

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 Educators 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.

A

aardvark
abacus
abalone
abattoir
abbacy
aberrance
abeyance
abiogenesis
abomasum
abscissa
abstemious
abyssal
accidie
acerbity

acetaldehyde
achene
acoustic
acquiesce
acrylonitrile
adagio
addle
administratrix
adolescence
aedile
aesthete
agglomerate
aggrandize
agouti
aikido
albumin

alkyne
allophone
alluvium
alpaca
amanuensis
ambivalence
ameliorative
ampoule
anacoluthon
androgynous
anesthesiology
ankylosis
antediluvian
antepenultimate
antimacassar
antithesis

antonym
apocryphal
appoggiatura
aqueous
arabesque
archeologist
architect
argosy
armoire
arrhythmia
arteriosclerosis
artiodactyl
ascetic
askance
asphyxia
assay
assuage
asthma
asymptote
atoll
attest
auger
auriferous
aurochs
auxiliary
avaricious
aviary
awn
axil

B

baccalaureate
bacteriophage
bagatelle
bailiff
baldachin
baleen
ballad
ballade
baluster
bamboozle
bandeau
banns

banquette
barbette
bargello
barouche
basilica
batik
bauble
bauxite
bayonet
beau
begonia
beignet
bellwether
beneficiary
bereavement
besiege
betwixt
bibelot
bibliophile
bifurcate
binoculars
bioluminescence
bisque
blasphemy
blitzkrieg
bloc
blowzy
boatel
bobbin
bole
boll
bonsai
boomerang
botanize
bough
boutonniere
brachiate
braggadocio
bray
breve
briny
brioche
bristle

broccoli
brusque
bryophyte
budgerigar
buffoonery
buhl
bullion
buoyancy
bureau
bursar
butte
byte

C

cacciatore
cachinnation
cacique
cacomistle
cacophonous
cadaver
caitiff
caldron
calligrapher
calliope
calumny
camaraderie
camouflage
campanile
cannelloni
cantaloupe or
cantaloup
cappuccino
capriole
captious
carcinogen
cardiopulmonary
careen
cartilaginous
casque
casuistry
catachresis
cataclysm
catafalque

catechetical
causerie
cavalcade
cavalier
celiac
cello
cenotaph
cephalic
cephalothorax
cerulean
chagrin
chaise
chamomile
chancellor
chaos
charlatan
chartreuse
chasseur
chauffeur
chemurgy
chicle
chigoe
chintz
chiropractor
chivalrous
cholla
chough
chrysanthemum
chyle
cicatrizate
circinate
circumambient
cirque
citronella
cladophyll
claustrophobia
clientele
cloche
cloistered
coalescence
coaming
codicil
coelacanth

coeval
coincidence
collage
collegium
colliery
colloquial
colloquy
colporteur
comedienne
commissariat
commodious
commutator
compartmentalize
compendium
compote
comrade
concerto
concussion
concussion
condescend
condolence
confetti
confrere
congener
conglomerate
congratulate
connive
connoisseur
consanguineous
consequential
consignee
consortium
constituency
constrictor
contagious
conterminous
contrail
contretemps
contrivance
contumacy
convalescence
conveyancer
cony

copal
coquina
cordial
cordoba
cornice
corps
correspondence
corroborate
coruscate
coryza
cosine
cosset
cote
coterie
coulee
coup
coupe
couplet
couture
cozenage
crag
crampon
cravat
creosote
crescendo
crevasse
crevice
crocodile
crucifixion
crustacean
cryptographer
cumulonimbus
cumulostratus
curmudgeon
cyanocobalamin
cygnet
cyme
czarina

D
dalsegno
dashiki
dawdle

decalcomania
decemvir
decistere
decoction
decussate
defibrillate
dehisce
deleterious
delicatessen
deliquesce
demagoguery
demitasse
demurrage
dentifrice
derailleur
derrick
descry
desiccant
deteriorate
detrop
dextrorotatory
dhow
dialogue
diatomaceous
dichotomy
dichroic
dieltrin
2-1-18 II - 9
dihedral
dihybrid
dinar
dinghy
dirndl
disastrous
disconsolate
disguise
disoblige
disputatious
dissent
dissonance
divertimento
dobbin
dodecahedron

dojo
dolichocephalic
domicile
donee
doubloon
dowager
doyen
drawl
drogue
drollery
drumlin
dulcet
durra
dyne
dyslexia
dyspepsia
dyspnea

E
eavesdrop
ebullient
ecclesiastical
ecdysis
echelon
eclectic
edelweiss
efface
effendi
effervescence
efficacy
effloresce
effluvium
egalitarian
egregious
eke
ekistics
Electrocardiogram
electroencephalograph
electroluminescent
electrolyte
eleemosynary
eloquence
emaciate

embarrassing
embryo
emcee
emergent
emeritus
emigration
emollient
emphysema
enchilada
encomium
encyclopedia
enigma
ennui
ensconce
entente
entrepreneur
envisage
eolith
eolithic
ephah
ephemeral
epiglottis
epistemology
epitaph
epithalamium
epitome
eponym
equestrienne
equipage
eremite
ersatz
escadrille
escutcheon
esker
espalier
estancia
ethereal
eucalyptus
euphonium
eutrophication
evanescence
evince
ewer

exchequer
executrix
exhume
expeditious
expiable
exponentiation
exquisite
extirpate
extraordinaire
exurbia

F

facetious
facsimile
faillie
falchion
fallacious
farinaceous
fascicle
fatigue
fauna
febrifuge
fecund
fedayeen
feign
felicitate
felicitous
fella
felly
felucca
fenny
ferocious
ferruginous
festoon
feudalism
fichu
fiduciary
fiesta
filbert
fillip
financier
fiord
firkin

fissure
fistula
flaccid
flagellant
flocculent
flotsam
flummox
fluorescence
fluxion
foehn
foliaceous
fondue
foraminiferous
foreigner
forint
forsythia
fortissimo
fortuitous
fosse
fracas
fractious
franc
frangipani
frankincense
fraudulent
fraught
frequentative
fresco
frieze
frijol
frippersy
frittata
frontispiece
fumarole
fundamentalism
funicular
furuncle
fuselage

G

gabbro
gaffe
galactose

galantine
galleon
gallinaceous
gallium
gambol
gangrenous
garrulous
gasconade
gastrocnemius
gazpacho
gendarme
gentian
geopolitics
gerontology
gittern
glasphalt
glengarry
glockenspiel
glomerulus
gloxinia
glycolysis
gnotobiote
gonfalon
grandiloquence
granulocyte
granum
gravamen
grotto
guanine
guarantee
guileful
gurnard
gyroscope

H

hacienda
hackamore
hahnium
handkerchief
harangue
harpsichord
haughty
haustorium

hegemony
herbaceous
herbivore
heretical
heritage
heterodyne
heterotroph
hideous
hippopotamus
hireling
histamine
histology
hoatzin
holiness
homograph
honorarium
horologe
horrendous
hostelry
howdah
hubris
hullabaloo
humanitarianism
humbuggery
humectant
humoresque
hurtle
hybridize
hydrocephalus
hydrofoil
hydrolysis
hydrometry
hydroquinone
hydrotropic
hygiene
hyperbole
hypocotyl
hypotenuse
hypothalamus
hypotonic
hysteresis

I
ichneumon
ideate
igneous
illusionist
ilmenite
imitable
immedicable
immigrate
impartial
impious
impolitic
importunate
impressive
impudence
inalienable
incandesce
incapacitant
incessant
incidentally
incipience
incognito
incongruent
inconsonance
inculcate
indecipherable
indemnity
indices
indiscriminately
indomitable
indubitable
infrasonic
infusorian
inglenook
ingratiates
inherent
innuendo
inordinate
insalubrious
insipidity
insolent
insurmountable

insurrectionary
intaglio
intelligentsia
interatomic
intercalary
intercostal
interdigitate
interferometer
interlunar
interneuron
interstellar
intervocalic
intrados
introrse
intumesce
inveigh
inveteracy
iodopsin
ionosphere
iridium
irredentist
irremediable
ischemia
isogamete
isthmus
istle

J
jacaranda
jacquard
jaeger
jaialai
jealousie
jambalaya
jardiniere
jeune
jennet or genet
jeopardize
jeremiad
jerkin
jess
jetsam
jettison

jocose
jocundity
jojoba
jongleur
jonquil
jostle
journalese
judicious
juridical
jurisprudence
juxtapose

K

kaleidoscope
kamikaze
kaon
karyokinesis
kayak
keelson
keloid
khedive
kilohertz
kindergarten
kinkajou
knave
knish
knout
knurl
kohlrahi
koruna
krait
krimmer
kurchatovium
kwashiorkor

L

labellum
laburnum
lagomorph
laity
lanai
lanolin
laparoscope

laryngitis
laud
lazaretto
lea
lecture
legato
lenitive
lenticular
leone
lepidopteran
lepidopterist
leucocyte
leviathan
lexical
lexicography
liana
libration
licitor
lieutenant
ligneous
lilangeni
limerick
lineage
linnet
lira
litchi
literati
litharge
litigious
littoral
llano
loblolly
locution
longitudinal
loquacious
loquat
lorgnette
louver
lugubrious
luminescence
lunette
luxuriance
lyceum

lyricism
lysine
lysozyme

M

macadamize
macaque
macerate
machicolation
macrobiotic
macrocephalic
macula
maestro
maglev
magnanimity
magniloquent
maguey
mahout
malachite
malaise
malapropism
malihini
malleable
malleus
mammalian
mangosteen
maniple
mannequin
mansard
manteau
mantilla
manumission
manzanita
maraud
marjoram
marmoreal
marquee
marseilles
marshalecy
martyr
masquerade
massif
masticatory

matriarch
matriculate
matrilineal
mattock
matutinal
meander
mechanism
mechanoreceptor
medico
mediocrity
medlar
medusan
megalith
memsahib
mendacity
meniscus
mensch
mephitic
meridional
meringue
mesocarp
mesquite
metalliferous
metastasis
metazoan
metonymy
micrometeorite
miffed
mignonette
millionaire
milo
minatory
minestrone
minion
ministrant
minutiae
miraculous
miscreant
misfeasance
misnomer
mitosis
mitzvah
mnemonic

mogul
moiety
mollify
monaural
moneran
monetarism
monocular
monoecious
monolith
monotonous
monstrosity
moraine
moratorium
moribund
morian
morpheme
mosquito
mostaccioli
motet
motif
mottle
mountainous
mousse
mouton
mucilage
mufti
mugwump
mukhtar
mukluk
mulct
mulligatawny
mullion
multifarious
munificence
mutability
myelitis

N

naira
narwhal
nascent
natatorial
natty

nebula
necessitate
necessitous
necrology
nefarious
negligible
neocolonialism
neuralgia
nevus
newt
niche
nihilism
nimbostratus
nitrogenize
nocturnal
nodulose
nomenclature
nonagon
nonce
nonsequitur
nostalgia
notarial
nouveau
noxious
nuclease
numismatics

O

oakum
obdurate
obeisance
obelisk
obfuscate
objurgate
obligato
oblige
oblique
obloquy
obscurantism
obsequies
obsolescence
obstinacy
obtrude

ocelot
octillion
octogenarian
odoriferous
officialdom
ohmmeter
oleaginous
olio
omnipotence
omnipresence
omniscience
onomatopoeia
onyx
oolite
opalescence
opaque
ophidian
ophthalmologist
opprobrious
opulent
orchestrate
organelle
oriel
origami
ornithological
orotund
orthodox
orthorhombic
osculum
osier
ostentatious
otiose
outrageous
ouzel
overachieve
overnice
overt
oxygenate
oxymoron
ozoniferous
ozonosphere

P

pacifist
padrone
pageantry
pagoda
paisa
paisano
paisley
palazzo
paleozoology
palisade
pallor
palsied
pandemonium
panegyric
pannier
panocha
parabola
parachutist
paraffin
parallax
parallelepiped
parfait
parhelion
parliamentarian
parquet
parquetry
parsimonious
parterre
parvenu
paschal
passacaglia
pasteurization
pastiche
patchouli or patchouly
patriarch
pavilion
peat
peccary
peculiarity
pedestrianism
peduncle

peen
pelisse
pellucidity
penultimate
pepo
perambulator
percipience
peremptory
perestroika
perfidy
pericardial
perihelion
peripheral
peristyle
perjurer
perpendicularity
perquisite
persiflage
perspicacious
peruke
peseta
pharmaceutics
pharynx
phenomenon
philately
phlox
phosphorescence
photosynthesis
photovoltaics
phthisis
physique
picayune
piccolo
picot
piffle
pileus
pillage
pillion
pimiento
pinnacle
pinyin
piquancy
pique

pirogue
pistachio
pizzicato
placebo
plaintiff
plait
plateau
platitudinous
plebiscite
plenipotentiary
pleonasm
plethora
pliable
plumule
plunge
plutocracy
pluvial
pneumonia
poignant
pointillism
polemic
politick
poltroonery
polymorphous
polyphony
polysaccharide
pompadour
pongee
porcelain
porcupine
porphyry
portcullis
portmanteau
posit
potentate
potentiometer
potpourri
praetor
prattle
precedent
precipice
precursory
predecessor

predilection
predominantly
preen
premier
premiere
preponderance
presidio
prestigious
pretermit
prevalence
prevaricate
principal
principle
prism
proboscis
proclivity
professorial
prognathous
proletariat
prolix
promenade
pronunciamento
propellant
propinquity
proprietary
prorogue
proscenium
proselyte
protocol
protrusile
proverbial
proviso
psaltery
pseudonym
psoriasis
psychologically
pteridophyte
ptomaine
pueblo
puerile
pukka
punctilious
pungent

punkah
purlieu
pursuivant
putsch
pyramid
pyretic
pyrotechnic

Q

quadrangular
quadreennial
quaestor
quaggy
qualm
quartan
quasar
quay
quell
querulous
questionnaire
queue
quiescence
quinquennial
quintessence
quixotism
quotidian

R

rachis
radiosonde
raglan
ragout
rallentando
rambunctious
rancor
rapacious
rapport
ratchet
raucous
raze
reagent
rebec
recalcitrance

recapitulation
reciprocate
recitative
recondite
reconnoiter
redingote
redivivus
redolent
redound
regalia
registrar
rejuvenate
reliant
reminiscence
remonstrance
remora
rennin
repatriate
repertoire
repossess
repudiate
reserpine
resonant
respire
resume
resuscitate
reticular
retributive
veille
revenue
reverie
rhenium
rheology
rhodopsin
rhythm
riboflavin
ringgit
riposte
ritardando
rivulet
rotifer
rouse
rubicund

ruinous
rumen
runcinate
russet
rutabaga
rutile

S
saccule
sacrilegious
sagacious
sagittate
salubrious
salve
samisen
sanctimonious
sanguinary
sapience
sarcophagus
sartorius
sateen
satiabile
sauger
scabbard
scalar
scalpel
scandalous
scapular
scarp
scavenger
schematic
schizocarp
schizophrenia
sciatic
sclera
scrimmage
scrivener
scythe
secede
segue
seiche
seigneur
semantic

semipermeable
senescence
sequela
sequester
sequin
serviette
sesquipedalian
setaceous
settee
sforzando
shako
shallot
shellac
shoji
shoran
shrewd
siccative
silage
siliceous
simile
simultaneous
sing
sinistrorse
skein
skeletal
skirl
skittish
skulk
slalom
sleuth
sluice
smilax
snaffle
snivel
socialize
sodden
soffit
solecism
soliloquy
solipsism
somersault
somnambulistic
sonneteer

sonorous
sophomore
soporiferous
sorghum
sortie
sostenuto
soubrette
sovereignty
spaghetti
spectacular
sphenoid
spherical
sphinx
sphygmomanometer
spikenard
spinnaker
spiracle
spirituality
spirochete
spleenful
splendent
spontaneity
sporangial
squabble
squalid
squama
squeamish
staid
stalactite
stamen
stanchion
statuesque
stentorian
stevedore
stipendiary
strabismus
straiten
stratum
strenuous
streptomycin
striated
strident
strobile

stroboscopic
stroganoff
strontium
studious
subaqueous
subluxation
subpoena
subsidize
subterfuge
succumb
sucré
suffragette
sundae
supercilious
supersede
surcease
surplice
surreal
surveillance
sustenance
suzerain
swale
sybarite
syllabary
syllogism
symbiont
synonym
systole

T

tableau
tachometer
tachyon
taciturn
taconite
tallow
tannin
tapioca
tapir
tarpaulin
tartan
tatami
tautological

tawdry
teak
technicality
tectonic
tedious
tektite
teleological
telephony
telephotographic
telescopic
tellurium
temperature
tendinitis
tentacle
tepid
teratogen
tergiversate
terminological
terrapin
territoriality
testatrix
tetanus
tetrachloride
tetrarch
tetroxide
thalassic
theca
theocracy
thermodynamic
thesaurus
thiosulfate
thorium
threnody
thrombosis
thyme
thyrsus
timorous
timpani
tincture
titanium
toccata
tocopherol
tokamak

tonneau
tonsillitis
topee
topiary
torero
torii
torrential
tortoise
totalitarian
toucan
toupee
tourniquet
toxemia
trachomatous
tranquelize or
tranquillize
translucent
trapezoid
trauma
treachery
tremolo
trepidation
triage
trifocal
triglyceride
trimaran
triticale
triune
trochee
troubadour
trough
trousseau
truncheon
trypanosomiasis
tsunami
tugrik
tularemia
tumultuous
tureen
turgescence
tutelage
tyranny
tyro

U

ukulele
umbrage
unaffected
unbelievable
uncial
unctuous
unequivocal
unfeignedly
unguent
unicameral
unintentional
univocal
unmitigated
unparalleled
unscrupulous
unveil
upas
upholster
uproarious
uracil
uranium
ursine
urticaria
utilitarianism
uvula

V

vacuity
vagarious
valedictorian
valet
valetudinarian
validity
valorization
vanillin
vanitory
vapidity
vaporous
varicella
variegated
varistor

vegetarianism
vehemence
velocipede
venomous
ventricle
ventriloquist
ventriloquy
venue
veracious
verdurous
vertical
vertiginous
vespine
vestee
vestibule
viand
vibrato
vicarage
vicinage
videlicet
vignette
villi
vinculum
vinyl
viricidal
virtuoso
viscosity
vitreous
vitriol
vituperate
vociferant
vogue
volubility
vortices
voussoir
voyageur
vying

W

wadi
wainscot
wan
wapiti

wattle
weal
weaponry
weasand
weasel
weir
wharf
wherry
whew
whey
whilom
whimsicality
whorled
wickiup
williwaw
winnow
wisteria
worrisome
wren
wring
wrought

wry

X
xanthous
xebec or zebec
xenon
xenophobe
xerography
xerophyte
xylem
xylene
xylitol
xylose

Y
yacht
yammer
yarmulke
yaw
yeanling
yearn

yeoman
ytterbium
yuan
yurt

Z
zealous
zenith
zeolite
zephyr
zinnia
zircalloy
zirconia
zither
zoophyte
zowie
zoysia
zucchini
zwieback
zymase
zymogen



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 competition. Bible Quiz Team will be in English only.

Bible Quiz Team Books for 2022

Old Testament: Genesis, Joshua, Job, 1 Samuel, Nahum, Obadiah, Joel

New Testament: Matthew, Galatians, Ephesians, 2 Timothy

ACADEMIC CHALLENGE

PERFORMANCE & ELIMINATION EVENT

Each school may enter only ONE TEAM consisting of four students. Teams compete against each other in regular tournament elimination procedure. Competition order will be arranged prior to beginning the match according to the bye system. The team earning the most points in each round of competition shall move to the next round until first through sixth places are determined. Each school team must consist of four students proficient in math (including Algebras, Geometry, and Trigonometry), English and literature, the sciences, social studies (history, geography, civics, economics, etc.), and a variety of electives. Each team will designate a spokesperson or captain.

IMPORTANT: For toss-up questions, each team member chooses two categories in which

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

Questions may be visual (such as pictures, maps, etc.). Competition will consist of two types of questions:

1. Toss-up questions

- A. For toss-up questions, each team member chooses two categories in which to answer questions (math, English, science, or social studies). He may only answer questions in these categories. Everyone may answer elective questions. If an unqualified team member answers the question, then his team loses the toss-up and the points even if the answer was correct.
- B. A subject area ("Math Toss-up," "Science Toss-up," etc.) and the point value of the Bonus question to follow ("With a fifteen point bonus question") will be announced before reading each toss-up question.
- C. There is a thirty second maximum time limit to "buzz in" with no discussion, written or verbal. If there is discussion among the team members, five points will be deducted from the team's score.
- D. Time starts as soon as the question is read once. Repeated questions count against the thirty seconds.
- E. If a player hits the buzzer before the question is read completely, the reader will stop and the player must answer.
- F. Any undue hesitation after "buzzing in" is a wrong answer.
- G. A player should wait until he is recognized by the reader before giving the answer to the toss-up question. He may not have been the first to "buzz in" as he thought. If an answer is given before he is recognized, the question is tossed out and the team loses five points.

2. Bonus questions

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

Questioning continues until there are ten correctly answered toss-up questions. The team with the highest score is declared the match winner. If there is a tie after ten correct toss-ups, then

an additional toss-up question is asked to determine a winner. In the event a team misses the tiebreaker toss-up and loses five points, the match DOES NOT END but continues until a toss-up is answered correctly. The team that correctly answers the tie breaking toss-up will be permitted to answer the accompanying bonus question. The Conference will provide the following: tables, chairs, and stopwatch; pads, pencils, and buzzers for each table and all questions. Each round will be supervised by the moderator, timer, and scorekeeper.

Time considerations may require a reduction of correct toss-ups in a consolation bracket.



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

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.