

We recognize that today's Christian young people face many obstacles in their path toward service for the Lord. One of these obstacles is the lack of recognition of their God-given abilities in many different areas of their lives. They need to be challenged to discover and utilize these abilities for God's glory. P.I.L.O.T.S. is set up to provide a program to help meet that challenge and train our young people for service in the work of the Lord.

As helpers in the ministry and at home, teens get an idea of what Christian service is really all about. P.I.L.O.T.S. lets them experience the full realm of service, from the idea stage, through the preparation stage, all the way to the "results" stage. All of this is experience in the atmosphere of competition. The competition adds thrill and excitement, as well as, causes the results to increase in quality.

Categories and guidelines for participation have been designed to prepare them for Christian service. After young people are encouraged to enter an event, they come away realizing they do have some abilities or learning that, with proper preparation, they can do something they never felt possible.

One of the goals of P.I.L.O.T.S. is to demonstrate to our young adults that that is exactly what they are, young adults. Sports have the potential to teach some good lessons in life, but we have chosen events teens can do on a regular basis in any Christian home or independent Baptist church now and later.

We would agree that soul winning, Bible memory, teaching a Sunday school class, singing special music, singing in the choir, leading family devotions with the kids, decorating the auditorium or classroom, leading songs on the bus, Christian school teaching, and preaching are only a few of the works in a Christian's life. We hope with this program to assist you in training servants who will perform these duties after high school.

Mike Bragg
Administrator
Faith Baptist Academy

(NOTE TO SCHOOL STAFF: It is recommended that you copy this page and give it to each student. Also give each student the guidelines for each event he/she plans to enter, plus a copy of the judge's form for each event being prepared by the student.)

1. Select Your Event

There are many events to choose from. Choose the events that will best develop the skills needed for Christian service. Please note that all events (vocal and written) must be in the English language.

2. Plan and Schedule

After selecting your event(s), meet with your teacher to plan your practice schedule. Work to make your entry the best it can be.

3. Seek Advice

After choosing your event(s), seek advice and counsel from parents and other Godly adults who may have some training or expertise in your entry area. Ask for help to assist you to make your competition successful.

4. Practice, Practice, Practice

The key to a successful performance and success in the competition is practice. Before the actual convention, it is helpful if you perform before groups such as in an evening church service or at your school. The pre-convention performances help to remove the "butterflies" that are sometimes experienced by the unprepared performer.

5. Pray

Remember, as you perform, you are doing it for the Lord. Pray that your performance will bring glory to His name and that you may learn something that can be used by the Lord in the future. Because of your performance, lives may be transformed and committed for service to the Lord Jesus Christ.

6. Do Your Best

With concentrated effort, YOU CAN EXCEL!

7. Have Confidence

Believe you can do well in competition. ("I can do ALL things through Christ which strengtheneth me.") Size or age is not the important thing. Are you prepared? Have you done your best? Some of the best performances come from the smallest schools (and the smallest persons!) You can be among the top five place winners. Give it your best shot!

QUALIFICATIONS

1. The convention is open to young people ages nineteen and younger, currently enrolled in either a fundamental Baptist school/home school program and attending a fundamental Baptist church on a regular basis. Only students in grades 7-12 may compete in the convention.
2. Married students are not eligible to compete.
3. All contestants must comply with all appearance and dress code standards.
4. Absentee entries will not be accepted. Students must be in attendance at the convention before an entry will be judged. All vocal and written entries must be in the English language.

NUMBER OF EVENTS

1. A contestant may enter any five **PERFORMANCE** events. Performance events consist of all Platform and Music events with the following exceptions: Band, Choir, and Radio Program.
2. A contestant may enter any number of **NON-PERFORMANCE** events so as the combined total of performance and non-performance events does not exceed twelve.
3. A contestant may not participate in two identical events, i.e. two duets.
4. Each church/school may have a maximum of four entries in any event with the exception of Academic Bowl (one team of four per school).

APPEARANCE

The dress code must be observed by everyone associated with the convention. Contestants, sponsors, and visitors are required to dress in conservative, modest, and appropriate attire. Visitors may be asked to change their clothing or to leave the convention if the dress code is not followed. It is the responsibility of each church/school to inform their people of the dress standards thereby avoiding an embarrassing situation. Dress requirements must be followed throughout the convention. Contestants must be dressed in accordance to the dress code at all times, which means on arrival, during the convention, and on departure. **THE DRESS CODE WILL BE STRICTLY ENFORCED.**

MALE

All male students, sponsors, coaches, and visitors must have a standard, conservative haircut. The hair is to be off the collar and above the ears with no long side burns. No facial hair is permitted on contestants. **THOSE WHO REQUIRE A HAIRCUT OR A SHAVE WILL NOT BE PERMITTED TO REGISTER UNTIL THEY HAVE RECEIVED A PROPER HAIRCUT AND/OR SHAVE.**

Button shirts and long conservative dress trousers are required for all males. Belts must be worn with trousers with belt loops. Denim, jean-type clothing, cargo pants, or other “mod” or “fad” clothing will not be permitted. Button shirts, ties, and dress shoes (no tennis shoes) are to be worn at all times unless they are part of a costume being worn for performance in an event. For participation in all events, contestants must wear a button shirt (tucked in), sport coat and dress pants or a suit, and tie. Male contestants and sponsors will not be permitted to wear earrings, necklaces, or other “feminine” jewelry or attire.

FEMALE

The dress for female sponsors and contestants is discreet and modest. All female sponsors and contestants must wear dresses, skirts, or loose-fitting culottes (for evening activities only) which are no shorter than two inches below the bottom of the knee. Dresses and blouses must come to the neckline in front (to the clavicle bone) and back (to the bottom of the neck), without see-through material. Conservative hosiery must be worn at all times. Knee socks or anklets are not appropriate attire. No gauchos may be worn.

APPEARANCE CHECK

Clothing (male and female) will be checked at the beginning of the scheduled competition by the convention staff. No one in violation of the dress code will be permitted to participate until the violation is corrected.

ATTENDANCE

Sponsors and students must attend all services and sponsors must sit with their group. Sponsors are responsible for their students' behavior at all times.

CONDUCT

Young men and young ladies should not isolate themselves from the group. Sponsors and convention staff should not hesitate to correct any behavior that is “unseemly” even if the students involved are not your students.

Contestants are not permitted to be in cars, busses, or vans without a sponsor present. Violators may be asked to leave the convention.

Also, all music played on the practice pianos or keyboards must be conservative, Christ-honoring music that meets convention standards.

SPONSORS

Sponsors are the keys to good attitudes among the students and the presence of a good spirit of cooperation at the convention.

Each student **MUST** be directly responsible at all times to a specific sponsor. There must be one male sponsor for every ten male contestants and one female for every ten female contestants. Sponsors must be at least twenty-one years of age. It is recommended that there be an adult sponsor in each motel room with the students.

In exceptional cases, a school may assume responsibility for one or two students from another church/school provided this does not exceed the one-to-ten ratio, in such cases; both churches/schools must pay the school registration amount. Sponsors may bring their own children only if they meet the requirements for attendance.

All sponsors must complete a Sponsor Registration Form RF3 for the convention.

PERFORMANCE COSTUMES

Costumes are limited to the changing room and to the room in which the event is occurring. No costumes are permitted in any other area of P.I.L.O.T.S.

SPECTATORS AND GUESTS

Guests are welcome and encouraged to attend the convention provided they meet the age and appearance standards. Spectators are welcome to attend events and services. Children under the age of eleven are not allowed in competition rooms.

THINGS NOT PERMITTED AT THE CONVENTION

Tobacco
Firearms/weapons
Alcohol
Video games
Clock radio
Cell phones (except
for sponsors)

Radios/walkie-talkies
TV sets
Secular magazines/books
Toy guns of any kind (unless
used in competition)

Skateboards
Fireworks
Narcotics
Music players/recorders
or CD's (except for those
needed for competition)

MEDICAL

Sponsors must be prepared to deal with minor problems such as headaches, small scratches, etc. Each person must provide his own medical and accident insurance. Faith Baptist Church and the P.I.L.O.T.S. Convention are not responsible or liable for any medical expenses incurred by a student or sponsor while at the convention or during his/her travel to/from the convention.

JUDGING

Decisions of the judges are final. Judge's forms will be returned at the end of the convention with their comments and scores. Please do not ask the convention judges to make suggestions and comments for contestants' improvement other than those made on the judge's forms.

Late entries may be judged but may not place.

REGISTRATION

All contestants are to be enrolled on the online Master Registration Form (RF1) and the Student Registration Form (RF2) at www.fbapilots.com

Submit: RF1-RF4 online or by mail to the Convention Director **by the specified date:**
RF1 – Master Registration Form for Church/School
Include first and last names for all students. List choirs, bands, ensembles, etc. on a separate sheet and attach to the Master Registration Form if registering by mail.
RF2 – Student Registration Form (one per contestant)
RF3 – Sponsor Registration Form (one per sponsor)
RF4 – School/Church Registration Form

Submit the following entries by mail **fourteen days** prior to the beginning date of convention; include one copy of the entry and one copy of the judge’s form to each of the schools listed for that event.

<u>Entry</u>	<u>Schools</u>
Writing (short story, essay, poetry)	Terre Haute, Faith, & Northwest
Radio Program	Terre Haute, Northwest, & Dwight
Multimedia	Faith, Northwest, & Dwight
Music (Large Ensemble, Choir & Band)	Faith (<i>one copy music only</i>)

Submit personally **on registration day:**

- *All Arts & Crafts projects with the appropriate Arts & Crafts judge’s forms.
- *Affidavits for Christian Living events and writing events.

FEES

Each church/school must pay the registration fee for the organization. All home school students must register for the convention through their Christian school or their local, fundamental Baptist church for fee purposes. The registration fee is the same, regardless of the number of students.

REFUND POLICY

Due to convention costs, P.I.L.O.T.S. regrets that it is unable to refund any fees within two weeks of the start of convention.

COMMUNICATIONS AND POTENTIAL LEADERSHIP (C.A.P.) EVENT

Students will never realize their full potential until they are challenged. Students can receive that challenge by entering events in which they have not previously competed. The C.A.P. event is designed to encourage students to broaden their scope of communication and leadership abilities.

Contestants must enter and place in at least one event in each of the following categories:

- Music
- Platform (Any platform event except Radio Program)
- Academics
- Arts & Crafts

Contestants must also place in at least one event from the Christian Living category.

To qualify for C.A.P. competition, all group events must have four or fewer members (quartets, trios, etc.), except one-act plays which may have up to five members.

A student may enter more than one event in a C.A.P. category (i.e. piano solo and vocal trio). The event with the highest score 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. All eligible contestants will automatically be entered in to C.A.P.

Entry in the C.A.P. competition will not count as one of the five performance events or the total of twelve events in which a contestant may enter.

There is no limit in the number of contestants from each school that may compete in C.A.P.

SCHOOL STANDINGS

The attending schools compete for top school in each of the five main categories: Academics, Vocal Music, Instrumental Music, Platform, and Arts & Crafts.

Each enrolled school accumulates points for every student that places in a category. The school with the highest score in any of the five main categories will receive a plaque for that category.

TYPES OF ENTRIES:

Revised 10/7/14

- 1. Scripture Memorization Award
- 2. Soul Winning Award
- 3. Baptism Award
- 4. Bus Ministry Award
- 5. Nursing Home Award

To help further the students' education in the realm of Christian work, the Christian Living category has been created. The events in this category are designed to help students learn the spiritual aspect of Christian work and to draw them closer to the Lord.

These events do not count towards a student's maximum twelve events. Students may enter one or all of these events.

There is no limit to the number of students from a school that can participate in each of these events.

Each student participating in the C.A.P. event must place in at least one of the Christian Living events.

There is not a school plaque for this event; rather, the students entered in this category will be given points for each event in which they score. The student with the highest score will receive a new Bible.

SCRIPTURE MEMORIZATION AWARD

The importance of committing the Word of God to memory cannot be over-emphasized. What we commit to memory today will help determine the decisions we make in the tomorrows of life.

CHECKLIST FOR SCRIPTURE MEMORY:

- 1. The student must quote one full chapter at a time following the prior convention to the time of registration at the next convention.
- 2. The chapters are to be recited in order as they are listed below:

<u>2022</u>	<u>2023</u>	<u>2024</u>	<u>2025</u>	<u>2026</u>
James 1	Philippians 1	I Timothy 1	I Timothy 6	I Peter 1
James 2	Philippians 2	I Timothy 2	II Timothy 1	I Peter 2
James 3	Philippians 3	I Timothy 3	II Timothy 2	I Peter 3
James 4	Philippians 4	I Timothy 4	II Timothy 3	I Peter 4
James 5	Proverbs 11	I Timothy 5	II Timothy 4	I Peter 5
Proverbs 1	Proverbs 12	Proverbs 22	Colossians 1	II Peter 1
Proverbs 2	Proverbs 13	Proverbs 23	Colossians 2	II Peter 2
Proverbs 3	Proverbs 14	Proverbs 24	Colossians 3	II Peter 3
Proverbs 4	Proverbs 15	Proverbs 25	Colossians 4	Jude
Proverbs 5	Proverbs 16	Proverbs 26	Galatians 1	Ephesians 1
Proverbs 6	Proverbs 17	Proverbs 27	Galatians 2	Ephesians 2
Proverbs 7	Proverbs 18	Proverbs 28	Galatians 3	Ephesians 3
Proverbs 8	Proverbs 19	Proverbs 29	Galatians 4	Ephesians 4
Proverbs 9	Proverbs 20	Proverbs 30	Galatians 5	Ephesians 5
Proverbs 10	Proverbs 21	Proverbs 31	Galatians 6	Ephesians 6

3. No more than three errors or prompts may be allowed at each hearing.
4. Turn in a completed form CLF1 to the Christian Living area at registration time.
5. Students will be awarded a prize according to the number of chapters they memorize. The prizes will be awarded as follows:

5 th Place	3 Chapters
4 th Place	6 Chapters
3 rd Place	9 Chapters
2 nd Place	12 Chapters
1 st Place	15 Chapters

SOUL WINNING AWARD

God commands His people to go out and win others to Him. One of the best things a teenager can learn is to win souls to Christ. This award will be given to the students who win the most people to the Lord.

CHECKLIST FOR SOUL WINNING AWARD:

1. The student must win a minimum of one soul from the prior convention to the time of registration at the next convention to be eligible for this event.
2. Turn in a completed form CLF2 to the Christian Living area at registration time.
3. Students will be awarded first through fifth place based on the number of souls they won to the Lord.

BAPTISM AWARD

After salvation, God's next command to His people is to follow Him in believer's baptism. Students should know how to explain this to their converts and get them down the aisle.

CHECKLIST FOR BAPTISM AWARD

1. The student must have a minimum of one person baptized from the prior convention to the time of registration at the next convention to be eligible for this event.
2. Only converts age ten or older will count toward the Soul Winning Award.
3. Turn in a completed form CLF3 to the Christian Living area at registration time.
4. Students will be awarded first through fifth place based on the number of people they had baptized.

BUS MINISTRY AWARD

God also compels His people to bring them (souls) in from the “highways and hedges.” The bus ministry is an integral part of a fundamental Baptist church.

CHECKLIST FOR BUS MINISTRY AWARD

1. The student must be faithful to his/her assigned bus route. He/she may miss no more than four times for any reason from the prior convention to the time of registration at the next convention to be eligible for this event.
2. Turn in a completed form CLF4 to the Christian Living area at registration time.
3. Students will be awarded first through fifth place based on their attendance records.

NURSING HOME AWARD

There are people in every church who are no longer able to attend church regularly due to their health issues. These people need a caring Christian servant to show them that they are loved.

CHECKLIST FOR NURSING HOME AWARD

1. The student must be faithful to his/her assigned nursing home. He/she may miss no more than four times for any reason from the prior convention to the time of registration at the next convention to be eligible for this event.
2. Turn in a completed form CLF5 to the Christian Living area at registration time.
3. Students will be awarded first through fifth place based on their attendance records.

TYPES OF ENTRIES:

- 1. Academic Bowl**
- 2. Spelling**
- 3. Creative Composition**
- 4. Math Calculations**
- 5. History Challenge**

ACADEMIC BOWL

Each church/school may enter one team, consisting of four students, which must remain on the team throughout competition. A double-elimination format will be followed. A team must lose two rounds before it will be eliminated.

Competition shall consist of questions asked from the fields of math, English and literature, history (world, American, civics), science, Bible, and electives. Team members will need to state in which categories they will be answering questions. They will stay with their selection throughout the competition.

IMPORTANT: For toss-up questions, each team member chooses two categories in which to answer questions. He/She may answer in those categories only. Everyone may answer Bible and elective questions. If a team member answers a question for a category in which he was not designated, his/her team loses the toss-up and the points, even if he/she answered correctly. Questions are taken from grade 7 through grade 12 curriculum. Questions may be visual (pictures, maps, etc.). There will be two types of questions:

- 1. "Toss-up" questions will be asked simultaneously of both teams. Either team may answer. The first person to push the button must respond to the question. There may be no conference with other team members. Each "toss-up" question will have a value of five points. If a team member responds with an incorrect answer, the team loses five points. At that time, a new "toss-up" question will be asked. All teams will be given fifteen seconds in which to answer any "toss-up" question, with the exception of math calculation questions which will be given thirty seconds.**
- 2. If the contestant answers the "toss-up" question correctly, the team earns a "bonus" question. Each "bonus" question will have a value of ten points. The team will be given fifteen seconds in which to answer the bonus question, with the exception of math calculations questions which will be given thirty seconds. On "bonus" questions, team members may confer with one another, but only the team captain will be permitted to give the answer. No points will be deducted if an incorrect answer is given for "bonus" questions.**

The moderator will ask questions until fifteen "toss-up" questions have been asked. For the final question, a correct answer must be given before a winner is declared. The team that answered the final "toss-up" question will be given an opportunity to answer a "bonus" question if it makes a difference to the outcome of the contest. Teams may take nothing with them to the table. Scratch paper and pencils will be provided. The moderator, timer, and scorekeeper will supervise each round. The decision of the moderator is final.

During each round, there should be no talking, video/audio taping, or note taking by any person in the audience. If the moderator is not comfortable with the audience conduct, he has the choice to proceed with the game without the audience.

SPELLING

WRITTEN:

Each contestant will be given a multiple choice test of one hundred words. Contestants will select the correctly or incorrectly spelled word from the four choices given.

ORAL:

The top ten winners will participate in an oral spell-off that will have its own set of winners. You must qualify for this event by placing 1st-10th in the written competition. Words for this competition will be on the collegiate level and are not included below.

Words to be spelled are provided on the list below and must be spelled as they are printed in the following list.

aardvark	actuary	appliqué	belligerence	calliope
abalone	acuity	arbitrary	belvedere	camaraderie
abbreviate	adjutant	archaic	beneficiary	cantaloupe
abdicate	advantageous	argyle	benign	canvass
ability	adz	armature	besiege	capitol
abjure	aerial	arrangement	beveled	capricious
ablative	aerodynamics	artesian	bibliography	captaincy
abnormal	affidavit	arthritis	biennial	carat
abolition	ageratum	attendance	biscuit	cardiac
aborigines	agrarian	attrition	bivouac	careen
abroad	akimbo	baccalaureate	blastula	carriage
abrupt	alacrity	bachelor	bludgeon	cartilage
abscond	alfalfa	badminton	bough	casualty
absentee	allegiance	bailiwick	bouquet	cataclysm
absolutely	alleluia	ballast	brevity	caterwaul
abstention	alleviate	balsam	brigadier	cauterize
academia	aloe	bankruptcy	brilliant	cayenne
accelerate	altar	banquet	broccoli	celebrity
accept	ambivalence	baptize	bronchial	celestial
accessible	amethyst	barbecue	buccaneer	cellar
accommodate	amusement	barbiturate	bungalow	cemetery
accompanist	analysis	basicity	bunion	centrifugal
accouterment	annihilate	bassinet	bureaucracy	cerise
accumulate	anonymity	batiste	cache	chalice
achieve	antecedent	bayou	cacophony	chandelier
acknowledge	antediluvian	beatitudes	cagey	changeable
acoustics	antique	beige	caisson	chaplain
acquaintance	apartheid	believable	calendar	characteristic
acreage	apparatus			charisma

charlatan	dandelion	divvy	equivalent	frailties
chartreuse	daughter	doctrinal	err	franchise
chauffeur	debauchery	dolphin	eschew	frigate
cheetah	debtor	domicile	espousal	furlough
chronological	decibel	doodling	estuary	furniture
chrysanthemum	decipher	dredge	etiquette	
cinnabar	decrepit	dubious	eulogize	gaiety
circuit	deficit	dulcet	euphoria	galaxy
clientele	definition		evangelical	gallop
coalition	dehydrate	eavesdropping	exasperate	galvanize
cohesion	delicatessen	eccentric	excellent	gangrene
collage	demarcate	ecclesiastical	except	gauze
colloquial	demise	echelon	executioner	genealogy
commensurate	demitasse	eclectic	exhilarate	genesis
compatible	denominator	eclipse	existence	geriatrics
complacency	dentifrice	eczema	exotic	gherkin
complex	deodorant	edible	expeditionary	ghetto
concede	derelict	eerily	experience	gingham
concentric	description	effigy	extension	glaucoma
condemn	desperate	elapse	extraordinary	glimpse
confidentially	despicable	elegance	extravagant	gorgeous
congratulation	devastate	elegy	extricate	goulash
connoisseur	devout	elevator		granary
conscious	diadem	elixir	fable	grosgrain
consequence	diaphragm	eloquence	facetious	grotesque
contour	diesel	elusive	facile	guaranteed
convenience	dietetic	emancipation	Fahrenheit	gubernatorial
conveyance	dilatory	embroidery	fallible	guerrilla
corporeal	dilemma	emigrant	falsification	gymnast
cortisone	dimension	emission	famine	
cosmetology	dinosaur	emperor	fascinating	habitat
council	diocese	emphysema	fatigue	handkerchief
counsel	dirge	empirical	faucet	harmonica
counterfeit	dirigible	emulate	favorite	hatchet
courageous	dirndl	endeavor	feasible	haughty
criticism	disastrous	engineer	February	hearse
criticize	disciple	enigmatic	feline	heirloom
crotchety	discreet	entitled	fennel	hemorrhage
crucifixion	discrepancy	entomb	ferocious	hepatitis
culottes	discretion	entrance	ferret	heresy
curlicue	dispersal	entrepreneur	flamboyant	heritage
cyanide	dissect	environ	fleece	holiness
cyst	dissertation	enzyme	fluorescence	hurtle
	dissipate	epidemic	follicle	hustle
	distinction	epidermis	forcible	hydraulic
dachshund	diverge	epitaph	format	hyperbole
dahlia	divisible	equality	fortieth	hypotenuse

icicles	lenience	nostalgia	prairie	retrograde
idiosyncrasy	lentil	noticeable	preeminent	reverence
idol	leprosy	nougat	preen	rheostat
illegible	lethargic	nucleus	preference	rhetoric
immediately	liaison	nursery	prejudice	rheumatism
immovable	lieutenant	nutrition	premise	rhubarb
impediment	liniment		primer	rubella
impetigo	littlest	oasis	pristine	
inauguration	locomotive	obituary	privilege	sabotage
incidentally	longevity	occasionally	proclivity	sacred
incognito	lozenge	octane	proficient	sacrilegious
indispensable	lunatic	ohm	proletariat	sanctimonious
inept	luncheon	omega	prophecy	sandal
inertia		omniscience	proselytize	satchel
infamous	machinery	onyx	prudent	sauerkraut
innuendo	macramé	opposite	psychiatrist	saxophone
instinct	maintenance	oration	pumice	scalene
integer	malignant	oscillate	pyre	scavenger
intrepid	maneuver	override		scepter
intrinsic	manse		quantity	schematic
irrelevant	martial	pachyderm	questionnaire	schism
itinerant	marmalade	pageant	quietus	schizophrenia
its	masquerade	palatial	quilt	scissors
	masterpiece	palpitation	quintuplet	scowl
jamboree	mausoleum	palsy	quiz	scrounge
jaundice	mediator	pamphlet	quotient	scullion
jaunty	menagerie	pandemonium		secession
jewel	metamorphosis	paprika	raccoon	seine
jonquil	mileage	paradise	ragout	seismograph
journal	miniature	paralleling	receipt	seizure
judgment	mnemonic	paraphernalia	receive	semaphore
justifiable	modesty	pasteurize	reception	separate
	mores	patriarch	recognizance	sergeant
kaleidoscope	mortgage	pavilion	reconnaissance	shellacked
kayak	motley	peaceable	recruit	silhouette
		penchant	rehabilitation	similar
laborer	naïve	penicillin	rehearsal	sincerely
labyrinth	narrative	perennial	reign	soliloquy
lackadaisical	nausea	perseverance	remnant	sophomore
lacrosse	necessarily	phlegmatic	remora	spontaneous
lamprey	nefarious	piccolo	rendezvous	stationary
language	neighbor	picnicking	reprieve	stationery
lariat	neuralgia	pizzeria	rescind	strategic
larynx	nickel	pneumonia	reservoir	streusel
lassitude	ninety	poisonous	resilient	stupefy
lavender	nocturnal	porcelain	restaurant	subsidize
ledger	nomenclature	poultry	resuscitate	substantiate

subtle	triturate	vacancy	waiver	xylophone
suet	tryst	vaccine	warranty	
superintendent	turgescent	vacillate	wastebasket	yacht
surgeon	turpitude	valise	wayfarer	yarrow
surveillance	twelfth	valorous	weird	yawl
synonym	tyranny	variegated	wharves	yeoman
symbiosis		vehemence	wheedle	youthfully
	ukulele	velocity	whetstone	Yule
taciturn	ulterior	verbiage	whisk	
taffeta	ultimate	verify	whither	zeal
tarpaulin	ultraviolet	vertebrate	wholesome	zealot
tenement	uncanny	vicarious	wield	zealous
tertiary	undoubtedly	vicissitudes	withhold	zenith
testimony	unintelligible	vindictive	witticism	zephyr
their	unnecessary	vinegar	worsted	zinnia
therapeutic	unscrupulous	virtuous	wreath	zircon
thrombosis	upholsterer	visitor	writhe	zither
tonsillitis	usurp	vocabulary	wrought	zoological
tragedy	utensil	vociferous		zucchini
trauma	utterance	volume	xenophobe	zwieback
triplicate		voracious	xylem	

CREATIVE COMPOSITION

All Creative Composition entries must have been written since the termination of the last convention. Plagiarism of any kind will automatically disqualify the entry. A significant portion of the entry must be written in the presence of the person signing the AF4.

Themes: Themes for all creative compositions may be evangelistic, Biblical, patriotic, inspirational, persuasive, or historical. The theme of the entry must be on the judge's form as indicated.

CHECKLIST FOR ALL CREATIVE COMPOSITION ENTRIES:

1. Copies: one copy of the essay and one copy of the judge's form must be placed in a clear report cover and then postmarked and mailed to each of the appropriate schools, as defined, a minimum of fourteen days prior to the beginning date of the convention. As soon as registration is complete, your school will be given a list of numbers for each of the early entry events. This number should be written on each copy of the judge's form, as well as, being written clearly on each copy of the entry. This numbering system allows the judging to be as unbiased as possible.
2. One copy of the Creative Composition Affidavit (AF4), properly signed, must be brought to registration.
3. One copy of the judge's form (AF1, AF2, or AF3) must be included with each copy of the essay (i.e. three copies of the essay and three judge's forms in three separate clear report covers without spines).
4. See AF1, AF2, or AF3 for judging criteria.

ESSAY WRITING

A good essay uses facts, arguments, examples, and illustrations that allow the reader to persuade himself of the truth he is reading.

Guidelines:

1. Length: 500-750 words
2. Format: Typed, double-spaced on plain white paper; one full-inch margin on all sides.

Hints for Essay Writing:

Read over the judge's forms very carefully 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 ideas and avoid clichés or generalizations that are not supported by examples or illustrations. Quotes are a good way to support a thesis but should be used sparingly. The judges are interested in what you have to say. Careful attention should be given to organization. Judges also look at the technical merits of the essay. Writing should be done in the third person unless you have a specific reason for using first or second person. The essay should be neat and free of typing, spelling, grammar, and punctuation errors. Finish with a strong closing statement.

POETRY WRITING

The student should keep his purpose in mind for the poem (i.e.: why it is being written and what effect is being achieved). The poem may be a lyric poem, a folk ballad, a literary ballad, or a narrative poem.

CHECK LIST FOR POETRY WRITING

1. Format: At least twelve typewritten lines and no more than thirty-two typewritten lines.

Hints for Poetry Writing:

Judges look for poems that are neat in appearance, complete in thought, and effective in message and impact. The true purpose of a poem is to transmit in words a complete thought and yet, at the same time, to move emotions. A poem must have a reason for existence. The emotional impact and a resultant change 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. Additionally important is the form of the work. If the form is weak or inconsistent, it will not fall correctly on the ear, causing the message to be lost to the reader. Poems should also have a lyric quality, though they may not be intended for music. One more important point is that a poem can only do one thing, not several. Strive for unity of purpose and skill of execution.

SHORT STORY WRITING

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

CHECKLIST FOR SHORT STORY WRITING:

1. Length: 600-1000 words.
2. Format: Typed, double-spaced on plain white paper; one full-inch margin on all sides.

Hints for Short Story Writing:

Judges look for stories that are original and imaginative yet still believable. It is important that your short story contains a balance of all the elements of narrative fiction: plot, setting, characterization, conflict, climax, 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 imaginative word could take their place and enhance the tone of your story. Neither should you waste good words. Make each one count. Consider it carefully. Is it there for a reason? Is it used accurately? Does it tell the reader exactly what you want him to know, or does he have to guess at your meaning? When you are satisfied that your story says what you want it to say, check it carefully to eliminate errors in grammar, punctuation, and spelling.

MATH CALCULATIONS

Contestants will be separated into junior high (7th-8th grade) and senior high (9th-12th grade). Each contestant will be given a test, paper and a pencil and will be assigned a seat. Senior High contestants will need to bring their own calculator. Contestants will then complete the test in the allotted time. Each contestant must attempt to solve all the problems. Papers will be collected and scored by the judges. Winners will be selected according to accuracy.

HISTORY CHALLENGE

The History Challenge consists of four categories: geography, World History, U.S. History, and government. Contestants will have thirty minutes to complete as much of each section as possible. The test will be given in a fill-in-the-blank format. Contestants must have at least ten correct answers in each of the four categories in order to qualify for an award. Winners will be selected according to accuracy.

TYPE OF ENTRIES:

- | | |
|-------------------|---------------------|
| 1. Woodworking | 5. Watercolor |
| 2. Metalworking | 6. Sketching |
| 3. Graphic Design | 7. Pen and Ink |
| 4. Oil/Acrylic | 8. Flower Arranging |

Entries must be the sole work of the student. Only new artwork will be acceptable. Students are encouraged to draw from their own ideas for subject matter and composition. Entries must meet all P.I.L.O.T.S. Convention standards as far as dress codes and suitable subject matter are concerned. All entries must be done in realistic style. Abstract styles or surrealism will not be accepted. Artwork should not attempt to portray the face or image of Christ. Pre-packaged and/or pre-cut craft items such as miniature toys, models, picture frames, bookends, belt buckles, etc. are not acceptable. No color-by-number paintings or drawings will be accepted.

All contestants are responsible for the packaging, transporting, and proper handling of their own artwork. No entry may exceed forty pounds in weight or exceed more than thirty-six inches in any direction. The convention staff is not responsible for entries lost, stolen, or damaged.

WOODWORKING

Entries in this category must be made entirely of wood except for screws, nails, and/or hinges. The contestant may use power or hand tools. The title of your entry should be listed clearly on the judges form.

METALWORKING

Entries in this category must be made entirely of metal only. Items may be made from any type of metal. The student may use any type of power tools needed (nippers, welders, grinders, etc.) to form the pieces of metal that will be put together. Weapons are not acceptable (i.e. knives, swords, maces, axes, guns, etc.). The title of your entry should be listed clearly on the judges form.

GRAPHIC DESIGN

There are two categories for this event: color or black-and-white. A contestant may enter both categories but may not enter the same design in both categories. The contestant should develop and design a project on the computer using the topic assigned for the appropriate year as follows:

- 2024 Christian Book Cover
- 2025 Church logo
- 2026 Special day promotional flier

CHECKLIST FOR GRAPHIC DESIGN ENTRIES:

1. Entries should be proofread carefully, not just spell-checked. Grammar, spelling, relevant

information, etc., will be examined by the judges.

2. The quality of the printer will be of great significance in the final project submitted.
3. One copy of the entry, along with three copies of the judge's form, is to be in one clear report cover.
4. The contestant's name or school name should not appear anywhere on his/her judge's form or entry. The entry will be given a number during registration.

OIL/ACRYLIC, WATERCOLOR, SKETCHING, PEN AND INK

Oil/acrylic and watercolor entries must be framed. Sketches or pen and ink entries must be matted and framed. Mats by themselves are not considered frames. The mat and frame should enhance the artwork.

CHECKLIST FOR ART ENTRIES:

1. Entries must arrive for judging in satisfactory exhibition condition.
2. Three copies of the Judge's Forms (ACF1, ACF2, ACF3, or ACF4) must be completed and turned in with each entry. Place all three forms in one clear report cover.
3. The contestant's name or school name should not appear anywhere on his/her judge's form or entry. The entry will be given a number during registration.
4. The artwork must be entered in the correct category. Once an entry is submitted, it must stay in that category even if it is the wrong category.
5. For judging criteria, see ACF1, ACF2, ACF3, or ACF4.

FLOWER ARRANGING (Female only)

Only silk or dried flowers may be used (no fresh flowers). Flowers may be arranged in any type of container (i.e. basket, vase, etc.) or may be mounted to a wooden background or wreath. Sculptured vases, if used, must meet convention standards. Arrangements may be seasonal or for everyday use in a home or church.

TYPES OF ENTRIES:

1. Scenic - a picturesque outdoor setting; color only
2. Still Life - a picturesque indoor arrangement of objects; color or black and white
3. Photojournalism - a picture telling a story of a person, place, or thing that could be used as an article in the newspaper; color or black and white
4. Wildlife - a picture of animals, birds, flowers, insects, etc. No domestic animals; color only
5. Picture Story - a collection of six pictures, shown in sequence, that tell a story; the contestant may add no words to assist in conveying the story; color only
6. Portrait - a picture of a person's face, domestic animal, or combination of both; color only
7. Multimedia presentation - a video presentation of the assigned topic; color only
2024 - Historical War presentation
2025 - Christian school promotion
2026 - Patriotic presentation

All multimedia presentations must be on a flash drive and viewable from any computer. One copy of the presentation and one copy of the judge's form must be placed in a zip lock bag and then postmarked and mailed to each of the appropriate schools as defined, a minimum of fourteen days prior to the beginning date of the convention. As soon as registration is complete, your school will be given a list of numbers for each of the early entry events. This number should be written on each copy of the judge's form, as well as, being written clearly on each copy of the entry. This numbering system allows the judging to be as unbiased as possible.

Entries must have been taken since the closing of the last convention and must be the sole work of the student. Entries may be processed by commercial labs or by the student. Subjects in photography entries must conform to convention dress standards. Students may participate in more than one category, but each photo may be entered in only one event. The convention staff is not responsible for lost or damaged entries. Contestants may name their pictures in a caption mounted on the matting.

CHECKLIST FOR PHOTOGRAPHY:

1. Entries must arrive for judging in satisfactory exhibition condition.
2. Entries must be 8" x 10," mounted on an 11" x 14" mat only, that is not thicker than 3/16" or thinner than 1/16". No hangers are necessary. EXCEPTION: Picture Story pictures may be matted and must be neatly mounted on a stiff poster board or foam board. Picture Story photos should be no larger than 4" x 6".
3. The photograph must be entered in the correct category. Once an entry is submitted, it must stay in that category even if it is the wrong category.
4. Three copies of the judge's form are to be in one clear report cover.
5. The contestant's name or school name should not appear anywhere on his/her judge's form or entry. The entry will be given a number during registration.
6. For judging criteria see ACF5 and ACF6.

Hints for Photography entries:

Judges will pay close attention to the technical qualities of the photograph. Composition includes the number of subjects, their arrangement, and the background of the picture. When composing, keep the photograph simple. Too much symbolism or clutter is distracting to the

viewer. Avoid placing the main subject "dead center" since it produces a dull, static effect. After composing the photo, carefully check the background for distracting, objectionable elements. Nothing in the photo, whether in the background or out of focus, should violate Christian standards. Finally, pay close attention to the finishing touches. An entry should be clean and free of scratches, dust specks, or wrinkles and should be matted attractively.

TYPES OF ENTRIES:

- | | |
|---------------|---------------------|
| 1. Garments | 3. Knitting/Crochet |
| 2. Needlework | 4. Quilts |

All sewing categories are for female contestants only. Garment entries will be separated into junior high (7th-8th grade) and senior high (9th-12th grade). Contestants must make girls'/ladies' garments only and must not receive help on their projects other than instructions. Contestants are allowed to submit one entry per category. All fashions must meet P.I.L.O.T.S. Convention dress requirements. Do not submit miniskirts, slacks, pantsuits, shorts, bathing suits, sleepwear, slits in skirts/dresses, form-fitting skirts, or garments with low necklines. These rules apply to all sewing categories. Thin or see-through fabrics, including lace, must be fully lined with opaque material. No sewing entries should attempt to portray the face or image of Christ. Christian appearance is a must in all entries.

Projects must be completely finished to be eligible. The contestant is encouraged to be creative and vary from the pattern. If this is done, the differences should be explained. Points are given for originality.

GARMENTS

1. **DRESSES** - One piece only: Church dress, casual dress, tailored dress
2. **SPORTSWEAR** - Two pieces only (select one of the combinations): skirt and blouse; jumper and blouse; or culottes and blouse
3. **COORDINATES** - Two or three pieces only (select one of the combinations): skirt, vest, and blazer; skirt, blouse, blazer; skirt, blouse, vest; dress, vest, blazer. These must be interchangeable.

NEEDLEWORK

1. **COUNTED CROSS STITCH** - No stamped cross-stitch accepted. Examples: tablecloths, place mats, pictures, samplers, etc.
2. **EMBROIDERY** - Decorating fabric with embroidery floss or thread. "Punch and sew" embroidery will not be accepted. Only regular embroidery will be judged. Examples: scarf, pillowcases, tablecloths, hand towels, place mats, borders for skirts, pillows, pictures, samplers, etc.
3. **CREWEL** - Decorating fabric using mostly wool yarn or thread. Examples: pictures, chair covers, pillows, etc.

KNITTING/CROCHET

1. **CROCHET** - Examples: afghans, shawls, tablecloths, bedspreads, dresses, sweaters, baby garment sets (sweater, cap, mittens, or booties), etc.
2. **KNITTING** - Machine-knitting is not allowed. Examples: afghans, shawls, tablecloths, bedspreads, dresses, sweaters, baby garment sets (sweater, cap, mittens, or booties), etc.

QUILTS

Quilts may be machine or hand constructed. Minimum size: 50"x 70".

CHECK LIST FOR NEEDLE AND THREAD:

1. Pattern
2. Plastic zippered bag to hold pattern and three copies of the judge's forms (ACF7, ACF8, ACF9, or ACF10). Place the judge's forms on top so that they are clearly visible. Attach bag to hanger of sewing garments. Attach with safety pin to other entries or secure to back of frame as applicable.
3. The contestant's name or school name should not appear anywhere on her judge's form or entry. The entry will be given a number during registration.
4. Counted cross-stitch, embroidery and crewel pictures only must be framed (may be framed with the hoop it was stitched in), however, the back must be accessible for judging. Mats are not considered frames, but may be added to enhance the entry. Any other needlework entries need not be framed.
5. Be sure to enter the project in the correct category. Once an entry is registered at the convention, it must remain in that category even if it is in the wrong category.
6. For judging criteria see ACF7, ACF8, ACF9, or ACF10.

Hints for Needle and Thread entries:

Seam finishes are judged according to the work involved as well as neatness. The qualities the judges look for are originality and careful attention to details. High points are given for neatness, cleanliness, uniformity, and precision.

The garment pattern may be purchased or original. Ten to twenty points can be given for originality. In crochet and knitting, another ten points can be given for gauge; however, none of these can be given if the pattern is not submitted. An original pattern may receive higher points than a purchased pattern.

Garments: If a garment is a compilation of several patterns, the pieces used from each pattern should be submitted with the entry. Higher points will be received for the more difficult finishes. A proper finish should be used pertaining to the type of material (i.e. wools are usually bound, crepes need French seams, etc.) Zigzag and pinked seam finishes are the easiest and will receive the fewest points. Pressing as you sew is very important. Even though a garment is slightly wrinkled en route to the convention, the correct pressing of each part as assembled will be evident to the judges. Bound buttonholes receive higher points than machine buttonholes.

Needlework: It is best not to have any knots or loose ends. When framing your needlework picture. Do not put glass in the frame. The glass distorts stitches and makes judging difficult.

Quilts: Quilting stitches (the stitches that go through all layers of the quilt) are what the judges are looking for. "Tying" is very easy and cannot compare to actual "quilting."

TYPES OF ENTRIES:

1. Vocal
2. Instrumental

It is the desire of the P.I.L.O.T.S. Convention to have the highest quality music competition possible. The intent of the music competition is to encourage students to apply their musical talents to church work and Christian values. Competition arrangements are to be Christian or patriotic rather than secular. Classical music that conveys a Christian theme is acceptable. Music sung or played with a jumpy, sensual, or worldly style is not acceptable. Jazz, rock, or country music will not be permitted, nor will contemporary Christian music. Music must be appropriate for a typical evangelistic Baptist church service.

Guidelines:

1. Professional background tapes are not allowed. However, a contestant may have a pianist record the accompaniment on tape to be used at competition. Other soundtracks are not permissible.
2. Three copies of the arrangement as performed must be given to the judges before a performance. Music must be performed exactly as it appears on the score. The judges must receive copies of the corrected/changed score.
3. Contestants may sing a cappella, be accompanied by an adult, sponsor, or student (of convention age) playing a piano supplied by the convention or use a taped accompaniment (piano only). Record only one song per CD. Contestants must provide their own CD player. Contestants will place the CD in and start the CD player. Bring an extra CD in case of emergency.
4. In the piano solo and piano duet categories, the judges will be given the contestant's sheet music prior to their performance. The judges will then decide whether the music is in the beginner, intermediate, or advanced category. Once the judges have made their decision, the contestant will be allowed to perform and will be judged based on the level that was decided upon.
5. A contestant may not use the same song that he/she performed in a previous convention.
5. Sheet music may be used, if desired, for all music events, but points will be deducted if the music is not memorized.
6. There should be a pre-selected spokesman for each group who will introduce the group, the church/school represented, and the title of the song to be performed.
7. Personal amplification equipment is not permitted.
8. Choirs and Large Ensembles will perform during the evening services, and all ensemble and choir music must meet the music standards of Faith Baptist Church and Academy before being performed. Choirs and ensembles that fail to submit their music prior to the convention as stated in the checklist will not be permitted to compete.
9. The contestant must provide, not including a piano, all instruments and music stands.
10. No electrical instruments allowed.

CHECKLIST FOR MUSIC:

1. Copies: Three copies of the music with three copies of the judge's forms (MF1, MF2, MF3, or MF4) must be brought to convention. Each music copy is to be in a clear report cover labeled with the contestant's name, church/school address, telephone number, and the category

- clearly visible on the front of each copy. Each folder must contain a completed judge's form.
2. Each measure in each song must be numbered to assist the judges in judging.
 3. All music for ensembles, choirs, and bands must be sent to the Music Director for approval and must be mailed and postmarked at least fourteen days prior to the convention.
 4. For judging criteria, see MF1, MF2, MF3, or MF4.

VOCAL

MALE SOLO

FEMALE SOLO

MALE DUET

FEMALE DUET

MALE TRIO

FEMALE TRIO

MIXED TRIO

MALE QUARTET

FEMALE QUARTET

MIXED QUARTET

SMALL ENSEMBLE (5-12 contestants; maximum of four per school)

LARGE ENSEMBLE (13-19 contestants; maximum of four per school)

CHOIR (minimum of 20 contestants) Time limit: 5 minutes

May have an adult director. Accompanist is not included in the total number of allowable contestants.

INSTRUMENTAL

KEYBOARD/PIANO SOLO (6 entries per school)

BRASS SOLO

STRINGS SOLO

WOODWIND SOLO

MISCELLANEOUS SOLO

KEYBOARD/PIANO DUET (6 entries per school)

BRASS DUET

STRING DUET

WOODWIND DUET

MISCELLANEOUS DUET

BRASS, STRING, WOODWIND, or MISCELLANEOUS ENSEMBLE

(3-9 contestants; any combination of instruments)

BAND (10 or more contestants; any combination of instruments) Time limit: 5 minutes

TYPES OF ENTRIES

- | | |
|-------------------------|------------------------------|
| 1. Oratory | 7. Preaching |
| 2. Dramatic Monologue | 8. Radio Program |
| 3. Dramatic Dialogue | 9. Illustrated Story Telling |
| 4. Famous Speech | 10. One-Act Play/Skit |
| 5. Poetry Recitation | 11. Puppets/Ventriloquism |
| 6. Scripture Recitation | 12. Expressive Reading |

Students appearing in any platform event should observe these important guidelines. Carelessness on these guidelines could detract from an otherwise excellent presentation. In most categories males will compete against males and females against females. A student may not use the same entry that he/she has used at a previous convention.

Material should be carefully chosen or written in such a manner that evil characters would not be glorified and that the student or the listener would not be forced to dwell on negative or harmful thoughts or ideas.

Guidelines:

1. **Boys** -A suit or slacks and sport coat, button shirt (tucked in), and tie are required for platform competition. Blue jeans or tennis shoes are not allowed.
Girls - Appropriate attire would be a nice church outfit of proper length and rather tailored (not form-fitting), dress shoes, and nylons (no sandals, anklets, or knee socks).
2. **Introduction of entry before the judges:** Contestants in platform presentations are to distinctly give their first and last name, church/school name, and title of presentation (i.e.: "My name is John Doe, and I am from the ABC Christian School. The title of my Famous Speech is...") For entries involving more than one person, a spokesman should be selected. The introduction will not count as part of the presentation time.

CHECKLIST FOR ALL PLATFORM COMPETITION:

1. **Copies:** Three copies of the outline, script, speech, sermon, play, or story must be brought to the convention. Each copy is to be in a clear report cover with the contestant's name, church/school name, address, telephone number, and the category clearly visible on the front of each copy.
2. **Radio program scripts and judge's forms,** prepared in zippered plastic bags, with the contestant's assigned number clearly visible on the front of each copy, must be postmarked and mailed to the assigned schools a minimum of fourteen days prior to the beginning of the convention. One copy of the flash drive must accompany each of the scripts. The contestant's assigned number must be labeled on the flash drive.
3. **Judge's Forms:** Submit three copies, properly completed.
4. **Please note:** - All selections and scripts must be memorized with the exceptions of Preaching, Oratory, and Illustrated Storytelling. Contestants in those events may use cards.
5. **A student will not be permitted to perform if the material for the performance event is not presented to the judges prior to the performance. There must be a script, etc., for each platform performance.**

Hints for Platform entries:

1. **APPEARANCE:** Dignity and good grooming should be apparent. Clothing should be clean and neatly pressed. Shoes should be shined. All dummies, puppets, and characters in plays should conform to convention dress standards and hair codes. Exceptions: George Washington in powdered wig or Apostle Paul in robe, etc.

2. **POISE/SELF CONFIDENCE:** Approach- The approach is one of the most important elements in Speaking, public reading, or singing. The contestant should walk confidently and briskly to the podium or front of the room and establish eye contact, pause for 5-10 seconds and begin his/her presentation.

Eye contact - The contestant should establish rapport with the audience by good eye contact. He/she should avoid looking down often at his notes or Bible, at the ceiling, or out of the window. His/her eyes should move up and down, back and forth over the entire audience, slowly and naturally.

Posture and Gestures - The rule for posture, is do not slouch! The contestant should stand straight, but not lock his/her knees. Gestures should be free and flow naturally from enthusiasm. Natural movements are more effective than forced gestures.

Delivery - The speaker should project his/her voice using the diaphragm. Recreate the mood experience, emotion, and feelings of the author. Employ voice variations and tempo.

3. **PREPARATION:** Preparation and study are prerequisites for all speaking, reading, and musical performances. Research, organization, outlining, and familiarity are the elements of preparation.

Hints for Platform performances:

In public speaking, the key word is: convincing! Whatever the presentation, your task is to convince the listener that these are your words, your thoughts, and your feelings. If you are portraying a specific character, you should make the audience believe you really are that person. Many factors contribute to a convincing performance: costuming (if allowed), gestures, posture, voice inflection, and emotion. Match each carefully to your script and character. Emotion should be carefully balanced. Too little emotion will appear bland and colorless. Too much emotion will appear harsh, phony, and overbearing. Be careful that your emotion does not detract from clear, crisp, easily understood diction. The key: preparation and practice! Practice in front of a mirror and use every opportunity to perform before others.

ORATORY (Male only)

The contestant chooses a topic and presents an eloquent and effective speech. It is a speech that is directed to the emotions and convincing. The oratory should have a good thesis.

Guidelines:

1. The content of the speech must be original and prepared by the contestant. Plagiarism of any kind will automatically disqualify the contestant.
2. An outline is to be presented to the judges. It should include a title, thesis statement, main points, and sub-points.
3. Maximum time limit for performance is six minutes.
4. For judging criteria, see PF1.

DRAMATIC MONOLOGUE

A dramatic monologue is a literary work in which the contestant vividly reveals the character of the subject being performed in a monologue addressed to another person or group of persons. The performer assumes the role of one or more persons and, by actions and gestures, conveys communication expressed or assumed to be expressed by another person.

Guidelines:

1. The contestant may choose:
 - a. Historical character(s)
 - b. Biblical character(s), (i.e.: Paul before Agrippa, Elijah on Mt. Carmel, Eli and Samuel)
 - c. Fictional character(s)
2. The monologue may be based on how the character(s) may have responded to a particular event or occurrence. Various characters may be depicted by changes in posture, gestures, facial expressions and/or voice inflections. The intent is to convey dramatic skills in which the contestant demonstrates ability and training in acting and/or script writing.
3. The contestant is encouraged to wear a costume or garment which helps create a mood. See the dress code for costume restrictions. Furniture, props, or a set are not permitted. The contestant may use handheld objects, if necessary, to add to the performance. The hand-held objects must be held during the entire performance.
4. The monologue must be memorized.
5. Maximum time limit for performance is six minutes.
6. Males and females will compete separately.
7. For judging criteria, see PF2.

DRAMATIC DIALOGUE

A dramatic dialogue is a literary work in which the character of the subjects being performed is vividly revealed in a dialogue between two persons. The performers, using actions and gestures, convey communication expressed, or assumed to be expressed, by another person.

Guidelines:

1. The contestants may choose:
 - a. Historical characters
 - b. Biblical characters (i.e.: Paul before Agrippa, Eli and Samuel)
 - c. Fictional characters
2. The dialogue may be based on how the characters might have responded to a particular event or occurrence.
3. Contestants are encouraged to wear costumes or garments that help create a mood. See the dress code for costume restrictions. Furniture, props, or a set are not permitted. Hand-held objects are permitted if they are necessary to the performance but must be held during the entire performance.
4. The dialogue must be memorized.
5. Maximum time limit for performance is eight minutes.
6. Males and females will compete separately.
7. For judging criteria, see PF2.

FAMOUS SPEECH (Male only)

The contestant chooses a speech, sermon or article written or delivered by another person, usually of public significance. Suggested speakers could include George Washington, Patrick Henry, Jonathan Edwards, William Jennings Bryan, Charles Spurgeon, J. Harold Smith, General Douglas MacArthur, Winston Churchill, Ronald Reagan, Jack Hyles, etc.

Guidelines:

1. Contestants must present a speech, sermon, or article originally given by men.
2. The maximum time limit for performance is eight minutes. In the event that a selection would exceed the eight-minute time limit if delivered in its entirety, the contestant should choose an excerpt to present in competition. The excerpt must be presented exactly as delivered by the original speaker or writer.
3. No singing is allowed during the speech.
4. The speech is to be memorized.
5. For judging criteria see PF3.

POETRY RECITATION

The contestant chooses a poem to recite appropriate to the Christian audience.

Guidelines:

1. Costumes are not allowed.
2. Poems must be memorized.
3. Maximum time limit for performance is six minutes.
4. Males and females will compete separately.
5. For judging criteria, see PF4.

SCRIPTURE RECITATION

Guidelines:

1. The contestant chooses a passage of Scripture to recite. A minimum of twenty-five verses must be recited.
2. All recitation must be from the KJV 1611.
3. Posture, gestures, facial expressions, and voice inflections will be very important.
4. The contestant is encouraged to wear a costume or garment which helps create a mood.
5. Maximum time limit for performance is six minutes.
6. Males and females will compete separately.
7. For judging criteria see PF5.

PREACHING (Male only)

A contestant must prepare and deliver an original sermon. Entries will be separated into junior high (7th – 8th grade) and senior high (9th – 12th grade).

Guidelines:

1. Only the King James Version may be used.
2. The sermon may be evangelistic in nature.
3. Each sermon will be judged on Biblical content, outline, and effective delivery.
4. Maximum time limit is eight minutes.
5. For judging criteria, see PF6.

Hints for Preaching entries:

The first task in preparing a good sermon is to develop a good outline. This will be the heart of the sermon and must be adhered to carefully. The outline should flow naturally from the Scripture text and should be detailed and clearly organized, with an introduction and conclusion. Be sure to include fitting illustrations and supporting Scriptures that lead logically to the conclusion. While notes are permissible, it should not be obvious that they are being used. Have someone evaluate your delivery to be sure it includes variety in gesture, voice inflection, and volume. Variety is important as it attracts the listener's attention more than sheer volume or speed can. Above all, be sure your message is Scriptural, theologically correct, and leads the listeners to an appropriate decision about the Christian life.

RADIO PROGRAM

Contestants present an original radio program written by the students and/or sponsor, or a program that has been adapted by the students and/or sponsor. (Credit must be given to the original author). The drama is to be prepared as a presentation over a Christian radio station.

Guidelines:

1. No more than five players and/or student technicians may be involved. Adults may give technical guidance and advice, but the students must do the preparation and production
2. Contestants may portray more than five characters. Females must play female roles, and males must play male roles.
3. Contestants will not perform the presentation before a panel of judges. The contestants' taped recording will be judged. The program must be recorded and placed on a flash drive.
4. The drama must convey a Christian, moral, or character-building theme.
5. Specify the audience to whom the program is being presented (i.e. children, adults, etc.)
6. Copies: One copy of the radio program must be placed on a flash drive and one copy of the judge's form must be placed in a zip lock bag and then postmarked and mailed to each of the appropriate schools as defined, a minimum of fourteen days prior to the beginning date of the convention. As soon as registration is complete, your school will be given a list of numbers for each of the early entry events. This number should be written on each copy of the judge's form, as well as, being written clearly on each copy of the entry. This numbering system allows the judging to be as unbiased as possible.
7. Maximum time limit for performance is eight minutes.
8. For judging criteria, see PF7.

Hints for Radio Program entries:

Remember, when performing the radio program, the audience can only hear you. Gestures and facial expressions are of no value; stress voice inflections. Avoid background distractions such as crackling or shuffling papers, scraping chairs, or clearing the throat. Make a presentation with a specific audience in mind. Practice until you are thoroughly familiar with the script before making a recording in order to avoid monotones and mechanical expressions. Avoid long pauses or "dead time." Pronounce words clearly. Speak into the microphone at the appropriate distance to avoid crackling, distortion, or breathing sounds. Prepare the script carefully, giving attention to introduction, body, and conclusion so the intended message is conveyed. Present the radio program so that it comes alive for the listening audience.

ILLUSTRATED STORYTELLING (Male and Female)

The contestant tells, from memory, a Bible-based story (i.e. missionary adventure, "Jungle Doctor", Danny Orlis, etc.). He/she may use such items as flannel graph, visual aids, costume, sound effects, accompaniment, or any prop that enhances the story material.

Guidelines:

1. The contestant must indicate to the judges the age group to whom he/she is speaking.
2. The contestant must use at least four hand-held illustrations (pictures, books, tools, etc.).
Puppets are not allowed for Illustrated Storytelling.
3. No other person may assist. Recorded material must be compiled, arranged, and operated by the contestant.
4. This is not a one-act play; the emphasis is on telling an effective story.
5. Set-up time is limited to two minutes.
6. Maximum time limit for performance is six minutes.
7. High value will be given to the originality the performer used to make the story "live" for the audience.
8. Contestants will need to enter an outline only for the Illustrated Storytelling rather than a complete script. Contestants will be expected to stay close to their outline while performing.
9. Males and females will compete separately.
10. For judging criteria see PF8.
11. See appendix for helpful hints.

Hints for Illustrated Storytelling entries:

Since contestants are required to use some kind of visual aids, one of the keys to an effective presentation is the ability to control those visual aids easily, smoothly, and attractively without interrupting the flow of the story. If you are using story cards, practice turning them without looking down. If using a flannel graph, make sure the pieces will stick without distracting pats and pokes. Practice placing the pieces accurately and quickly without turning your back on the audience or stopping the story. Be sure your visuals are in good repair. If they are old, have them redrawn or repaired. In addition to improving the use of visual aids, storytellers should follow the suggestions given for other speaking categories. The judges look for exciting narrative, effective dialogue, smooth use of props, flow of ideas, and a dramatic climax.

ONE-ACT PLAY/SKIT

Contestants must present an original play or skit written by students and/or sponsor or an adaptation of a play/skit (having given proper credit to the original author).

Guidelines:

1. The play/skit may include more than one scene. Multiple scenes are not required.
2. The cast must be no less than three and no more than five players.
 - a. Each player may be used to portray more than one character.
 - b. Technicians, musicians, and all personnel needed for production will be counted in the five-contestant limit.
 - c. The writer is not required to be part of the cast.
 - d. Females must play female roles, and males must play male roles.
 - e. At least three players must have vocal/performance parts in the play/skit.
3. The play/skit should depict or illustrate any of the following: soul winning, Scriptural truths, our Christian heritage, defense of the Christian faith, or our Christianity in action.
4. The play/skit may not be any of the following: musical, reader's theatre, or choral speaking.
5. Costumes, props and equipment must be provided by the contestant's church/school (i.e. sound effect equipment, furniture, etc.)
 - a. No firearms may be used unless they are rendered inoperative and convention personnel have verified this.
 - b. Discharge of blanks, caps, or any explosive in connection with a play or skit is not permitted.
6. No recorded speaking or singing will be permitted.
7. Recorded sound effects will be accepted (background music, storms, animals, guns, etc.).
8. Scripts are to be memorized.
9. A five-minute limit is permitted for stage setting.
10. Maximum time limit for performance is ten minutes.
11. Backdrops and equipment should be able to fit in an area seven feet deep by sixteen feet wide.
12. For judging criteria, see PF9.

Hints for One Act Play/Skit entries:

Drama is the way characters relate to one another. Therefore, the most important thing in a one-act play/skit will be the convincing portrayal of characters. All the elements of other speaking events apply to the performers in your one-act play/skit: movement, gesture, voice inflection, diction, and variety. Perhaps the hardest thing to master in acting is that appearance of spontaneity that makes the audience believe the scene is happening for the first time. To create spontaneity, study the way people react to things they hear and try to build those natural reactions in the characters.

PUPPETS

Puppeteers should remember that their primary objective is to minister, not just to entertain. However, occasional jokes, in good taste, will help keep the audience interested in the message.

Guidelines:

1. All puppet shows will use a background to screen the puppeteers from the audience.
2. Each act must have two puppeteers. The team may be male, female, or mixed.

3. Homemade and/or professionally made puppets may be used.
4. Recorded background music or sound effects may be used, but contestants must perform all verbal communication live.
5. Scripts must be tastefully presented avoiding the following: slang, insinuation of questionable language, references to television, and worldly practices, such as movies, dancing, or mixed swimming.
6. Scripts must be memorized. The puppet team may not have a copy of the script with them during the performance.
7. Set-up time is five minutes.
8. Maximum performance time will be eight minutes.
9. For judging criteria, see PF10.

Hints for Puppet entries:

To make your puppet appear more realistic, manipulate his mouth by moving your thumb, not your fingers. When a human opens his mouth to talk, he drops his bottom jaw. He does not raise his whole head. Similarly, real people rarely stand completely still. Neither should puppets. Keep them alive and moving without overdoing it. Finally, look for creative, realistic ways to get your puppet on stage.

VENTRILLOQUISM

Ventriloquism is the art of speaking so that the voice seems to come from a source other than the speaker. The object is to animate a dummy in such a manner so as to present a life-like act and convince the audience that the dummy is talking.

Guidelines:

1. The dummy's mouth is the only part that is required to be movable. Extra effects may add polish to the performance. The dummy may be professionally made or home made, but hairstyle and clothing must be consistent with convention guidelines.
2. Judging will be based largely on the skill of the performer.
3. 4. There will be only one contestant in this category.
5. The script must be memorized and must have a Scriptural application or principle. It should avoid the use of ridicule, criticism or reference to romance as a form of humor.
6. Maximum time limit for performance is six minutes.
7. For judging criteria, see PF11.

Hints for Ventriloquism entries:

Make the dummy come alive! Treat the dummy as a real person. The ventriloquist needs to act as if he does not know what the dummy will be saying next. Be spontaneous and react to the dummy. The ventriloquist should be himself. Practice in front of a mirror and practice looking at the audience as well as at the dummy.

EXPRESSIVE READING (Female only)

An expressive reading is a memorized interpretation by an individual of a selection that consists of a dialogue between two or more characters or a reading in the first person. (Poems may not be included as part of the expressive reading.) Suggested Scripture accounts might include Paul before Agrippa, Elijah on Mt. Carmel, Eli and Samuel, etc.

Guidelines:

1. Convey an observer or narrator who is reporting the material written by an author directly to an audience.
2. Create an atmosphere by tone of voice, inflections, pauses, and gestures.
3. Expressive readings must be memorized.
4. Costumes, props, or sets may not be used. Singing is not allowed.
5. Maximum time limit for performance is six minutes.
6. For judging criteria, see PF3.

TYPES OF EVENTS:

1. Baking
2. Archery

BAKING (Female only)

Contestants must bake the designated baked good for the appropriate year and must not receive help on their projects other than the recipes. All baked goods must be made from "scratch." No box mixes.

CHECKLIST FOR BAKING:

1. Entries must arrive for judging in satisfactory exhibition condition in a sturdy sealed container. All containers and baked goods will be returned at the conclusion of the convention.
2. 2024 Pies (non-refrigerated)
2025 Cookies - any non-refrigerated cookie
2026 Bread - non-yeast (i.e.: banana, zucchini, etc.)
3. For cookies and rolls, submit at least six. Bread loaves should be sliced, but no more than half-way.
4. Three copies of the judge's form are to be in one clear report cover along with the recipe.
5. The contestant's name or school name should not appear anywhere on her judge's form or entry. The entry will be given a number during registration.
6. For judging criteria, see MEF1.

ARCHERY (Male only)

In target archery, competitors shoot a specified number of rounds. Each round consists of three arrows shot from distances of 10, 20, and 30 yards. Each arrow that hits the target scores according to its distance from the center.

Shooting is from an unsupported standing position, from behind the shooting line. Archers shoot in turn, and each archer has a maximum of two minutes for his three arrows, from the moment he steps up to the shooting line.

The archer with the highest total score wins the competition.

CHECKLIST FOR ARCHERY:

1. Necessary equipment:
Bow - Any form of bow is allowed, except the crossbow.
Arrows - practice arrows or practice tips
2. Optional equipment:
Quiver Leather glove Plunger button
Arm guard Draw-check Mechanical releases

REGISTRATIONS FORMS

- RF1 Master Registration Form (4 pages)
- RF2 Student Registration Form
- RF3 Sponsor Registration Form
- RF4 School/Church Registration Form

CHRISTIAN LIVING FORMS

- CLF1 Scripture Memory Affidavit
- CLF2 Soul Winning Affidavit
- CLF3 Baptism Affidavit
- CLF4 Bus Ministry Affidavit
- CLF5 Nursing Home Affidavit

ACADEMIC FORMS

- AF1 Judge's Form - Essay Writing
- AF2 Judge's Form - Poetry Writing
- AF3 Judge's Form - Short Story Writing
- AF4 Creative Composition Affidavit

ARTS AND CRAFTS FORMS

- ACF1 Judge's Form - Woodworking and Metalworking
- ACF2 Judge's Form - Graphic Design
- ACF3 Judge's Form - Oil/Acrylic, Watercolor, Sketching, and Pen and Ink
- ACF4 Judge's Form - Flower Arranging

PHOTOGRAPHY FORM

- ACF5 Judge's Form - Photography
- ACF6 Judge's Form - Multimedia Presentation

NEEDLE/THREAD FORMS

- ACF7 Judge's Form - Garments
- ACF8 Judge's Form - Counted Cross Stitch, Embroidery, Crewel
- ACF9 Judge's Form - Knitting/Crochet
- ACF10 Judge's Form - Quilts

MUSIC FORMS

- MF1 Judge's Form - Vocal Music
- MF2 Judge's Form - Instrumental Music
- MF3 Judge's Form - Keyboard/Piano
- MF4 Judge's Form - Band

PLATFORM FORMS

- PF1 Judge's Form - Oratory
- PF2 Judge's Form - Dramatic Monologue and Dramatic Dialogue
- PF3 Judge's Form - Famous Speech and Expressive Reading
- PF4 Judge's Form - Poetry Recitation

- PF5 Judge's Form - Scripture Recitation
- PF6 Judge's Form - Preaching
- PF7 Judge's Form - Radio Program
- PF8 Judge's Form - Illustrated Storytelling
- PF9 Judge's Form - One-Act Play/Skit
- PF10 Judge's Form - Puppets
- PF11 Judge's Form - Ventriloquism

MISCELLANEOUS EVENT FORMS

- MEF1 Judge's Form - Baking