

ACADEMIC DIVISION

Students competing in the Academic Division should closely observe and follow the guidelines for the events in which they are competing.

Students may enter up to five (5) events in Academics but must not enter more than once in any event. In Academic events students' dress and appearance during performance or as a part of any Exhibit, Presentation or Website must conform to the Convention Dress Code (see the Introduction to Convention Guidelines on page IN.15). No entry should attempt to portray the face of Christ.

Remember, students must enter and participate in events in more than one division.

The following is a list of events in the Academic Division:

1. Checkers
2. Chess
3. Spelling *
4. Essay Writing *
5. Poetry Writing
6. Short Story Writing *
7. Science Exhibit:
 - ◆ Collection
 - ◆ Research
 - ◆ Engineering
 - ◆ Theoretical
8. Social Studies
 - ◆ Collection
 - ◆ Research
9. PACE Bowl *
10. Book Report

* Please check the ISC Guidelines if preparing this event for International Student Convention, as differences occur.

This event does not progress to International Student Convention.

CHECKERS

SCEE will provide Checkers Sets. Contestants may provide their own checkers set (including board and pieces of a regular size and shape) and use them in competition in mutual agreement with their opponent and the Academics Coordinator.

Checkers is played with two players. Each player has 12 pieces of one colour and a playing board that is shared with their opponent. The board should be turned so that a black square is in the corner on each player's left-hand side. All pieces are placed on black squares in the first three rows, each colour at opposite ends of the board.

Black always moves first. The decision of which player will be black is decided by lot.

The players move alternately. All pieces must "slide" diagonally forward to an adjacent empty black square beyond or use the "jump" move - jumping over an opposing piece on a diagonally adjacent square, to the square immediately beyond if this square is unoccupied. Pieces are not to move backward or to red/white squares.

The opponent's pieces that are "jumped" over are "captured" and removed from the board. Players **MUST NOT** "jump" over their own pieces. If a "jump" move is available it **IS COMPULSORY** for it to be taken, and if a sequence of "jumps" is possible, the player **MUST** make all the captures possible in that sequence. When more than one jump sequence is available the player can choose to take any one of these sequences, provided it is taken to completion. When a "jump" rule is violated, the player **MUST** retract the illegal move and make the "capture(s)" instead.

When a player's piece reaches the opponent's end row (this is called King row), the piece is crowned as a King, this ends the move. For simple identification, a same colour piece should be placed on top of the piece to make a King. The King may then "slide" or "jump" either diagonally forward or backward. The King is **NOT** permitted to jump over his own men. The compulsory 'jump' move also applies to the King.

The winner is the player who either "captures" or blocks all of their opponent's pieces and makes it impossible for them to move.

Deliberate time wasting could result in the judges disqualifying a player.

Checkers is an elimination competition. No Judges Form is required.



CHESS

SCEE will provide chess sets. Contestants may provide their own chess set (including board and pieces of a regular size and shape) and use them in competition in mutual agreement with their opponent and the Academics Coordinator.

Players designated “white” and “black” sit on opposite sides of the playing board, with the board orientated so that there is a white square in the corner on the player’s right-hand side. Each player has 16 pieces:

- ◆ King - 1 piece
- ◆ Queen - 1 piece
- ◆ Rooks - 2 pieces
- ◆ Bishops - 2 piece
- ◆ Knights - 2 pieces
- ◆ Pawns - 8 pieces

Pieces are set up so that the white queen is on a white square and the black queen is on a black square. The white side moves first. The decision of which player is white will be decided by lot.

Rules of movement are as listed below:

- ❖ King - 1 square in any direction.
- ❖ Bishop - any distance diagonally, but cannot pass an occupied square.
- ❖ Rook - any distance forward, backward, or sideways, but cannot pass an occupied square.
- ❖ Knight - 2 squares straight, (forwards, backwards or sideways) to be followed by 1 square to the side. It can pass an occupied square.
- ❖ Queen - any direction, any distance, but cannot pass an occupied square.
- ❖ Pawn - 1 square forward, or 2 squares forward on its initial move. It cannot pass an occupied square in a forward direction but can capture an opponent which is one square diagonally in front.

(When a Pawn reaches the opposite end of the row, it is promoted to be a Queen, Bishop, Knight or Rook, at the player’s choice. Usually the Queen is selected as this is the most powerful piece.)

Aim of Game

The aim of the game is to checkmate the opponent’s King. A player who makes a movement that directly attacks the opponent’s King usually announces “CHECK”. The opponent must protect their King on their next move by moving their King to a safe square, capturing the attacking piece, or moving a piece between the threatening piece and the King. If the opponent fails to do this they have lost the game.

Capturing

This involves moving a piece to a square occupied by an opponent’s piece which is then captured and removed from the board. Pawns only capture diagonally forward. If a Pawn moves 2 squares forward on its initial move to escape being captured, the enemy Pawn can still capture it as if it had moved only one square. This capture must however be made immediately, if the move passes the pawn will be deemed safe. This move is called “En Passant” capture.

Castling

To Castle: The King moves 2 squares towards the Rook. The Rook moves to the square next to the King on the other side. To do this the King must not be in check, both the King and Rook must be in their first move, and there is no piece between the King and the Rook.

Time

All games will be timed at 10 minutes per player to a maximum of 20 mins per game. If a player’s time runs out before the game is completed, the game is automatically lost provided the opponent has enough pieces left to deliver checkmate. If the opponent does not, the game will be considered a draw and then re-played.

Chess is an elimination competition. No Judges Form is required.



SPELLING

Each contestant is given a piece of paper and is assigned a desk. Contestants provide their own pencils or pens. Judges shall give at least two practice words before starting competition, the judge will pronounce each word twice and give a definition of 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. Students must achieve a minimum of 70% correct to be awarded a place.

50 words will be heard at both Regional and South Pacific Student Conventions.

Words are provided by SCEE and should be spelled as they appear on the official SCEE list. Alternate spellings will however be accepted (e.g. neighbour/neighbor, customize/customise). SCEE's list is compiled from the A.C.E. PACEs and the ISC Spelling List. In the case of typographical errors, deference will be given to the above mentioned PACEs and List.

The words marked with an * are the U14 words. Words for the Open category will come from the whole list.

U/14 & OPEN SPELLING WORDS

A	acknowledge*	advisable*	annexation	Arctic*
abattoir	acoustic	affect*	announce*	area*
abdicate	acquaintance	affluence	anoint*	argue*
abeyance	acquire	aggressive	answer*	argument*
ability	activate	agree*	antecedent*	armadillo*
abruptly	active*	agreement*	antenna*	army*
absence*	actress	aircraft	antennae*	arouse*
absolute*	actual*	aisle*	antennas*	arrange*
abstemious	actuality	alarm*	anticipate*	arrangement*
abundant*	acute*	algae*	antique*	arrival*
abyss	adapt	allegiance*	anxious*	article*
academic*	addict	allergy*	aorta*	artificial
academy*	addition*	alliance	apartment*	ascend*
accelerate*	additional*	alligator*	apocryphal	aspect*
accept*	address	allow*	apostrophe*	asphyxia
acceptable	adequate	alloy*	apparent	assert
access*	adjective*	alluvium	appear*	assign*
accessible*	adjourn*	almighty*	appendage	assignment*
accident*	adjust*	altar*	appendicitis	assist*
accompany*	adjustable	alter*	appetite*	associate*
accomplish*	administer*	always*	applesauce*	assume*
accord*	administration*	ambitious	appliance	assurance*
accordance	admiration	ambulance*	application	assure*
account*	admission	amendment*	apply*	asthma
accountable	admit*	among*	appoint*	atmosphere
accuracy	adobe*	amuse*	appointment*	atone*
accurate*	adolescence	amusement*	appreciate*	attendance
accusation	advance	ancestor*	appreciation	attention*
accuse*	advantage*	anchor*	approach*	attorney*
ache*	advent	ancient*	April*	attract*
achieve*	adventure*	androgynous	arch*	audible
achievement*	adverb*	angry*	archaeologist	audience*
acid*	advertise	animal*	architecture*	auger



U/14 and OPEN SPELLING WORDS

August*	bishop*	business*	chairman	clutch*
author*	bison*	busy*	challenge	coarse*
authority*	bitter*	butcher	chamber*	coax
automatic*	blasphemy	butte	change*	coconut*
automobile*	bled*		changeable*	coffin
autumn*	blind*	C	chaplain*	collapsible*
auxiliary*	blithe	cabbage*	character*	collect*
available	blockade*	cacti	characteristic*	collectible*
avalanche*	bloodshed	cactus*	charity*	collage
avaricious	blossom*	calendar*	check*	college*
average*	board*	calm	cheerful*	collide
aviator*	boarder	calligrapher	chew*	colloquial
awful	boast*	Calvary*	child*	colonel
	bold*	camaraderie	childhood*	colossal*
B	bomb*	cancel*	chill*	column*
bacteria*	bombard	cancer*	chimney*	comb
bacterium*	bondage*	candidacy*	chivalrous	combination*
badge	bonus*	candidate*	chocolate*	combine*
bailiff	bookcase*	candlestick*	choir*	combustible
baggage*	booklet	cannon*	choose*	comedienne
balk*	booth*	canopy*	chorus*	comma*
balloon*	boundary*	canvass	chose*	commandment*
banana*	bouquet*	canyon*	chronic*	commence*
banquet*	bow*	capable*	chute*	commendation
bargain*	branch*	capital*	circuit*	commercial*
barren	break*	capitol*	circular*	commissary
basketball*	breakfast*	caravan*	circulation	commission*
bass*	breed*	careful*	circumstance*	commit*
baste	bridegroom*	carpet*	cite*	committee*
bath*	brief*	carriage*	citizen*	common*
bathe*	brilliance*	cast*	civil*	communication
bathtub*	brilliant*	castle	civilian*	compare*
battery*	brisk*	catastrophe*	clam*	compartment
bauxite	bristle	caucus*	clasp	compassion*
beacon	broil*	cause*	class*	compel*
beat*	browse	cautious	classification	compensation
beautiful*	brush*	cavalry*	classify*	competition*
beech*	brutal*	cease*	clause*	complement*
begin*	budge	ceiling	cleanliness*	complete*
belief*	budget*	celebrate*	cleanse*	completion*
believe*	bulge*	celestial	clear*	complication
benediction	bullet*	cellulose*	clerk*	computer*
beneficiary	bullion	cement*	clerical*	conceive*
benefit*	bulwark	cemetery*	clinic*	conceal
benevolence	buoy	central*	clog*	conceit
besiege	buoyant*	century*	close*	concern*
beverage*	bureau	ceramic*	cloud*	concur
biography*	burro*	cereal*	clover*	concussion
birth*	burrow*	certain*	clue*	condition*
birthright*	bushel*	certificate*	cluster*	conductor



U/14 and OPEN SPELLING WORDS

confederacy*	corpse*	curator	dependence	dispute*
confer*	corral*	curb	deployment	disruptive
conference*	correct*	cure*	derrick	dissonance
confession	correction	curiosity	descend*	distinct*
confide*	correspond*	curious*	descendant	distribute
confidence*	correspondence	currency*	desert*	disturb*
conflict	corroborate	current*	desire*	ditch
conformable*	corrupt*	cushion*	dessert*	divide*
confuse*	corruptible	cygnet	destroy*	dizzy*
confusion*	corruption	cylinder*	detect*	docile
congenial	corruptive		detective	doctor*
congratulations*	cougar*	D	detention	doctrine*
congregation*	cough*	dairy*	detergent*	document
congressional*	could*	damage*	develop*	dodge
conjecture	council*	dangerous*	devotion*	dollar*
conjunction*	counsel*	dash*	devour*	doorbell*
connive	county*	daub	dew*	doubt*
conqueror*	coup	dawn*	diagnose*	dove*
conquest*	couplet	dealt*	dialogue	drag*
conscience	courage*	debris	diameter	dramatic*
conserve*	courageous*	debt*	diary*	drank*
considerate*	course	deceit*	dichotomy	drawback
consideration*	courtroom	deceive	dictation	droll
consistency*	courtyard*	December*	dictionary*	drought*
consistent	coyote*	decide*	die*	drown*
consortium	cozy*	deciduous*	diet*	dual
conspicuous*	craft*	decision*	differ*	duct*
constant	crane*	decline*	difficult*	ductile
content*	crankshaft	dedicate	difficulty*	due*
continue*	crazy*	deer*	digest*	durable*
contract*	credible*	defense*	digression	dwell*
contraction	crest*	defensible	diligence	dynamite
contradict	cringe	defer*	diligent*	dyslexia
contribute*	criticism*	definite*	dimension	
contribution*	criticize*	deformity	diploma	E
control*	crooked*	deft	direction*	earnest
convenient	cross*	degradation	disable*	earthquake*
convention	crossbreed	delay*	disagree*	easy*
conversion*	crowd*	delegate*	disappoint*	ecclesiastical
convert*	crucify*	deliberate	disappointment*	echelon
convertible*	crucifixion	delicacy*	disastrous	eclectic
convex*	crustacean	delicatessen	discharge*	ecology*
convince*	crutch	delicious*	disconsolate	economy*
cooperation*	cube*	delightful*	discover*	edge*
coral*	cubic*	demonstrate*	discussion*	edict
cord*	cud*	deniable*	disguise	edition
cordial	cult	dense	disobey*	editor*
cordially*	cultural*	dentist*	dispenser	education*
core*	culture*	department	disperse*	effervescence
corps*	curable*	dependable*	displace*	efficiency



U/14 and OPEN SPELLING WORDS

efficient*	eruption	farther*	fought*	glorious*
egalitarian	Eskimo	fatigue	four*	glue*
egret*	espalier	fauna	fractious	gnarl
elaborate*	especially*	favor*	fracture*	gnash
electrician*	essay*	favorable*	fragile*	gnaw*
electricity*	essential	February*	frail*	goose*
electrolyte	establish*	feet*	fraudulent	gopher*
elephant*	establishment*	felicitate	freight*	govern*
eligible*	estimate*	feminine*	frequent*	government*
eloquence	eternal*	fence*	fresco	governor*
emancipate	ethereal	ferocious	fret*	gracious*
embarrass	eucalyptus	festival	Friday*	gradually*
embryo*	evaporate*	feudalism	friend*	graduate*
emerge*	eventual	fiberglass	frown*	graduation
emergency*	evidence*	fiduciary	fruit*	graft*
emigrate*	ewe*	fierce*	fulfill*	grandiloquence
eminence	exactly	film*	funeral*	grant*
emissary	excel*	final*	fungi*	grasp*
emotion*	excerpt	finally*	fungus*	grateful*
emphasize*	exchequer	finance*	funnel	greenhouse*
employ*	excite*	financial*	furnish*	grief*
employee*	excitement*	firmament*	furniture*	grievance
employer*	exclusive*	fish*	furrow*	grieve*
employment*	excuse*	fixture*	further*	grocery*
empty*	executrix	flame*	fuse*	guarantee
enactment	exercise*	flash*	fuselage	guess*
encourage*	exhaust*	flee*	future*	guest*
encyclopedia	exhibition*	flesh*		guide*
energy*	exist*	flex*	G	guile
enigma	expeditious	flexible	galleon	gyroscope
enjoy*	expel*	flicker*	gallon*	
enormous	expensive	flinch	gangrenous	H
enough*	experience	flood*	garage*	habit*
ensure	explicate	fluid*	garbage*	habitat*
entertain*	exploit	fluorescence	gauge*	half*
entrepreneur	explosion*	focus*	gaze*	halt*
envelop*	express*	foolish*	gem*	handkerchief
envelope*	exquisite	force*	gene*	happiness*
envious*	extension*	foreign*	general*	harmful*
envisage	extravagance	forfeit	generate*	haughty
ephemeral	eyebrow*	fork*	generation*	haven*
epidemic*		form*	generous*	hawk*
epitaph	F	formal*	genuine*	headache*
epitome	fabric*	formation	geographic*	hedge*
equal*	facetious	formula*	geography*	height*
equality	facility*	formulate	geologist*	heiress
equator*	false*	forsook	giraffe*	hemisphere*
equip*	falter*	forth*	glacier*	herb*
equipment*	familiar*	forty*	glob*	herbaceous
	famous*	fortuitous	glockenspiel	heritage*



U/14 and OPEN SPELLING WORDS

hesitancy	implicit	institute*	K	link*
high*	import*	insulation*	kaleidoscope	liquefy*
hike*	impossible*	insulin*	kayak	liquid*
hoarse*	impression	insurance*	keen*	listen
hoe*	improve*	insure*	kelp*	literature
hoist*	impudence	intelligent*	kernel*	litigious
holiness	impulsive	interfere*	keyboard	livable*
honest*	impure*	interject*	kiln	loaf*
honk*	incandescence	interjection*	kindergarten	loam
honor*	incense*	intermittent	knack	lobster*
hoof*	incessant	international*	knave	local*
horde	incidentally	interrupt*	knead	location*
horizon*	incision	interruption	knelt	lodge*
horrendous	income*	intervene*	knew*	logical*
host*	incomplete*	introduce*	knife*	lone*
hostile*	incongruent	introduction	knob	longitudinal
hour*	incubate*	invasion*	knock*	loose*
howl*	incurable	inveigh	know*	lose*
huge*	indecipherable	investigate*	knowledge*	loss*
human*	independence*	investigation*		lost*
humanitarianism	independent	invitation*	L	lounge*
humane*	indicate*	invite*	laity	louver
humid*	indictment	irrational	lamb*	loyal*
humor*	indirect*	irrigation	laryngitis	lumber*
humus	indiscriminately	island*	laugh*	luminescence
hung*	indispensable	issue*	launch*	luncheon*
hungry*	individual*	itch*	lawn*	luscious
hurricane*	indomitable	item*	lawyer*	luxuriance
hydrogen	induct*		lead*	lye*
hygiene	ineffective	J	leak*	lymph*
hymn	infection*	jacquard	lecture*	lynch
hyphen*	infectious	January*	legend*	lyre*
	infer*	jealousy*	legible*	
I	influence*	jerk*	legion*	M
icicle*	inform*	jeopardize	legislate*	machinery*
identity*	information	jettison	legislature*	magazine*
igneous	ingest*	job*	lemon*	magnanimity
ignite*	ingestion*	journal*	leniency	magnet*
illusion*	inhale*	judge*	level*	magnificent*
illustration*	inject*	judgment*	leviathan	maintenance*
immediate*	injection	juice*	lexicography	majority*
immerse	innocence	July*	liberal*	malaise
immigrate*	innuendo	June*	library*	malleable
imminent	inquire*	junior*	lichen*	mammalian
immovable*	insecure	jurisdiction	lieutenant	manage*
immune*	inspiration	jury*	lily*	manageable*
impartial	inspire*	justice*	limb*	mandatory
imperfect*	install*	justifiable*	lineage	maneuver
implication	instance*	juvenile	linen*	manicure
	instead*	juxtapose	linger*	manipulation



U/14 and OPEN SPELLING WORDS

mansion*	miraculous	nominative*	ordinary*	pensive
manual*	mischief	normal*	organic*	perambulator
manufacture*	miserable	nostalgia	original*	percent*
manumission	missionary	notice*	ornithological	perceptible*
manuscript	mock*	noticeable*	orphan*	peripheral
map*	mold*	novel*	ostentatious	perform*
March*	Monday*	November*	ostrich*	perimeter
marjoram	monotonous	noxious	ought*	permissible*
marquee	moral*	nuclear*	ounce*	permission
marsh*	morsel	nuclei*	outrageous	permit*
martyr*	mortality	nucleus*	oxygen	perpendicular
masculine*	mosquito*	numerous*		persistent
masquerade	motive*	nurse*	P	personal*
mast*	motorist*	nutrient*	pace*	perspicacious
match*	mountain*		pail*	petal*
matriarch	mouse*	O	pageantry	petroleum
matriculate	mousse	oath*	pain*	Pharaoh*
matutinal	mouth*	obedient*	palisade	Pharisee*
May*	move*	obdurate	palsy*	pharmaceutics
meant*	movement*	obeisance	pamphlet*	pharmacy*
measure*	mow*	object*	parachute*	phase*
measurement*	mummy*	objective*	parade*	phenomenon
meat*	museum*	objectivity	paragraph*	photograph*
mechanism	musician*	obelisk	parfait	photosynthesis
medicine*	muslin	obligation	parliamentarian	phrase*
mediocrity	mute*	oblique	parquet	physical*
melody*	mutual*	observe*	parrot*	physician*
memory*	myth*	obsolescence	parsimonious	physique
menacing		obstinate	partial*	piano
mendacity	N	obstinacy	participation	picnic*
mention*	narrate*	obtain*	participial	picture*
menu*	national*	occasion*	participle	piece*
merchandise*	native*	occupy*	particle	pillow*
merchant*	natural*	occur*	particularly	piquancy
merciful*	nature*	occurrence*	partition	pitch*
mercy*	nebula	October*	passive*	pitcher*
merge	necessary*	octogenarian	Passover*	pity*
meringue	necessitate	official*	past*	plague*
merry*	nefarious	often*	pasteurization	plaintiff
mesa*	negative*	ointment*	patch*	plait*
messenger	negligible	omit*	patience*	plaque
midst	nervous*	omniscience	patient*	plateau*
might*	nervousness*	once*	patio*	plea*
millionaire	neuralgia	onomatopoeia	patriarch	plebiscite
minatory	new*	opportunity*	patrol*	pledge*
mind*	niche	opposite*	pave*	plethora
minimum*	niece	opposition*	peculiar*	pliable
minor*	nocturnal	oppress*	peculiarity	pliers
minute*	noisy*	ophthalmologist	peel*	plumber*
miracle*	nomination	order*	penicillin*	plus*



U/14 and OPEN SPELLING WORDS

pneumonia	primary*	quay	rectum*	retina*
poach	prince*	querulous	redeem*	reveal*
poignant	principal*	quest*	reduce*	reverence*
polemic	principle*	questionnaire	reduction*	reverse*
policeman*	privilege*	quickly*	reed*	reversible*
policy*	probable	quiet	refer*	review*
polyphony	probably*	quintessence	refine*	rheumatism*
polish*	proboscis	quip	reflex*	rhythm
political*	procedure*	quit*	reformation*	ridiculous
politician*	procession	quite*	refrigerator*	righteous
politics*	proclaim*	quote*	refuge*	rigid*
pollen*	procurable		refuse*	ringworm*
population*	production	R	refutable	roam*
porcelain	profession*	raccoon*	registrar	roast*
portion*	proficient	radio*	regression	rodeo*
portmanteau	profitable*	raid*	rehearse	role*
pose*	program*	raise*	reign*	roll*
possession*	progression	raisin	rejection	rooster*
possessive*	projectile	rambunctious	rejoice*	root*
possibility*	prominent*	random	rejuvenate	rot*
postage*	pronounce*	rapid*	relationship*	rotate*
potato*	pronunciation*	rapacious	reliable*	rotation*
potential	propel*	rarely*	relic*	rough*
potpourri	propensity	rash*	relief*	route*
poultry*	prophecy*	raucous	relieve	routine*
pour*	prophet*	raw*	religion*	routinely
practical	prosperous	reaction	reluctance	rubicund
practice*	protein	read*	reminiscence	ruin*
prairie*	proud*	readily*	remit*	rural*
preacher*	psychologically	reagent	repair*	
precede	pulp*	realm*	repatriate	S
precious*	pumice*	reap*	repel*	sacrilegious
precipice	punctual*	reason*	repertoire	sagacious
predecessor	punctuation*	recapitulation	replace*	sail*
predicament	punish*	recent*	replaceable	salary*
predicate*	punishment*	reception	replica	salmon*
predict*	purchase*	receptor*	reproduce*	sandwich*
prediction	purge*	recess*	require*	sanguinary
predominantly	purify*	recession*	research*	sanitary*
preen	purple*	recharge*	reservoir*	sarcophagus
prefer*	purpose*	reciprocate	reside*	Saturday*
preposition*		recite*	resist*	sauce*
presence*	Q	recognition*	resistible*	scandalous
present*	quadrennial	recognize*	respectively	scalp*
press*	quaint	recommendation	response*	scarce
prestigious	qualification	reconnoiter	responsible*	scavenger
prevaricate	qualify*	record*	responsive	scene*
previous	quality*	recover*	restaurant*	schedule*
prey*	quantity*	recreation	restrain*	scientific*
prick*	quart*	recruit*	resuscitate	scientist*



U/14 AND OPEN SPELLING WORDS

scorch	siege	spew*	submit*	telephone*
scrap*	sieve	spherical	subpoena	temperature*
scrawl	sigh*	sphinx	subterfuge	temporary*
scribe*	significance	spinach*	suburb	tempt
scrimmage	significant	spinnaker	succeed*	tenant*
scythe	silent*	spiritual*	success*	tend*
seamstress*	silversmith*	spoil*	suck*	tender*
secede*	similar*	sponge*	suffer*	tension
secretary*	simple*	spontaneity	sufficient	terrace
secure*	simply*	spore*	suffragette	terrible*
seize*	simultaneous	sprawl*	suggest*	testimony*
senate*	since*	sprout*	suggestion*	tetrarch
senator*	sincere*	spy*	suite	theft*
sensible*	sincerely*	squabble	sum*	their*
sensitive	sincerity	squash*	summon*	theocracy
sentence*	site*	squaw*	Sunday*	theology*
separate*	situation	squeamish	superb	there*
September*	size*	squirm	supercilious	thesaurus
sequester	slay*	squirt*	supplication	they're*
sequin	slender*	staff*	sure*	thief*
serious*	sleuth	stake*	surgeon*	thigh*
serviceable*	slick*	stalactite	surgery*	though*
serviette	slot *	stalk*	surplus*	thoughtful*
sewage*	slough	stationary	surround*	threat*
shade*	smear*	statistic*	surveillance	threw*
shaft*	smog*	statue*	suspender	thrombosis
shame*	sniff*	statuesque	suspension	throne*
shape*	sober*	stern*	sustain	through*
sharpen*	social*	stimuli*	swallow*	thumb*
sheaf*	society*	stimulus*	swat*	thump*
sheath	socket*	stipendiary	swirl*	thunderstorm*
sheep*	solar*	stitch*	switch*	Thursday*
sheet*	solecism	storm*	sword*	thus*
shelf*	solemn*	straight*	synonym	thyroid*
shelter*	soliloquy	strength*		timorous
shepherd*	solve*	stretch*	T	toe*
sheriff	sonorous	strict*	tableau	tomato*
shield*	sophomore*	strife*	tablet*	tomb*
shin*	sore*	strip*	taciturn	tongue
ship*	sought*	strong*	tact*	tonsillitis
shoe*	soul*	structure*	talent*	tooth*
shoot*	sour*	stuck*	tapeworm*	topiary
shore*	source*	studious	taproot*	topic*
shot*	sovereignty	stun*	tariff*	tornado*
shoulder*	sow*	sturdy*	tarpaulin	torrential
shove*	span*	style*	teach*	total*
show*	special*	subject*	tear*	totalitarian
shrewd	specific*	subjection	teaspoon*	tough*
shrub*	specimen*	submerge	technicality	tournament*
shy*	speck*	submissive	tectonic	tourniquet



U/14 AND OPEN SPELLING WORDS

traceable*	unanimous*	ventriloquist	weather*	write*
traffic*	uncertain*	venture*	Wednesday*	wrong*
tragedy*	unchangeable	verb*	weigh*	wrote*
trait*	unclaimed*	verdict	weird	wrought
transaction	uncover*	verse*	welcome*	wry
transfer*	understood*	version*	weld*	X
transformation	undoubtedly*	vertical*	wept*	xenophobe
transgressor	unequivocal	vessel*	wharf	xylem
transmit*	unfold*	veto*	what*	
transparent*	uniform*	victim*	whether*	Y
transportation	unique*	victorious*	whiff	yacht
treat*	unmitigated	view*	whimsicality	yearn*
triglyceride	unnecessary*	village*	whip*	yeast*
trim*	unscrew*	vindicate	whistle	yeoman
trio*	unusually*	virtue*	whole*	yet*
triumph*	urban*	visible	wholly	yield
trouble*	urge*	vitamin	whom*	yoke
trough*	urine*	vivid*	width	you*
trout*	usable*	voice*	wince	you're*
truly*	use*	volubility	wind*	your*
truth*	usually*	volume*	wisdom*	youth*
Tuesday*		voluntary*	witness*	
tuition	V	volunteer*	wolf*	Z
tumultuous	vacate*	voucher*	won*	zealous
turmoil*	vacation	voyage*	wondrous*	zenith
turtle*	vacuum*		wore*	zephyr
twine*	vague	W	worrisome	zinc*
twist*	valetudinarian	wainscot	worst*	zone*
tyke	valuable*	waist*	worthy*	zucchini
typewriter*	valve*	warm*	wrap*	
	variegated	warrant*	wren	
U	various*	waste*	wrench*	
ugly*	vegetable*	watt*	wrestle	
umbrage	vehemence	wean*	wretch	
	veil*	weaponry	wrist*	



ESSAY WRITING

This event requires Early Entry Submission - see IN.21.

This event is open only.

All entries should be consistent with the truth of Scripture. There should NEVER be swearing, euphemisms for swearing, sexual innuendos or questionable language in any entry (Eph. 4:28).

A contestant must choose a topic and write a *persuasive* paper. Students may choose to write an essay on any topic. All topics must have a thesis statement and must be consistent with a Biblical Worldview. It is strongly advised that the supervisor check the thesis statement prior to the student writing the essay.

1. A good essay will use facts, arguments, examples, and illustrations that allow the reader to be persuaded of the truth they are reading, and must be the student's original work.
2. The student may begin immediately following the previous Convention Registration Closing Date in their region.
3. The essay must be accompanied by a written outline that the student used to organize the essay. (For suggested outline format, please reference English PACE 1097.)
4. Plagiarism of any kind will automatically disqualify the entry. Any borrowed material (statements, quotes and/or ideas) must be properly referenced and included in a bibliography.
5. No more than one essay per contestant may be entered.

SEE THE ESSAY WRITING JUDGES FORM FOR JUDGING CRITERIA.

CHECKLIST FOR ESSAY WRITING:

- Length 500-1000 words including all quotes as per computer word count. Footnotes and bibliography are excluded from word counts.
- Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Plain fonts are recommended.
- Outline - Submit essay outline (typed) with entry.
- Copies - Three (3) copies of the essay and outline must be submitted by the Convention Registration Closing Date.
- Three (3) JUDGES FORMS are required. Attach one copy to the front of each copy of your essay.



POETRY WRITING

This event requires Early Entry Submission - see IN.21.

All entries should be consistent with the truth of Scripture. There should NEVER be swearing, euphemisms for swearing, sexual innuendos or questionable language in any entry (Eph. 4:28).

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

1. The poem ought to follow a recognised poetic form; e.g., narrative, ballad, sonnet etc.
2. The poem must be the sole work of the student since the previous Student Convention in their region.
3. Plagiarism of any kind will automatically disqualify the contestant.
4. One poem per contestant.
5. **The Student must WRITE the poem. Poems MUST NOT be copied from the INTERNET or anywhere else.**

SEE THE POETRY WRITING JUDGES FORM FOR JUDGING CRITERIA

CHECKLIST FOR POETRY WRITING:

- Format - At least eight (8) lines and no more than thirty-two (32) lines, using a computer. (If the poem exceeds 32 lines, the student must explain why this was necessary, and it must be evident in the structure of the poem.)
- Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Plain fonts are recommended.
- Copies - Three (3) copies of the poem must be submitted by the Convention Registration Closing Date.
- Three (3) JUDGES FORMS are required. Attach one to the front of each copy of your poem.



SHORT STORY WRITING

This event requires Early Entry Submission - see IN.21.

All entries should be consistent with the truth of Scripture. There should NEVER be swearing, euphemisms for swearing, sexual innuendos or questionable language in any entry (Eph. 4:28).

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

1. The story **MUST** have an evangelistic, Biblical, or historical theme.
2. The story must be the sole work of the student since the previous Student Convention in their region.
3. Plagiarism of any kind will automatically disqualify the contestant.
4. One entry per contestant.
5. **The Student must WRITE the Short Story. Short Stories MUST NOT be copied from the INTERNET or anywhere else.**

SEE THE SHORT STORY WRITING JUDGES FORM FOR JUDGING CRITERIA

CHECKLIST FOR SHORT STORY WRITING:

- Length - 600 - 1500 words
- Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Plain fonts are recommended.
- Copies - Three (3) copies of the short story must be submitted by the Convention Registration Closing Date.
- Three (3) JUDGES FORMS are required, attach one to the front of each copy of your short story.



SCIENCE EXHIBIT

Science projects may be done by one or two students. Sponsors or staff members should advise students to take great care to ensure that their exhibits are entered in the correct event. Entries submitted in the wrong event, however good in concept and standard, will not be placed.

The student may enter one exhibit in each event, however no more than 5 events are to be entered in the Academic section.

- ♦ Entry must be the sole work of the student(s) since their previous Regional Student Convention. Sponsors may advise, but must not build any part of the exhibit, or write any part of the instructions or report. A list shall be submitted identifying any work included in the display that is not the work of the student (such as a specially machined component or electronic test equipment).
- ♦ Exhibits must occupy a table or floor area no more than 1200mm wide or 750mm deep.
- ♦ All electrical work using mains power (240v) must be certified by a qualified electrician and evidence of this certification submitted with the entry.
- ♦ No entry creating a safety hazard will be allowed. Dangerous chemicals, offensive odors, explosives, open flames and live animals or reptiles, dangerous or not, must **not** be exhibited.
- ♦ The student will set up their own exhibit and then leave the area. If the exhibit requires operation, instructions must be provided to the judges.
- ♦ Electronic Devices (e.g. laptops) used in exhibits **MUST NOT** be password protected - they must be accessible to judges as needed.
- ♦ All Exhibits must be consistent with a Biblical worldview and must adhere to Convention Dress Code (see the Introduction to Convention Guidelines on page IN.15).
- ♦ Judges may interview the student if they desire.
- ♦ SCEE is not responsible for loss or damage to any exhibit.
- ♦ **Do not copy blocks of text from any website or other source.**
- ♦ **The Student must write all reports/information in their own words and must credit any resources.**
- ♦ **Multiple sources should be used to prove adequate research has been done. *Please note: Wikipedia is an unreliable research resource.***

CHECKLIST FOR SCIENCE

- Attach three (3) copies of the Science Exhibit Judges Forms, and one (1) copy of the Science Report and any other supporting information to each entry.
- Bring the exhibit and all forms to Convention.



SCIENCE EXHIBIT**CATEGORIES****1. COLLECTION - (U/14 & Open)**

This exhibit will comprise the classification and display of a collection. Examples: rocks, insects, leaves etc and may be collected by hand or purchased. Man-made objects such as coins, stamps, etc., are not allowed. Collections should be scientifically classified and any relationship between items should be clearly stated. All work must have commenced after the completion of the previous Student Convention in their region.

The scientific value of the exhibit will be judged by the accuracy of the classification.

In both the display and report items must be clearly grouped into types, or families, or being at a specific stage of development. A bibliography of any reference used must be included.

2. RESEARCH - (Open)

For this exhibit the student must develop and define an hypothesis, perform an experiment, record results, write a conclusion and prepare a display to exhibit at Student Convention. Example: How light helps a plant grow.

A description of the method used to effect the test including all descriptions, photographs or samples of the apparatus used in the experiment must be presented.

This is the application of “the scientific method” which entails explanations using hypotheses that give a plausible structure to quantitative observation of qualities, effects, interactions and changes. Each statement, causal relationship or conclusion must be backed up by evidence. A bibliography of any references used must be included.

The test results must be fully documented and a clear conclusion stated.

3. ENGINEERING - (Open)

This exhibit will be in the form of a student built piece of functional equipment.

The function may be mechanical, electrical or electronic and must actually work or be seen to be capable of working. Examples: electronic equipment, optical devices, solar energy converter, etc.

The equipment must function in accordance with a scientific principle, and that principle must be fully documented with calculations, graphs and diagrams as appropriate. The exhibit should also include plans, diagrams, schematics, parts lists, etc., so that another person could take the plans and duplicate the project. **DO NOT USE COMMERCIAL KITS.**

Working models of functional equipment will be allowed, but the value of the exhibit will be judged on the quality of the description of the scientific principle involved not on the skills of the model maker. A bibliography of any reference used must be included.

4. THEORETICAL - (Open)

This will be an exhibit displaying a discussion of a scientific principle, concept, technique, or theory using charts, graphs, diagrams, photographs, audio-visual, or other visual aids.

The discussion will show definable conclusions which will be seen to be scientifically proven. A bibliography of any reference used must be included.



SCIENCE REPORT

OPEN U/14 - Collection only
(Please ✓ the appropriate box)

Collection Engineering Research Theoretical

Name:			
Name:			
School:		Cust. Code:	

State your purpose, hypothesis, or reason for your project:

Record the process or steps used in solving or approving the problem (hypothesis) or include an illustration of how your project works:

What has been proved or illustrated, or what is the conclusion drawn from your project:

Form continued on next page



SOCIAL STUDIES EXHIBIT

Social Studies projects may be done by one or two students.

Students should take great care to ensure that their exhibits are entered in the correct event. Entries submitted in the wrong event, however good in concept and standard, will not be placed.

The student(s) may enter one exhibit in each event, however, no more than 5 events are to be entered in the Academic section.

- ♦ Entry must be the sole work of the student(s) since their previous Regional Student Convention. Sponsors may advise, but must not build, write or prepare any part of the exhibit. A list is to be submitted identifying any work included in the display that is not the work of the student.
- ♦ All Exhibits must be consistent with a Biblical worldview and must adhere to Convention Dress Code (see the Introduction to Guidelines on page IN.15). No entry should attempt to portray the face of Christ.
- ♦ Exhibits must occupy a table or floor area no more than 1200mm wide or 750mm deep.
- ♦ The student will set up their own exhibit and then leave the area.
- ♦ Electronic Devices (e.g. laptops) used in exhibits **MUST NOT** be password protected - they must be accessible to judges as needed.
- ♦ Judges may interview the student if they desire.
- ♦ SCEE is not responsible for loss or damage to any exhibit.
- ♦ **Do not copy blocks of text from any website or other source.**
- ♦ **The Student must write all reports/information in their own words and must credit any resources.**
- ♦ **Multpe sources should be used to prove adequate research has been done. *Please note that Wikipedia is an unreliable research resource.***

CATEGORIES**1. COLLECTION - (U/14 & Open)**

This exhibit will comprise of the **classification and display** of a collection of objects. Examples: aboriginal artifacts, medals, coins, stamps, and flags, etc. This should be more than a raw collection of stamps, etc. It needs to be a project and have some relation to Social Studies (i.e. why certain commemorative stamps were issued, the history of postage stamps in that country, etc) All work must have commenced after the completion of the previous Student Convention in their region. A Bibliography of any references including credits for photos and images must be included.

**Please note: pictures of flags are not acceptable*

2. RESEARCH - (Open only)

For this exhibit the student must 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. Do the necessary research, write your conclusion and prepare a display to exhibit your work. (eg. My Family Tree, Immigration: An Oral History, Economic Impact of the Drought, Australians in WWI). A Bibliography of any references including credits for photos and images must be included.

CHECKLIST FOR SOCIAL STUDIES

- Attach three (3) copies of the Social Studies Exhibit Judges Forms and one (1) copy of the Social Studies Report and any other supporting information to each entry.
- Bring the exhibit and all forms to convention.



SOCIAL STUDIES REPORT

OPEN

U/14 - Collection only

(Please ✓ the appropriate box)

Collection

Research

Name:			
Name:			
School:		Cust. Code:	

State the purpose, or reason for your project:

Record the process or steps used in preparing your project:

What has been illustrated, or what is the conclusion drawn from your project:



PACE BOWL

Teams consist of four students. Teams compete against each other in regular tournament elimination procedure. Competition order will be arranged prior to the beginning of the contest by random selection. The team earning the most points in each round of competition shall move to the next round. The defeated team will be eliminated.

Each school team **MUST** consist of four students proficient in Math (including Algebra I and II, Geometry, and Trigonometry), English and Literature (through PACE 1144), Science (through Physics), Social Studies (World Geography, Australian and World History, and Economics), and 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. They may only answer questions in these categories. Everyone may answer elective questions. If an unqualified team member answers the question, then his/her team loses the toss-up and the points even if the answer was correct. Questions are taken from PACEs starting with level 73 and progressing to more difficult questions with each round. Questions may be visual (such as pictures, maps, etc.).

1. **TOSS-UP PACE BOWL QUESTIONS**

A toss-up question will be asked simultaneously of both teams. Either team may answer. The first qualified person to ring the bell must answer the question. There must be no conference with other team members. Such questions have a value of five (5) points. If the qualified team member responds incorrectly, his/her team loses five (5) points. The opposing team may not respond to questions missed by opponents. Contestants are allowed 15 seconds to answer. After that time a new toss-up question will be asked.

2. **BONUS QUESTION**

If the contestant responds to the “toss-up” question correctly, his/her team will be asked a “bonus” question. Values and time limits differ according to the difficulty of the question. On “bonus” questions, team members may confer with one another but a spokesperson must give the team answer. No points are deducted if the team responds incorrectly.

A round of questioning consists of one “toss-up” question and the possible bonus question. The game will continue for ten (10) rounds.

If the game is tied after the completion of ten (10) questions, two (2) extra questions will be asked. Tied scores after the two (2) extra questions will be divided on a count back of the number of correctly answered “toss-up” and “bonus” questions.

Southern Cross Educational Enterprises provides the following:

- ◆ tables and chairs for each team
- ◆ paper
- ◆ pencils
- ◆ bells for each table

SCEE provides all PACE Bowl questions.

Any winning score allows the team to progress, but only a positive score allows the team to place.

A Judges Form is not required. SCEE will provide score sheets for each game.



AC.29
PACE BOWL

The following is a sample of one round of questions:

“You are competing for a 5-point toss-up; here is your “toss-up” question: Who was the Mexican commander at the battle of the Alamo?”

(Ring) Bill Jones, the Social Studies representative on the Sunshine Christian School team, rings the bell and answers: “Santa Anna.”

“Correct. Mr. Jones, your team now has five (5) points. Here is your bonus question; you may confer, but only one team member may answer: For 10 points -- Name the 11 Confederate States.”

Team members confer and designate a spokesman who names the states.



BOOK REPORT

This event requires Early Entry Submission - see IN.21.

All entries should be consistent with the truth of Scripture. There should NEVER be swearing, euphemisms for swearing, sexual innuendos or questionable language in any entry (Eph. 4:28).

A book report is a written composition discussing the contents of a book.

A book report should include the following information:

1. The title of the book
2. The author of the book
3. The time and location of the story
4. The names and a brief description of the characters

The book report should have one of the following as the main focus:

A plot summary - This is not a simple retelling of the story. This is an explanation of your opinion of the plot of the story supported by examples from the book. Your plot summary must include the biblical principals learned from the reading of this book.

A character analysis - this is an exploration of the physical and personality traits of main characters and the way their actions affect the plot of the book.

A theme analysis - This is the exploration of a major theme of the book supported by examples from the story. A theme analysis clearly explains what a major theme of the book is and how it appears in the story.

A book report can be written about the following genres: fiction, non-fiction (including biographies and autobiographies).

CHECKLIST FOR BOOK REPORT:

- Length 600-1000 words for U14 and 1000 - 1500 for Open, including all quotes as per computer word count. Footnotes and bibliography are excluded from word counts.
- Format - Double-spaced on plain white paper; 25mm margin on all sides using 10 to 12 point type. Plain fonts are recommended.
- Copies - Three (3) copies of the Book Report must be submitted by the Convention Registration Closing Date.
- Three (3) JUDGES FORMS are required. Attach one copy to the front of each copy of your Book Report.



