	Jr. Varsity (9-10); Varsity (11-12)
202	Male Vocal Solo	Jr. Varsity (9-10); Varsity (11-12)
203	Small Vocal Group	HS (9-12)
204	Vocal Ensemble	HS (9-12)
205	Choral Group	HS (9-12)
206	Youth Choir †	HS (7-12)**
207	Brass Solo	Jr. Varsity (9-10); Varsity (11-12)
208	Woodwind Solo	Jr. Varsity (9-10); Varsity (11-12)
209	String Solo I	Jr. Varsity (9-10); Varsity (11-12)
210	String Solo II	Jr. Varsity (9-10); Varsity (11-12)
211	Sacred Piano Solo	Jr. Varsity (9-10); Varsity (11-12)
212	Classical Piano Solo	Jr. Varsity (9-10); Varsity (11-12)
213	Acoustic Guitar Solo	Jr. Varsity (9-10); Varsity (11-12)
214	Percussion Solo	Jr. Varsity (9-10); Varsity (11-12)
215	Small Instrumental Group	HS (9-12)
216	Instrumental Ensemble	HS (9-12)
217	Percussion Ensemble	HS (9-12)
218	Orchestra/Band †	HS (7-12)**

Area Three: SPEECH		
301	Dramatic Interpretation	Jr. Varsity (9-10); Varsity (11-12)
302	Poetic Interpretation	Jr. Varsity (9-10); Varsity (11-12)
303	Religious Interpretation	Jr. Varsity (9-10); Varsity (11-12)
304	Humorous Interpretation	Jr. Varsity (9-10); Varsity (11-12)
305	Bible Recitation	Jr. Varsity (9-10); Varsity (11-12)
306	Duet Acting	Jr. Varsity (9-10); Varsity (11-12)
307	Debate*	HS (9-12)
308	Readers' Theatre	HS (9-12)
309	Choral Speaking	HS (9-12)
310	One-Act Play	HS (9-12)

Area Four: ART		
401	Monochromatic Drawing (Color)*	Jr. Varsity (9-10); Varsity (11-12)
402	Monochromatic Drawing (Black & White)*	Jr. Varsity (9-10); Varsity (11-12)

Cat. No.	Category Name	Divisions
403	Polychromatic Drawing*	Jr. Varsity (9-10); Varsity (11-12)
404	Cartooning*	Jr. Varsity (9-10); Varsity (11-12)
405	Watercolor*	Jr. Varsity (9-10); Varsity (11-12)
406	Oil Painting*	Jr. Varsity (9-10); Varsity (11-12)
407	Acrylic Painting*	Jr. Varsity (9-10); Varsity (11-12)
408	Mixed Media*	Jr. Varsity (9-10); Varsity (11-12)
409	Sculpture*	Jr. Varsity (9-10); Varsity (11-12)
410	Textiles*	Jr. Varsity (9-10); Varsity (11-12)
411	Crafts*	Jr. Varsity (9-10); Varsity (11-12)
412	Digital Photography (Color)*	Jr. Varsity (9-10); Varsity (11-12)
413	Digital Photography (Black & White)*	Jr. Varsity (9-10); Varsity (11-12)
414	Digital Media*	Jr. Varsity (9-10); Varsity (11-12)
415	Video Animation*	HS (9-12)
416	Videography*	HS (9-12)

Area Five: ACADEMIC		
501	English	Jr. Varsity (9-10); V (11-12)
502	Algebra/Geometry	Jr. Varsity (9-10); V (11-12)
503	Advanced Mathematics	Jr. Varsity (9-10); V (11-12)
504	Biology	Jr. Varsity (9-10); V (11-12)
505	Chemistry	Jr. Varsity (9-10); V (11-12)
506	Physics	Jr. Varsity (9-10); V (11-12)
507	World History/Geography	Jr. Varsity (9-10); V (11-12)
508	U.S. History/Geography	Jr. Varsity (9-10); V (11-12)
509	Creative Writing: Poetry	Jr. Varsity (9-10); V (11-12)
510	Expository Writing: Essay	Jr. Varsity (9-10); V (11-12)
511	Home Economics	Jr. Varsity (9-10); V (11-12)
512	Political Science/Economics	Jr. Varsity (9-10); V (11-12)
513	Music Theory	Jr. Varsity (9-10); V (11-12)
514	Spanish	Jr. Varsity (9-10); V (11-12)
515	Science Fair: Biological Sciences*	Jr. Varsity (9-10); V (11-12)
516	Science Fair: Physical Sciences*	Jr. Varsity (9-10); V (11-12)
517	Computer Applications	Jr. Varsity (9-10); V (11-12)

* Does not count toward the five (5) category limitation as listed under Participation (p. 3).

† 7th and 8th graders may augment HS groups in these categories only.

A participant may enter:

- up to five (5) total categories (any combination of areas, individual, or group categories is permitted), and
- up to two (2) total art entries in different art categories, and
- one (1) Science Fair category, and
- Bible Quizzing.