

SECTION II

Academic Division

Please note: ALL Scripture references must be King James Version (not New King James Version).

COMMUNICATION AND POTENTIAL LEADERSHIP (C.A.P.)

C.A.P. EVENT

Communication and Potential Leadership (C.A.P.) is designed to encourage students to broaden their scope of communication and leadership abilities. C.A.P. is not a specific event that students enter but rather a culmination of all points earned.

Requirements—Contestants enter at least one event in each of the four following categories:

1. Music Performance (Instrumental or Vocal)
2. Speaking Performance (e.g., Preaching, Poetry Recitation, Dramatic Monologue, One-Act-Play)
3. Writing (Poetry, Essay, Short Story, Science or Social Studies Projects, Website Design, or PowerPoint)
4. Art, Photography, or Needle/Thread

One-Act Plays having up to five participants may be included in the C.A.P. qualifying events. Other group events will qualify as C.A.P. events if they have four or fewer members (e.g., quartet, trio, duet).

Radio Program, Musical Composition, Scripture Video, and Music Arranging will not qualify for C.A.P. events.

A student may enter more than one event in a C.A.P. category, (e.g., piano solo and vocal duet). The event with the highest place will be used to calculate the C.A.P. score. It is not necessary to declare which events are C.A.P. provided there is at least one entry in each of the four categories.

Winners will be determined in the following manner.

Entries with the highest place in each of the four categories will earn points based on their place.

1st place = 15 points 6th place = 10 points 11th place = 5 points
2nd place = 14 points 7th place = 9 points 12th place = 4 points
3rd place = 13 points 8th place = 8 points 13th place = 3 points
4th place = 12 points 9th place = 7 points 14th place = 2 points
5th place = 11 points 10th place = 6 points 15th place = 1 point

BIBLE MEMORY

COASTAL PLAINS JUNIOR CONVENTION SCRIPTURES TO STUDY

This is a written test administered by a chief judge. The three types of questions are as follows:

- 1. Give the Verse** - A reference is given then choose the correct verse.
- 2. Give the Reference** - A verse will be quoted, and the contestant will be identify the book, chapter, and verse.
- 3. Choose the Category** - A reference will have to be identified as which category (God, Salvation, Prayer, etc)

OFFICIAL BIBLE MEMORY LIST

GOD

Psalm 86:15	Psalm 145:3	Jeremiah 23:24	Jeremiah 32:27
John 4:24	Romans 11:33	II Corinthians 9:8	II Thessalonians 3:3
I Peter 1:15	I John 4:10	Deuteronomy 33:27	II Samuel 22:31

SALVATION

Isaiah 53:6	John 1:12	Romans 5:8	Romans 10:9
Romans 10:10	II Corinthians 5:21	Ephesians 1:7	Ephesians 2:8
II Timothy 1:9	Titus 3:5	Hebrews 9:27	I Peter 2:9

JESUS CHRIST

Luke 2:52	Luke 19:10	John 1:14	John 1:18
I Corinthians 15:3	I Corinthians 15:20	Hebrews 1:3	Hebrews 1:8
Hebrews 4:15	I John 3:2	Matthew 5:17	John 5:39

PRAYER

I Samuel 12:23	Jeremiah 33:3	Matthew 6:6	Matthew 7:7
Matthew 7:8	Matthew 9:38	Matthew 21:22	Mark 1:35

THE HOLY SPIRIT

John 14:26	John 16:13	Romans 8:9	I Corinthians 2:4
I Corinthians 12:3	I Corinthians 12:11	Galatians 4:6	Galatians 5:16

VICTORY

Psalm 37:31	Romans 6:12	Romans 6:13	Romans 8:5
Romans 8:6	Romans 13:14	I Corinthians 15:57	I Corinthians 2:14
II Corinthians 10:4	Ephesians 6:10	James 4:7	I John 4:4

SOULWINNING

Psalm 107:2	Psalm 126:5	Psalm 126:6	Proverbs 11:30
Matthew 4:19	Matthew 9:36	Matthew 28:19	John 4:35
Acts 1:8	Romans 1:16	I Corinthians 9:19	I Thessalonians 2:4

GOD'S PROVISION

Numbers 23:19	Psalm 37:3	Psalm 119:9	Psalm 119:11
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Isaiah 26:3	Isaiah 41:10	Lamentations 3:22	Romans 8:32
I Corinthians 2:12	I Corinthians 3:16	Philippians 4:13	Philippians 4:19
DISCIPLESHIP			
Proverbs 3:9	Matthew 6:33	Mark 10:45	Luke 9:23
Romans 12:2	I Corinthians 15:58	II Corinthians 4:5	II Corinthians 9:6

CHECKERS

ELIMINATION/PERFORMANCE EVENT

Coastal Plains Junior Convention will provide a board and set of checkers. All contestants are to abide by the dress codes (beginning on page I-7) for nonathletic events listed in the APPEARANCE SECTION of these guidelines.

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

The following rules will also be observed:

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

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

CHESS

ELIMINATION/PERFORMANCE EVENT

Coastal Plains Junior Convention will provide board and chessmen. All contestants are to abide by the dress codes for nonathletic events listed in the APPEARANCE SECTION.

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

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

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

NOTE: The 50-move rule may be called at any time by a player who is at a disadvantage, but the 50-move rule is canceled if any piece is captured or if any pawn is moved.

Other Rules to Remember

1. White moves first; thereafter the players move alternately. The younger player will have first choice of white or black.
2. A player may not touch a piece without asking his opponent, unless he plans to play that piece.
3. After three (3) minutes, time will be called; the player has one (1) minute to finish his play or forfeit the game.
4. A player should not disturb his opponent or allow those watching to do so. There shall be no talking by players or spectators in the competition area.
5. The tournament will be conducted according to the rules of the International Chess Federation, whose address is given below.
6. Chess is a one-game-only elimination match with a possibility of losers selected for playback. At the discretion of the Chief Judge, players may be asked to play 2 of 3 matches for quarterfinals, semifinals, and finals.

REMINDERS: Competitors must be available to play at designated times. Chess clocks may be used in the quarterfinal rounds or at the discretion of the Chief Judge. Once used, chess clocks must apply to all contestants thereafter.

SPELLING

PERFORMANCE EVENT

All contestants are to abide by the dress codes for nonathletic events listed in SECTION I of these guidelines.

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

able	banner	brave	chain
adult	banner	bread	chair
afraid	barber	bread	chapel
afternoon	barn	breathe	cheese

ahead	barrel	breeze	chew
aid	basket	bright	child
allow	bath	broke	chip
aloud	be	broke	chore
already	bead	brown	chose
although	beak	buffalo	Christ
amen	bear	build	Christian
among	beat	building	cities
amount	beautiful	burn	citizen
angry	beaver	burn	claim
animal	become	busy	claw
answer	been	butter	clay
anteater	berries	butterflies	clean
any	Bible	butterfly	clear
apartment	bill	buy	clear
appear	birch	cabin	clerk
arch	birth	café	climb
Ark	birth	cage	clock
arm	birthday	calendar	clothes
arrive	bite	Calvary	clothing
assure	black	camera	cloud
ate	black	camper	coal
attach	bless	candle	collect
attend	blind	cannot	colorful
August	blind	can't	come
aunt	block	capital	command
autumn	board	capitol	commandment
awake	boat	carried	commune
babies	bodies	carry	complete
baby	bone	carton	confess
bag	bottom	cash	control
bakeries	bought	cast	cool
ball	bow	castle	copper
balloon	boxcar	cave	copy
band	brain	celery	cork
	branch	certain	cost
cotton	die	fang	four
couldn't	die	far	fourth

counsel	differ	farmer	fowl
count	dipper	fast	freedom
court	dirt	fear	freezer
crack	displease	February	freezing
crater	dock	February	freight
cream	does	feet	Friday
creep	doesn't	fell	Friday
crop	donkey	fellow	friend
crown	don't	few	friendly
crown	dot	few	friendship
crumb	dough	field	front
cry	draw	field	frozen
cry	dream	fifth	funny
cub	dream	fight	fur
Monday	dress	fill	furniture
cubit	drive	final	future
curse	drop	fine	future
customer	drove	fire	gas
daily	dug	fireplace	gather
dairy	dye	fisherman	germ
damp	early	fit	get
damp	east	fix	gland
date	egg	flavor	glasses
day	empty	float	glide
dead	enemies	float	glide
dead	enemy	flood	globe
deaf	even	floor	globe
dear	evil	flour	glow
death	exact	flow	goal
December	excite	flow	goat
deed	extra	food	goes
deer	eyelash	football	gold
dentist	fact	forbid	golden
depend	fail	force	goods
desert	fair	forerunner	Gospel
destroy	faith	fort	got
dew	families	forty	government
didn't	famous	fossil	governor

grain	honey	juice	lion
grandparent	Monday	juicy	lip
gray	honeybee	juicy	liquid
graze	hook	July	lives
great	hop	jump	living
Greek	hope	June	lizard
greet	horseback	jungle	load
greet	hotel	junk	loan
ground	hotel	kangaroo	location
group	hour	kept	lock
grove	however	key	lonely
grown	huge	key	loose
guess	huge	kill	lose
guest	hundred	kind	lot
guide	hunt	kingdom	lovely
guitar	hunting	kiss	loving
half	husband	knife	lovingly
hang	I'll	knowledge	lumber
happen	I'm	ladies	lung
happy	image	lady	machine
harp	important	land	magnify
harvest	ink	landform	mail
hatchery	inner	latitude	male
hatchet	insect	laugh	mamma
haven't	instead	layer	mammal
head	invent	lead	manager
he'd	iris	leader	mane
helicopter	island	leaf	many
Hell	isn't	leap	mark
herd	its	least	married
here's	it's	leaves	mason
hiccup	I've	let's	mason
high	January	letter	master
hill	January	letter	mate
hinder	jerk	lever	matter
history	Jew	liberty	May
hoe	join	life	maybe
hoe	joy	lift	meal

holy	joyful	light	meant
holy	judge	likely	melt
member	narrow	paper	population
memorial	natural	parable	port
mention	nature	parent	port
menu	needle	park	postmark
mercy	neighbor	pass	potato
message	nerve	passage	potter
met	noise	past	pottery
metal	none	pasture	pouch
meter	nostril	pat	pound
mile	nothing	path	pour
mill	notice	paw	power
mill	number	pay	praise
million	oak	peace	prepare
mind	obey	peaceful	present
mine	object	peanut	preserve
minibus	observe	peel	press
minister	ocean	pen	pressure
ministry	o'clock	perch	pretty
minute	odor	perfect	problem
mirror	off	pest	product
mission	offer	piano	promise
missionary	olive	pie	protect
mobile	once	piece	provide
model	open	pilot	puffy
moist	orchard	pine	pump
molt	order	pink	pupa
moment	ore	pipe	purpose
Monday	Monday	plain	question
monitor	organ	play	quiet
monkey	ought	pledge	quiet
month	outer	plot	quit
monument	over	plow	quite
moonlight	owl	plunger	race
motion	owlet	poem	radio
mountain	pack	poison	rainbow
mud	package	polar	rainbow

music	page	pole	ramp
music	pair	polish	rancher
name	palace	pollen	receive
narrow	pancake	poor	record
remember	seem	snack	stir
remind	sense	snap	stone
resource	sermon	sneeze	storm
respect	serpent	snowy	stove
return	servant	soap	straight
rice	serve	soil	straw
rise	service	solar	strength
robe	settle	sold	stripe
rode	seventh	solid	student
roll	shadow	son	studied
roof	shake	sort	sturdy
room	shampoo	soul	submit
rope	shape	space	such
row	share	Monday	suit
rub	sharp	spacecraft	summertime
ruler	shear	spade	sundial
rung	shelf	spank	sunflower
rush	shelves	sparkle	sunlight
sad	shoe	speaker	sunshine
sad	shore	speed	supervisor
said	shouldn't	spell	supper
sail	sidewalk	spent	surely
sail	sight	spider	surface
sailor	sign	spin	surge
sake	silo	splint	surround
salamander	silo	spoke	swallow
salt	silver	spout	swarm
Satan	simple	spread	sweet
Saturday	sink	stage	swing
save	sinner	stair	tadpole
scaly	sir	stamp	tail
scratch	sixth	stand	taken
screw	sky	star	tank
Scripture	slave	started	tape

scroll	sleet	station	taught
search	slept	steamboat	teeth
season	slope	stem	temperature
second	slow	stick	temple
section	smoke	sticker	test
seedling	smooth	still	thankful
that's	universe	windpipe	widow
therefore	unload	wink	wife
thick	unusual	wives	wigwam
thick	useful	woke	truth
third	usually	women	Tuesday
though	vacation	wonder	twinkle
thought	valley	won't	allegiance
thousand	van	woodchuck	ancestor
thread	vapor	woodpecker	aquarium
through	vegetable	wool	communities
throw	verse	worm	hibernate
Thursday	victory	worry	imaginary
thus	vine	worship	movement
tide	wait	wouldn't	memorize
tie	waiter	written	restaurant
tiny	wall	wrong	revolve
tire	want	ye	scientist
tired	war	yesterday	symbol
tithe	wash	yet	squirrel
tomorrow	wasn't	you'd	vegetable
tongue	waste	you'll	refrigerator
took	wave	young	
tool	weak	you're	
torn	weak	you've	
tower	Wednesday	zoo	
tract	weight	wild	
tractor	we'll	wind	
trade	we're	windmill	
train	weren't	uncle	
trap	we've	understand	
treat	whale	unit	
tribe	wheat	truth	

tried

wheel
whom

PACE BOWL

ELIMINATION/PERFORMANCE EVENT

All contestants are to abide by the dress codes for nonathletic events listed in the APPEARANCE SECTION.

Each school may enter **TWO TEAMS** consisting of four students. Teams compete against each other in regular tournament elimination procedure. Competition order will be arranged prior to beginning the match according to the bye system. The team earning the most points in each round of competition shall move to the next round until first through sixth places are determined.

Each school team must consist of four students proficient in math, English and literature, science, social studies, and Word Building. Each team will designate a captain.

IMPORTANT: For toss-up questions, each team member chooses two categories in which to answer questions. He/she may only answer questions in these categories. Everyone may answer elective questions. If an unqualified team member answers the questions before the judge realizes he was not qualified, then his team loses the toss-up and the points even if the answer was correct.

Competition will consist of two types of questions:

1. Toss-up questions

a. For toss-up questions, each team member chooses two categories in which to answer questions (math, English, science, or social studies). He may only answer questions in these categories. Everyone may answer elective questions. If an unqualified team member answers the question, then his team loses the toss-up and the points even if the answer was correct.

b. A subject area (“Math Toss-up”, “Science Toss-up”, etc) and the point value of the Bonus question to follow (“With a fifteen point bonus question”) will be announced before reading each toss-up question.

c. There is a thirty second maximum time limit to “buzz in” with no discussion, written or verbal. If there is discussion among the team members, five points will be deducted from the team’s score.

d. Time starts as soon as the question is read once. Repeated questions count against the thirty seconds.

e. If a player hits the buzzer before the question is read completely, the reader will stop and the player must answer.

f. Any undue hesitation after “buzzing in” is a wrong answer.

g. A player should wait until he is recognized by the reader before giving the answer to the toss-up question. He may not have been the first to “buzz in” as he thought. If an answer is given before he is recognized, the question is tossed out and the team loses five points.

2. Bonus questions

- a. If the contestant responds to the toss-up question correctly, his team earns the opportunity to try a bonus question.
- b. Bonus questions have varying point values and time allotments. A repeated question counts against the allotted time for the question.
- c. Communication among team members is permitted. However, the answer comes from the team spokesperson or captain, unless he designates another team member to give the answer (e.g. if the answer is too long or too complicated to easily communicate to the spokesperson).
- d. Allow the full allotted time and then ask for one response.
- e. No points are deducted if the team responds incorrectly.

Questioning continues until there are ten correctly answered toss-up questions. The team with the highest score is declared the match winner. If there is a tie after ten correct toss-ups, then an additional toss-up question is asked to determine a winner. In the event a team misses the tiebreaker toss-up and loses five points, the match **DOES NOT END**, but continues until a toss-up is answered correctly. The team that correctly answers the tie breaking toss-up will be permitted to answer the accompanying bonus question.

BIBLE BOWL PERFORMANCE EVENT

Teams may consist of **three to five players from the same school or homeschool group**. (Teams may consist of all males, all females, or both.) All members must be eligible to compete based upon the *Student Convention Guidelines*. Three teams may enter per school or homeschool. Bible Bowl will be a closed-door competition. Each team will have three (3) minutes to answer as many questions as possible. Each player will have (5) seconds to answer each question. All questions will be directed to individual team members, not answered as a group. Each correct answer will earn a point value. Teams will race against the clock, not an opponent. Each team in the qualifying round will be given the same group of questions. New group questions will be presented in the semifinals and in the finals.

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

SCIENCE NONPERFORMANCE EVENT

Science projects may be done by one or two contestants.

Types of Entries

1. **Collection**—classification and display. Examples: rocks, insects, and leaves. Man-made objects such as coins, stamps, and arrowheads are not allowed.

2. **Research**—Develop a hypothesis, perform an experiment, record results, write your conclusion, and prepare a display to exhibit your work (e.g., how light helps a plant grow). This event is not a library research paper.
3. **Engineering**—Build electronic equipment, optical devices, solar energy converter, etc., using scientific principles to perform a task. Exhibit should include plans, diagrams, schematics, parts list, etc., so that another person could take your plans and duplicate your project. Do not use commercial kits.
4. **Theoretical**—An exhibit displaying a discussion of a scientific principle, concept, technique, or theory using charts, graphs, diagrams, photographs, audio-visual, or other visual aids.

Checklist for Science:

1. Contestant or contestants may enter one exhibit in each event.
2. Each entry must be fully completed and ready for exhibition.
3. A list shall be submitted identifying any work included in the display that is not the work of the contestant (such as a specially machined component or electronic test equipment). Experiment notebooks and other supporting data should be available for the judges. Photos which include people must adhere to contestant dress standards.
4. Exhibits must occupy a table or floor area no wider than 48 inches.
5. If electrical power is required, 120 volt AC will be available. All switches and cords must be U.L. or C.S.A. approved. The exhibit must be wired in a safe manner.
6. No entry creating a safety hazard will be allowed. Dangerous chemicals; offensive odors; explosives; open flames; or live animals, reptiles, or insects must not be exhibited. Exhibits requiring running water are not permitted.
7. Contestant or contestants will set up their exhibit and then leave the area.
8. Coastal Plains Jr Convention is not responsible for loss of or damage to any exhibit.
9. Attach the following forms:
 - a. Judge's Forms (CF24). Three (3) copies with name, school name, customer number, address, and entry filled in.
 - b. Experiment notebook and other supporting data.
10. Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: entry, student's name, school name, customer number, school address, city, state, and ZIP code.
11. Entries involving computers should have self-booting and menu driven or self-running software.

CRITERIA

Originality—Creative approach is given to the project.

Scientific thought—Accuracy is exhibited in displaying a scientific fact or principle. Consideration is given to probable amount of effort and study that went into the project.

Workmanship—Quality is shown in the construction of the exhibit including the neatness of labels and descriptions.

Thoroughness—The project is presented completely and carefully.

Clarity—The average person can understand the exhibit clearly.

Degree of difficulty—Consideration is given to the level of difficulty involved and time

spent to prove the project.

On your accompanying paper:

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

SCIENCE JUDGING CRITERIA

Areas of Evaluation

Concept POSSIBLE POINTS

- A. Definite purpose of theme (1-5)
- B. Creativity and originality (1-15)
- C. Meets A.C.E. standards (1-5)

Scientific thought

- A. Accuracy of display (1-15)
- B. Total thought and effort (1-10)
- C. Degree of difficulty (1-10)

Workmanship

- A. Neatness (1-5)
- B. Handling of materials (1-5)
- C. Handling of tools required (1-5)
- D. Design of layout (1-5)

Thoroughness

- A. Presentation (1-5)
- B. Information (1-5)

Display clarity (1-5)

Proper documentation submitted (1-5)

TOTAL POINTS (100)

HINTS FROM THE SCIENCE JUDGES

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

SOCIAL STUDIES

NONPERFORMANCE EVENT

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

Types of Entries

1. **Collection**—classification and display. Examples: aboriginal artifacts (arrowheads, spear heads, tools, etc.), coins, stamps, battlefield artifacts (bullets, buttons, canteens, etc.), and flags. A collection project consists of both a display and a paper. The display for a collection represents the bulk of the work and is the more important part of the project. The paper for a collection project may be a paper or it may be a notebook with pictures, diagrams,

list of sources for a collection, etc. This documentation for a collection could be likened to the signs posted on the wall next to a display in a museum, putting the display into a context, explaining from where the collection came, how it came to be, a description of exactly what it is a collection of, and so on. **Only the portion of work that has been accomplished after the completion of the previous International Student Convention may be submitted.**

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

Checklist:

1. Contestant or contestants may enter one exhibit in each event.
2. Each entry must be fully completed and ready for exhibition.
3. A list shall be submitted identifying any work included in the display that is not the work of the contestant.
4. Models, notebooks, scrapbooks, and other supporting data should be a part of the exhibit. Photos that are not historical and include people must adhere to contestant dress standards.
5. Exhibits must occupy a table or floor area no wider than 48 inches.
6. If electrical power is required, 120 volt AC will be available. All switches and cords must be U.L. or C.S.A. approved. The exhibit must be wired in a safe manner.
7. No entry creating a safety hazard will be allowed. Dangerous chemicals, explosives, or open flames must not be exhibited. Exhibits requiring running water are not permitted.
8. Contestant or contestants will set up their exhibits and then leave the area.
9. A.C.E. is not responsible for loss of or damage to any exhibit.
10. Attach three (3) copies of Judge's Form (CF24) with name, school name, customer

number, address, and entry filled in. These are required for Regional Convention only.

11. Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: entry, student's name, school name, customer number, school address, city, state, and ZIP code.

12. Entries involving computers should have self-booting and menu driven or self-running software.

CRITERIA

Originality—Creative approach is given to the project.

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

Workmanship—Quality is shown in the construction of the exhibit including the neatness of labels and descriptions.

Thoroughness—The project is presented completely and carefully.

Clarity—The average person can understand the exhibit clearly.

Degree of difficulty—Consideration is given to the level of difficulty involved and time spent to prove the project.

On your accompanying paper:

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

CREATIVE COMPOSITION

Themes for essays, short stories, and poetry may be evangelistic, inspirational, Biblical, Christian growth, patriotic, or historical. Please write the THEME of the essay, short story, and poetry on the Judge's Forms where indicated.

ESSAY WRITING

NONPERFORMANCE EVENT

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

A contestant chooses a topic and writes a paper. (Suggested topics are listed on page II-25.)

1. A good essay will use facts, arguments, examples, and illustrations that allow the reader

to persuade himself of the truth he is reading.

2. The essay must have been written after termination of the previous International Student Convention and must be the original work of the student.
3. The essay must be accompanied by a written outline that the student used to organize the essay. (For suggested outline format, please reference English PACE 1097, pages 25-31.)
4. Plagiarism of any kind will automatically disqualify the entry. Any borrowed material (statements and/or ideas) must be properly noted.
5. A significant portion of the essay must be written during school hours to verify authenticity.
6. One entry per contestant.

Understanding Essay Writing

An essay is a written composition governed by one controlling idea called the thesis. This thesis should be supported by at least three main points. In order to make the essay interesting and persuasive, each main point should be explained with specific examples, illustrations, facts, quotations, etc. Give careful attention that the essay includes an interesting introduction, with the thesis given in the last sentence of that introduction. The essay should end with a clear note of finality, with the conclusion reiterating the main points covered in the composition. All sides of the argument must be handled, not just the writer's opinion. For tips on Essay Writing, reference English III PACE 1126, pages 25-26.

Checklist for Essay Writing:

1. Length—250-350 words
2. Format—Computer or typewriter, double-spaced on plain white paper; one full inch margin on all sides. On a computer use 10- to 12-point type and a letter-quality printer. Recommended fonts: Times New Roman, Helvetica, or Arial. No heavy, bold, or fancy fonts. On a typewriter a 50-space line equals 10 words; a 60-space line equals 12 words.
3. Outline—Submit essay outline (typed) with entry.
4. Copies—Three (3) copies of essays must be submitted as an early entry. All copies are to be inserted in a clear plastic page protector with the student's name, school name, customer number, school address, and telephone number clearly visible on the front of EACH copy.

At Regional Student Convention, TWO COPIES OF THE ESSAY AND JUDGE'S FORMS WILL BE RETURNED. 5. Creative Composition Affidavit (CF28) is attached to entry and properly signed. **You will need three (3) copies of the Creative Composition Affidavit form; attach one copy to each copy of your essay.**

6. Three (3) JUDGE'S FORMS (CF25)

Topics

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

1. America Needs Christian Education
2. Repentance, Revival, and Reformation
3. What Is a Christian School?
4. The Fear of God: Antidote to Humanism

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

HINTS FROM THE ESSAY WRITING JUDGES

Read over the Judge's Form before writing. Judges look for organization and persuasiveness in essays. Begin your entry with a strong thesis clearly stated in the first paragraph; then follow through logically, smoothly, and persuasively to support that thesis. Use your own idea and **avoid clichés or generalizations that are not supported by examples or illustrations.** Quotes are a good way to support a thesis but should be used sparingly; the judges are interested in what you have to say. Careful attention should be given to organization, and your outline will be a valuable tool to keep ideas flowing in the proper order. Judges also look at the technical merits of the piece. Writing should be in the **third** person unless you have a specific reason for using first or second person. **PROOF YOUR WORK!** The essay should be neat and free of typing, spelling, grammatical, and punctuation errors. Watch for pronoun/antecedent agreement, wordiness and redundancies, parallelism, and point-of-view shifts. Be careful not to go over the length limit. It would not be equitable for judges to allow you more space than they allow your competitors. Finish with a strong, closing statement. Refer to English PACEs 1126 and 1127 for suggestions.

ESSAY WRITING JUDGING CRITERIA

Areas of Evaluation POSSIBLE POINTS

Theme An evangelistic, inspirational, Biblical, Christian growth, patriotic, persuasive, or historical theme should be given in a precise thesis statement which is examined and discussed logically. (1-10)

Composition

A. Essential points given logically and stated in parallel form (1-15)

B. Use of examples and illustrations (1-10)

C. Cogency and unity—everything in the essay directly supports the thesis (1-10)

D. Valid argument and persuasion without exhortation or preaching; strong closing statement (1-10)

E. Creativity and individuality of presentation (1-10)

F. Outline included, properly followed and formatted (1-5)

Mechanics

A. Neatness, general appearance (1-5)

B. Spelling, punctuation, and grammar (subject-verb agreement, pronoun agreement, no misplaced modifiers, etc.) (1-15)

C. Progression of ideas, an argument, transitions, length of paragraphs (1-5)

Proper documentation submitted (1-5)

TOTAL POINTS (100)

Note: As many as 10 points may be subtracted if essay is not between 500 and 700 words in length.

POETRY WRITING

NONPERFORMANCE EVENT

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

1. The poem may be narrative or discursive with an assumed or personal point of view. All poems are lyrical, though usually not written to be sung. You may, however, specifically choose to craft your poem as lyrics to be set to music.

2. The poem must have been written after the termination of the previous International Convention and must be the original work of the student.

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

4. A significant portion of the poem must be written during school hours to verify authenticity.

5. One entry per contestant.

Checklist for Poetry Writing:

1. Format—At least eight (8) typewritten lines (double-spaced) and no more than thirty (30) typewritten lines, using typewriter or letter quality printer. (Variations from these line limitations must show evidence of very careful attention to word choice and structure, plus strong thematic basis.) On a computer, use 10- to 12-point type with Times New Roman,

Helvetica, or Arial font.

2. Copies—Three (3) copies of the poem must be submitted as an early entry. All copies are to be inserted in a clear plastic page protector with the student's name, school name, customer number, school address, and telephone number clearly visible on the front of EACH copy.

3. Creative Composition Affidavit (CF28) attached to entry and properly signed. **You will need three (3) copies of the Creative Composition Affidavit form; attach one copy to each copy of your poem.**

4. Three (3) copies of the JUDGE'S FORMS (CF26)

HINTS FROM THE POETRY WRITING JUDGES

Judges look for poems that are neat in appearance, complete in thought, and effective in message and impact. The true purpose of a poem is to transmit in words a complete thought and, at the same time, to move emotions. A poem must have a reason for existence; the emotional impact and a resultant change in attitude is that reason. If your poem is correct in form, yet is not logically correct or emotionally stimulating, the poem will not score well. A poem must DO something, not merely talk about something. The theme, then, becomes of utmost importance; for, if the poem is to do something, it must do something worthwhile. Second, but still important, is the form of the work. If the form is weak or inconsistent, it will not fall correctly on the ear, causing the message to be lost to the reader. Poems should also have a lyric quality, though they may not be intended for music. Remember, a poem can only do ONE thing, not several. Strive for unity of purpose and skill of execution. Technical errors of any sort, specially those that might be thought of as minor, such as a misplaced comma or misspelled word, often represent major weaknesses in aspects that are less obvious to the trained eye and ear. A scrupulous writer always attends carefully to the smallest and most obvious detail. What is said is always at the mercy of how it is said. When this principle is ignored, the reader will not be guided by the writer's thoughts but by his own. These thoughts may be counterproductive to the writer's subject and intention and become an unconscious use of stock responses, formulaic phrases, hackneyed expressions, irrelevant associations, and sentimentality rather than honesty. A poem that effectively treats a subject moves the reader to a place where he has never been before.

POETRY WRITING JUDGING CRITERIA

Areas of Evaluation POSSIBLE POINTS

Theme Evangelistic, inspirational, Biblical, Christian growth, patriotic, persuasive, or historical theme. Poem has one central idea; unity in viewpoint.

A. Unity and coherence (1-10)

B. Clarity (1-10)

Use of poetic material

A. Sentiment and emotion—sincerity (1-10)

B. Vocabulary—exact, colorful, and concrete (1-10)

C. Meter—established and effective (1-10)

D. Sounds—rhyme, assonance, consonance, alliteration, etc. (1-10)

- E. Poetic devices—figures of speech, symbolism, and patterns (1-10)
- F. Creativity—originality and freshness (1-5)

Mechanics

- A. Format and general appearance (1-5)
- B. Usage, punctuation, and spelling (1-15)

Proper documentation submitted (1-5)

TOTAL POINTS (100)

Note: As many as 10 points may be subtracted if poem is not 8 to 30 lines in length and is not printed/typed on plain white paper.

SHORT STORY WRITING

NONPERFORMANCE EVENT

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

1. The story **MUST** have an evangelistic, Biblical, Christian growth, patriotic, or historical theme.
2. The story must have been written after the termination of the previous International Convention and must be the original work of the student.
3. Plagiarism of any kind will automatically disqualify the entry.
4. A significant portion of the story must be written during school hours to verify authenticity.
5. One entry per contestant.

Checklist for Short Story:

1. Length—300-500 words
2. Format—Computer or typewriter, double-spaced on plain white paper; one full inch margin on all sides. On a computer use 10- 12-point type and a letter-quality printer. Recommended fonts: Times New Roman, Helvetica, or Arial. No heavy, bold, or fancy fonts. On a typewriter a 50-space line equals 10 words; a 60-space line equals 12 words.
3. Copies—Three (3) copies of the short story must be submitted as an early entry. All copies are to be inserted in a clear plastic page protector with the student's name, school name, customer number, school address, and telephone number clearly visible on the front of EACH copy. **AND JUDGE'S FORMS WILL BE RETURNED.**
4. Creative Composition Affidavit (CF28) attached to entry and properly signed. **You will need three (3) copies of the Creative Composition Affidavit form; attach one copy to each copy of your short story.**
5. Three (3) copies of JUDGE'S FORMS (CF27)

HINTS FROM THE SHORT STORY JUDGES

Judges look for stories that are original and imaginative yet believable. It is important that your Short Story contain a balance of all the elements of narrative fiction: plot, setting, characterization, conflict, and resolution. It should not overemphasize one to the detriment of the others. Because of space limitations, it is important that you develop each facet of your story carefully and thoughtfully, paying particular attention to your choice of words.

Use words economically, that is, do not use several trite, colorless words when one strong, imaginative word could replace them and enhance the tone of your story. Neither should you waste good words. Make each one count. Consider it carefully. Is it there for a reason? Is it used accurately? Does it tell the reader exactly what you want him to know, or does he have to guess at your meaning? When you are satisfied that your story says what you want it to say, check it carefully to eliminate errors in grammar, punctuation, and spelling. Also check the word count, since judges will subtract points if you exceed the limits.

SHORT STORY WRITING JUDGING CRITERIA

Areas of Evaluation POSSIBLE POINTS

The story

- A. Characters consistent, plausible, and motivated (1-15)
- B. Details of setting (place, time) woven into the action of the story (1-10)
- C. Well-planned plot, with incidents that build to a main conflict (1-15)
- D. All incidents build to a climax that resolve the conflict (1-10)
- E. Story demonstrates an evangelistic, inspirational, Biblical, Christian growth, patriotic, or historical theme (1-10)
- F. Story indicates creativity on the part of the author (1-15)

Mechanics

- A. Neatness and general appearance (1-5)
- B. Spelling (1-5)
- C. Punctuation (1-5)
- D. Grammar is correct, tenses are consistent, subjects and verbs agree, and pronouns and antecedents agree (1-5)

Proper documentation submitted (1-5)

TOTAL POINTS (100)

Note: As many as 10 points may be subtracted if story does not come within 600 to 1,000 words and is not printed/typed on plain white paper.

SOULWINNING AWARD

NONPERFORMANCE EVENT

Students who share Jesus Christ with lost persons and win them to Christ have an opportunity to attend the Coastal Plains Junior Convention and receive an award as in the other Convention categories.

1. The Soulwinning PACE must be completed. (Item #42001 in the Product Catalog.) PLEASE FILL OUT THE SOULWINNING PACE COMPLETION FORM (CF29B).
2. The student must fill out a CF29B and turn it in with the CF29A Affidavits. (This affidavit may be reproduced from the Guidelines.)
3. The student must win at least five (5) persons to Christ.
4. The new converts must be introduced to a fundamental pastor in whose church the convert makes a public profession of salvation in Christ.

5. Encourage converts to attend church regularly.
6. Bring the affidavits to the Regional Convention. After the Regional Convention, students can continue to win souls and collect affidavits.
7. Upon arrival at the International Convention, the affidavits will be turned in at the Exhibits area on registration day. (PLEASE KEEP A COPY OF THE AFFIDAVITS FOR YOUR RECORD.)

CHRISTIAN SOLDIER, GOLDEN APPLE, GOLDEN LAMB, or GOLDEN HARP AWARD

NONPERFORMANCE EVENT

Golden Apple Award: Proverbs

Golden Lamb Award: John

Golden Harp Award: Psalms

Christian Soldier Award: Romans, Galatians, Ephesians, and Philippians

1. Students may enter these events each year they are eligible to attend the Coastal Plains Junior Student Convention.
2. The student must quote portions of the book(s) from memory.

Golden Apple (Proverbs) Chapters	Golden Lamb (John) Chapters	Golden Harp (Psalms) Chapters	Christian Soldier (Romans, Galatians Ephesians, Philippians) Chapters	Christian Worker (Colossians, I&2 Thess; I&2 Tim; Titus; Philem; Heb; James; I&2 Peter; I, II, & III John) Chapters
1-5 6 th Place	1-4 6 th Place	1-25 6 th Place	1-5 6 th Place	1-9 6 th Place
1-11 5 th Place	1-8 5 th Place	1-50 5 th Place	1-11 5 th Place	1-18 5 th Place
1-16 4 th Place	1-12 4 th Place	1-75 4 th Place	1-16 4 th Place	1-27 4 th Place
1-21 3 rd Place	1-16 3 rd Place	1-100 3 rd Place	1-21 3 rd Place	1-36 3 rd Place
1-26 2 nd Place	1-20 2 nd Place	1-125 2 nd Place	1-26 2 nd Place	1-45 2 nd Place
1-31 1 st Place	1-21 1 st Place	1-150 1 st Place	1-31 1 st Place	1-54 1 st Place

3. The student must recite a minimum of one-half chapter at each hearing. All recitation for Christian Soldier, Golden Apple, Golden Harp, and Golden Lamb must be done to a **school staff member**.
4. Psalm 119 may be divided into five parts.
5. No more than three errors or prompts may be allowed per chapter.
6. An Affidavit (CPJr30) must be submitted to the Exhibits area on registration day to verify entry.

WEBSITE DESIGN

NONPERFORMANCE EVENT

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

SOME GUIDELINES

The Website will be judged real-time over the Internet, so it is more than an academic exercise. It is to be a fully functioning site that must have a clear, practical purpose, which it pursues with creativity and skill. Students are free to use any platform, tools, programs, computer languages, other available resources, or their own development tools. Remember, however, there are a variety of browsers that may attempt to access the site.

REQUIREMENTS

1. The site must have been developed since the conclusion of the last Coastal Plains Junior Convention
2. No more than two students may participate in the design and development of the site.
3. Site must consist of more than a home page (navigate).
4. Site address must be included on the Judge's Form.
5. Any Scripture reference listed must be from the King James Version. All subject matter (photos) must meet the A.C.E. dress and appearance guidelines.

Possible project areas (These are not limits.)

Informational—Offer or provide information.

Promotional—Promote a school and/or church.

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

CRITERIA

STRUCTURE

Navigation of Site—The site should be easy to use and navigate. The user should know where he is and have the ability to get to another location in the site with ease.

Creativity—The site will be evaluated for creativity in the areas of uniqueness, content, approach to the material, and the method of engagement.

Logical Connections—The site must be logical and make sense to specific users. What may be logical to one user may leave another totally lost. For example, a site developed for teens would be very different from one for retirees, just as one for travel is very different from one on finance.

Engaging Appearance—The site should be attractive, pleasing, interesting, and beneficial. The time an average user will give a site is a matter of seconds unless it engages the viewer visually and mentally.

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

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

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

CONTENT

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

Appropriate—The content of the site should meet the convention guidelines and standards and be appropriate for its intended purpose. Any Scripture reference listed must be from the King James Version. All subject matter (photos) must meet the A.C.E. dress and appearance guidelines.

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

Checklist for Website Design:

1. Three (3) Judge's Forms (CF32) are required for Regional and International Convention.
2. Creative Composition Affidavit (CF28) attached to entry and properly signed. **You will need three (3) copies of the Creative Composition Affidavit form; attach one copy to each Judge's Form.**

HINTS FROM THE JUDGES

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

WEBSITE DESIGN JUDGING CRITERIA

Areas of Evaluation POSSIBLE POINTS

Structure

- A. Navigation of site (1-10)
- B. Creativity (1-10)
- C. Logical Connections (1-10)

Engaging

- A. Visually (1-5)
- B. Mentally (1-5)

Elements

- A. Variety (1-5)
- B. Appropriateness (1-5)
- C. Browser-friendly (1-10)
- D. Graphic Design (1-10)

Content

A. Clear (1-5)

B. Appropriate (1-10)

C. Accomplishes goals (1-10)

Proper documentation submitted (1-5)

TOTAL POINTS (100)

POWERPOINT PRESENTATION

NONPERFORMANCE EVENT

The PowerPoint competition entry is to be a user-directed, stand-alone presentation using no live Internet links. The student is free to use any element that PowerPoint will support, as long as the presentation does not violate the A.C.E. standards of dress, appearance, and conduct as presented in these guidelines.

TYPES OF ENTRIES

1. **Linear**—Presentation begins and runs through to an end. In a linear presentation, there is a set sequence to the presentation, starting at the beginning and continuing to the conclusion. No navigation is required.

2. **Nonlinear**—User is given navigational control and can wander through the content at will. In a nonlinear presentation the user can pick and choose, using a random route through the presentation.

REQUIREMENTS

1. The presentation must have been developed since the last International Student Convention.

2. No more than two students may participate in the design and development of the presentation.

3. While there are a number of presentation products on the market, Microsoft PowerPoint is required for Student Convention competition.

4. It is recommended that the presentation be available on a CD-ROM. (A 3.5 inch floppy diskette is also acceptable.)

5. Designers must give proper credit for any copyrighted material.

6. Any Scripture referenced must be from the King James Version. All subject matter (photos) must meet the A.C.E. dress and appearance guidelines.

CRITERIA

Navigation of Site (applicable to nonlinear presentations)—The presentation should be easy to use and navigate.

Creativity—The presentation will be evaluated for creativity in the areas of uniqueness, content, approach to the material, and method of engagement.

Connectivity—Each step in the process must successfully relate the user to where he has been and where he is going. The user should understand throughout the presentation the relationship of the parts to the whole.

Engaging Appearance—The presentation is visually attractive and interesting. It creates interest and effectively conveys information to the user in a memorable fashion.

Elements—The presentation should contain enough variety to hold the interest of the user while following Convention guidelines and standards of appropriateness. All the elements contribute to the presentation's effectiveness in meeting its objective. Presentations may include copied folders from websites (live Internet links are not acceptable), video clips, sound bites, photographs, etc.

Please note: All elements of PowerPoint presentation must meet Coastal Plains Junior Convention Standards.

Graphic Design – The project should follow generally accepted media standards regarding presentation. Some of these regard font style, spacing, overlay, and other aspects of the presentation.

CONTENT

Clear—If the content is not clear, the presentation is ineffective. It should be clear in its presentation, navigation, and purpose. Since this is a user-directed presentation, clarity is indispensable.

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

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

Accomplishes Goals—The presentation should have a clearly stated goal so the user is able to understand what the developer intended.

Checklist for PowerPoint Presentation:

1. Copies—Three (3) copies of a CD must be submitted as an early entry. Each copy must have the student's name, school name, customer number, school address, and telephone number clearly visible on EACH copy. **FOR INTERNATIONAL STUDENT CONVENTION, MAKE SURE TO KEEP A COPY OF THE PRESENTATION, AS ENTRIES SUBMITTED WILL NOT BE RETURNED.**
2. Three (3) Judge's Forms (CF33) are required for Regional and International Convention.
3. Creative Composition Affidavit (CF28) is attached to entry and properly signed. **You will need three (3) copies of the Creative Composition Affidavit form; attach one copy to each Judge's Form.**

HINTS FROM THE JUDGES

Size is not part of the judging criteria! More is not necessarily better. Balance good content and a visually attractive presentation. For help with graphic design there are a number of helpful sites on the Web. Be sure that all elements in your presentation meet the Coastal Plains Junior Convention standards (background music, video clips, photos, etc.).

POWERPOINT JUDGING CRITERIA

Areas of Evaluation

POSSIBLE POINTS

Structure

- A. Navigation of Site (n/a for linear—automatic 10 points) (1-10)

- B. Creativity (1-10)
- C. Connectivity (1-10)

Engaging

- A. Visually (1-5)
- B. Mentally (1-5)

Elements

- A. Variety (1-5)
- B. Appropriateness (1-5)
- C. Graphic Design (1-10)

Content

- A. Clear (1-5)
- B. Appropriate (1-10)
- C. Useful (1-10)
- D. Accomplishes goals (1-10)

Proper documentation submitted (1-5)

TOTAL POINTS (100)