

# ACADEMIC DIVISION

**General Statement:** All contestants are to abide by the following academic events dress code. Contestants in academic events will need to wear a collared shirt and slacks or skirt/dress. Contestants may not wear shorts, jeans, or t-shirts during active academic competitions. (Exemptions may be granted to those coming directly from a scheduled athletic competition.)



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## **BIBLE MEMORY PERFORMANCE EVENT**

Contestants will be asked four types of questions about Scriptures from the [list](#) below. **The contest will be conducted in writing and will have a time limit.**

The four types of questions are as follows:

**Give the Verse**—The contestant will be given a reference and will be expected to choose the correct verse.

**Give the Reference**—A verse will be quoted, and the contestant will be expected to identify the book, chapter, and verse.

**Choose the Category**—The contestant will be given a reference and will be asked to identify the specific category (e.g., Salvation, Prayer, Soulwinning, etc.) to which that verse belongs.

**Quote**—The contestant is given a reference and will be expected to write the verse.

### **General Rules**

1. Only one type of question will be used at a time.
2. The King James Version only (not New King James Version) will be used for this test.
3. There is no penalty for punctuation errors.
4. When a response requires a specific verse, the verse must be verbatim.
5. All Scripture references used must be from the official list.
6. Students will have **ninety minutes** to complete the test.



## **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; I Thessalonians 3:3; I Peter 1:15; I John 4:10; Deuteronomy 33:27;  
II Samuel 22:31; Job 36:26; Isaiah 25:1; Isaiah 42:8; Jeremiah 9:24; Jeremiah 10:10;  
Micah 7:18; I Timothy 1:17; Revelation 1:8

### **JESUS CHRIST**

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

### **THE HOLY SPIRIT**

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

### **SALVATION**

John 14:26; John 16:13; Romans 8:9; I Corinthians 2:4; I Corinthians 12:3;  
I Corinthians 12:11; Galatians 4:6; Galatians 5:16; Ephesians 5:18; I Thessalonians 1:5;  
Ezekiel 36:27; Matthew 3:11; John 6:63; John 14:17; John 16:7; I Corinthians 2:14;  
Ephesians 4:30; Acts 2:38; I John 2:27; I John 5:6; John 20:31; Romans 5:10; Romans 5:18  
Colossians 2:13; I Peter 1:23; II Peter 3:9

### **PRAYER**

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

### **VICTORY**

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

## **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; Psalm 51:13; Isaiah 61:1; Daniel 12:3; Luke 15:7; John 4:36; John 10:9; Acts 4:12; Acts 15:11; Romans 10:1; I John 1:3

## **GOD'S PROVISION**

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

## **DISCIPLESHIP**

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



## **CHECKERS**

### **ELIMINATION/PERFORMANCE EVENT**

**The conference will provide game board and pieces.** 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 Tournament Director, contestants may be asked to play 2 of 3 matches for quarter- finals, semifinals, and finals.

## **CHESS**

### **ELIMINATION/PERFORMANCE EVENT**

**The conference will provide game board and pieces.** All contestants are to abide by the academic dress codes listed in the APPEARANCE SECTION of these guidelines.



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](#). Games will adhere to rules of the [United States Chess Federation](#).

6. Chess is a one-game-only elimination match with a possibility of losers selected for playback. At the discretion of the Tournament Director, 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 at the discretion of the Tournament Director. Once used, chess clocks must apply to all contestants thereafter.

## **SPELLING PERFORMANCE EVENT**

Each contestant is given an answer sheet and is assigned a desk. Pencils or pens will be provided. 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.



Words are provided by Global Christian Educator's Association and must be spelled exactly as they appear on the official GCEA list. Alternate or British spellings will not be allowed. The list is compiled from the preferred spelling found in *Scott Foresman, Thorndike Barnhart Advanced Dictionary*, Glenview, Illinois, 1997.



## **BIBLE QUIZ TEAM 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 *Global Youth Conference Guidelines*. Three teams may enter per school or homeschool. Bible Quiz Team will be a closed-door competition. Each

team will have three (3) minutes to answer as many questions as possible. Each player will have (5) seconds to answer each question. All questions will be directed to individual team

members, not answered as a group. Each correct answer will earn a point value. Teams will race against the clock, not an opponent. In the event of a tie, a sudden death round will be played scheduled. 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 Quiz Team questions will not be released before the competition. Bible Quiz Team will be in English only.

## **Bible Quiz Team Books for 2024**

**Old Testament:** Leviticus, Ruth, Proverbs, 1 Kings, Jeremiah, Amos

**New Testament:** Luke, 2 Thessalonians, Colossians, James, 2 John



## **SCIENCE & SOCIAL STUDIES NONPERFORMANCE EVENT**

Science & Social Studies projects may be done by one or two contestants and must not have been entered into a previous GYC.

### **Types of Entries - Science**

- 1. Collection** — classification and display. Examples: rocks, insects, and leaves. Man-made objects such as coins, stamps, and arrowheads are not allowed.
- 2. Experimentation** — 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. Research** — 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).
4. Experiment notebooks and other supporting data should be available for the judges.
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; offensive odors; explosives; open flames; or live animals, reptiles, or insects must not be exhibited.
8. Exhibits requiring running water are not permitted.
9. Contestant or contestants will set up their exhibit and then leave the area.
10. GCEA is not responsible for loss of or damage to any exhibit.
11. It is recommended that an experiment notebook and any other supporting data be included with the project if available.
12. 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, school address, city, state, and ZIP Code.
13. Entries involving computers or tablets should be self-booting and menu driven or self-running software. It is recommended that an accompanying set of instructions for running any technology be included.

## **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 objective, hypothesis, thesis, 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?
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?

## **Types of Entries - Social Studies**

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.

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.
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. GCEA. is not responsible for loss of or damage to any exhibit.
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, school address, city, state, and ZIP Code.
11. Entries involving computers or tablets should be self-booting and menu driven or self-running software. It is recommended that an accompanying set of instructions for running any technology be included.

**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 connect

## 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 cover sheet.



## ESSAY WRITING NONPERFORMANCE EVENT

A contestant chooses a topic and writes a paper. (Suggested topics are [listed below](#).)

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 be the original work of the student and cannot have been entered into any previous GYC.
3. The essay must be accompanied by a written outline that the student used to organize the essay.
4. Plagiarism of any kind will automatically disqualify the entry. Any borrowed material

(statements and/or ideas) must be properly noted.

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 within 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.

### **Checklist for Essay Writing:**

1. Length—500–700 words (The outline for an essay does not count against word limit.)
2. Format—Should be double-spaced on plain white paper; one full inch margin on all sides. 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.
3. Outline—Submit essay outline (typed) with entry.
4. References—Include appropriate endnotes/footnotes as well as a properly formatted bibliography (MLA formatting for this competition).
5. Essay Writing entries are to be submitted electronically prior to the start of the conference.
6. When your school/homeschool registers, instructions for submitting early entry documents will be available.

### **Topics: Compositions are not limited to these suggestions**

- |   |  |
|---|--|
| 1. America Needs Christian Education              | 13. Do We Have Rights or Responsibilities?   |
| 2. Repentance, Revival, and Reformation           | 14. Keys for a Reformation                   |
| 3. Why Does Biological Gender Matter?             | 15. Determining America's Course             |
| 4. The Fear of God: Antidote to Humanism          | 16. Freedom's Last Choice                    |
| 5. America Needs Godly Leadership                 | 17. Christian Political Responsibility       |
| 6. Biblical Requirements for Christian Leadership | 18. A Christian Response to Abortion         |
| 7. The Character Qualities of a True Leader       | 19. Essential Traits of Christian Leadership |
| 8. What One Man Can Do for His Country            | 20. Biblical Marriage in Society             |
| 9. Duties of Responsible Christian Citizenship    | 21. New Laws or New People                   |
| 10. Christians Need Biblical Convictions          | 22. A Christian Response to Abortion         |
| 11. What Is Success?                              | 23. Can You Legislate Morality?              |
| 12. The Cost of Christian Discipleship            | 24. The Umbrella of Parental Authority       |
|   | 25. Meekness Is Strength                     |

26. Purity—Motives, Values, Principles, Character, and Habits

## **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 be the original work of the student and cannot have been entered into any previous GYC.
3. Plagiarism of any kind will automatically disqualify the entry.
4. One entry per contestant.

### **Writing:**

1. Format—At least eight (8) typewritten lines (double-spaced) and no more than thirty (30) typewritten lines. (Variations from these line limitations must show evidence of very careful attention to word choice and structure, plus strong thematic basis.) Use 10- to 12-point type with Times New Roman, Helvetica, or Arial font.
2. Poetry Writing entries are to be submitted electronically prior to the start of the conference.
3. When your school/homeschool registers, instructions for submitting early entry documents will be available.

## **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 be the original work of the student and cannot have been entered into any previous GYC.
3. Plagiarism of any kind will automatically disqualify the entry.
4. 5. One entry per contestant.

### **Checklist for Short Story:**

1. Length—600–1,000 words
2. Format—Should be double-spaced; one full inch margin on all sides.
3. 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.

## **BIBLE CHALLENGE PERFORMANCE EVENT**



Using the Bible, contestants may begin at any point in Scripture and recite, word-perfect, as many consecutive words as possible. A misquoted verse signifies the end of the recitation. The competition will be conducted orally and will have no time limit.

### **General rules:**

1. Scripture verses must be recited in English.
2. Participants are allowed one prompt per chapter, either upon request or after a one-minute pause.
3. Word count will be performed by a computer program.