



Wisconsin Association
of Christian Schools

WACS Elementary Showcase Manual

School Years 2026 – 2030

www.wacschools.org

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General Information

Purpose

The WACS Competition exists to promote excellence in Bible knowledge, academic disciplines, and fine arts among students of WACS member schools. Its purpose is to help students develop disciplined skills across a variety of competitive areas, equipping them to serve the Lord effectively throughout their lives. The competition encourages a deeper engagement with God's Word, provides measurable standards for evaluating achievement, and fosters fellowship among Christian young people. Ultimately, our goal is to glorify Christ by cultivating and exercising the God-given talents of our students.

Plan

- Students in grades 3-6 may compete in one of the two regional meets held in different locations around the state. Schools will be assigned a regional meet according to geographic location.
- Competition schedule and details will be posted on the WACS website.
- Schools should plan for all students and sponsors to arrive in time for the opening meeting.
- Schools may bring their own lunch or pre-purchase a lunch from the host school.

Procedures & Policies

General Rules

1. Only member schools of the Wisconsin Association of Christian Schools may participate.
2. The maximum number of entries for each category can be found on the registration form available from the WACS office.
3. Schools with multiple campuses with the same grade levels may register as separate schools. A separate campus (in-person or online) may register as a separate school if the number of students at that campus is 75 students in K-12. Each campus must have its own coordinator.
4. Each participant must be regularly enrolled as a student in the school which he/she represents. Students enrolled in a WACS member school may only represent that school.
5. Home school students may participate through one of the WACS member schools on a case-by-case basis. The school must contact the WACS office before registration for approval.
6. Music selections to be performed must meet WACS/AACS standards, not local music standards. Pieces in question can be sent to the WACS office for approval at least six weeks before the scheduled competition.
7. Band, choir and ensembles do not count toward the number of individual category requirements.
8. Students competing in a category requiring judging forms must submit two (2) completed judging forms. Please come to each competition with the appropriate form completed.
9. All forms (registration, judges, supplemental) must be completed in legible English please.
10. Students may only enter in any category once. They may not compete against themselves (e.g. One student may not be a part of two small vocal ensembles).
11. Every effort will be made to avoid schedule conflicts. If a student is participating in excessive events

(individual, group, or accompanying) on the day of competition, there could be unavoidable scheduling conflicts. In which case, the student may have to withdraw from categories that overlap his/her schedule.

Elementary Level

1. Students in grades 3-6 may participate.
2. Each school will set up its own standards for the selection of its participants.
3. Each school may enter the number of entries allowed on the registration form.
4. Each student may enter no more than two (2) categories in any of the five individual areas.
5. Each student may enter up to four individual performance categories on the day of competition.
6. 6th grade students may participate at either the Elementary or Middle School competitions but not at both. Schools must choose one competition for all 6th grade students. This applies to academics as well as performance categories.

Performance Attire

The Wisconsin Association of Christian Schools believes that our Competition should have the highest standards of competition and Christian testimony. Therefore, all participating students and adult sponsors are expected to display the utmost respect for and strict adherence to these standards. Failure to do so may result in disqualification. The Dress Code and Conduct Code must be followed at all times, whether during a competition or while on the host campus the day of competition.

The Dress Code

1. Girls and ladies will wear skirts with dressy tops or a dress; no pants. Skirts will be to the middle of the knee or longer and necklines will not be exceedingly low or open in the front or back. No denim/jean skirts. Denim jackets are allowed.
2. Boys and men will wear dress shirts with a collar, tucked in and dress slacks. Hair should be short – off the collar and ears, one inch above the eyebrows, tapered in the back, combed, with no long sideburns.
3. Students should remain in dress code while on the host campus.

The Conduct Code

The Wisconsin Association of Christian Schools feels that our state competition should have the highest standards of competition and Christian testimony. Therefore, the utmost respect for and adherence to the following standard is expected and required of all contestants and adult sponsors.

1. The conduct of students is expected to meet the standard for believers in I Timothy 4:12. Patience, kindness and good sportsmanship is the exemplary rule to follow at all times for all students, sponsors, parents, and visitors. Insubordination or disruptive behavior by any student, sponsor, parent, or visitor toward any judge(s) or competition official(s) will not be tolerated. Behavior which does not exemplify a Christian will be grounds for disqualification from competition and/or expulsion from the campus.
2. WACS participants are expected to abide by the host institution's regulations.

3. Violating WACS or the host institution's disciplinary rules and regulations may result in disqualification from all events and/or disqualification from the following year's competition. The WACS Office will make the final decision in all disciplinary situations.
4. Any individual vandalizing or stealing the property of the host institution or a student attending the host institution will be subject to disqualification and possible immediate expulsion from the campus at the individual's expense.
5. Inappropriate behavior during the evening programs could result in a school's disqualification from all events and/or disqualification from the following year's competition. This includes inappropriate behavior in response to the presentation of awards to groups and individual students during the Awards Program. The result of such behavior can be the recall of presented awards and/or exclusion from the following year's competition.

Limitations Regarding Artificial Intelligence

Generative artificial intelligence (AI) is not the work of the student and work generated with AI tools or software must not be entered in any category, except as explicitly permitted in the rules for a category.

Prohibition of AI Writing Tools: The use of AI writing tools, including but not limited to Gemini, ChatGPT, or any other AI platform, is strictly prohibited unless the rules for the category explicitly permit its use. This prohibition extends to the use of AI features within word processing software, such as rewrite or polish. The prohibition also includes AI writing suggestions in Google Docs or Microsoft Word (e.g., CoPilot). Any entry found to have violated this rule will be disqualified.

Because AI technology is changing so rapidly, the AACS Competition Committee (which WACS will follow) does not feel that we can write a policy that will remain appropriate for the entire five-year duration of this manual. The current AI policy will be posted on the AACS website with annual competition information. Competitors and sponsors are responsible for reviewing the current AI policy on the AACS website each year.

1. In Bible biography, artificial intelligence tools or software may not be used to generate content. AI tools may appropriately be used to suggest edits or revisions to student-created content as long as the software does nothing more than suggest changes. All revisions must be made by the student.
2. In art categories, Artificial intelligence tools or software may appropriately be used for concept development at preliminary stages in the design process, but no part of the final submission may be AI generated.

Music

Original music is required. Photocopied music will result in automatic significant penalties. No photocopied music may be used, whether for judges, contestants, or accompanists. See General Music Rules for limited exceptions along with the number of originals needed in each category for judges to reference.

Proficiency Standards

It is one of our major goals to promote a high degree of proficiency in all the areas of competition. **At the elementary level, the participant is judged separately and is not in competition with other students. It is possible for several or all of the participants in a given category to receive an excellent if everyone in that category gave an excellent performance.**

Placings

Elementary Level

1. For Bible Quizzing, a 1st Place Trophy will be awarded.
2. For all other categories, ratings will be awarded as follows: Excellent, Good, Fair, and Participant.

Time Limits and Disqualifications

Students will be penalized for going over time or under time in any category of competition where time limits are established. When a student violates his time limit by more than one minute, the student will be disqualified. However, if he is over time or under time, but not by one minute, points will be deducted. The Competition Director, in coordination with judges and WACS leadership, shall determine disqualification due to dress code violations, conduct code violation or violation of entry rules. **Exception: The time limit for an academic category cannot exceed the time stated in the instructions.**

Performance Time

Individual contestants and groups must arrive at the competition room no less than five minutes prior to their scheduled performance time, unless prior arrangements have been made with the judges in the room. Failure to meet this requirement can result in disqualification.

Competition Annual Update

This manual will govern competition until a new manual is adopted by WACS. It is intended that the current manual will cover competition for five years (spring of 2026 through spring of 2030), at which time a new manual will be adopted. However, in order to correct errors that may be discovered within the manual, a document will be produced by the WACS office and will be posted on the WACS website. **The *Competition Annual Update* will be posted on the AACS website and any changes noted therein will govern the competition.** School leadership should **review the annual update and FAQs and inform** students, teachers, coaches, parents, and others of any changes. *It is recommended that old copies be destroyed or clearly marked as outdated to avoid confusion.*

Bible Usage

The WACS will use the KJV Bible for judging Bible competition categories. The King James Version will be the only authorized translation used in any competition category. (See AACCS website for current publication and ordering information.) This specific publication is the official version and must be used for judging. Other printings may have slight variations in words or punctuation. Answers must be correct according to the AACCS-selected publication.

Recording Policy and Performance Copyright

Performances are protected by copyright law. In some cases, the source material is also protected by copyright law. Copying the performance of another individual or group without permission from the person who developed the performance is not ethical and may violate intellectual property rights. To discourage this possibility and to protect student privacy, recording is prohibited except under the following restrictive guidelines.

No flash photography can be used during competitions. **Recording is absolutely prohibited** except for the recording of a single entry by representatives of the participant's school for personal use. The recording of all or portions of the performance of more than one entry in an event is prohibited. In any case, the head judge in a competition may prohibit recording. No recording made by anyone other than competition officials may be considered for adjudication purposes.

Judging Forms

Students competing in a category requiring judging forms must submit two completed judging forms to the judges. There are no judging forms for Bible Memory, Spelling, and Academic Testing Categories. Students must use the WACS judging forms found on the WACS website at www.wacschools.org.

Area One: Bible

Category 1: Bible Quizzing ~ Grades 3–6

1. Please see the Bible Quizzing Rules for complete details in the Appendix of this manual.
2. Fifth and sixth grade students may participate at the Middle School Level in Bible Quizzing but may not participate at both levels.
3. Two teams from each school will be allowed to compete.
4. Teams will consist of two to seven members.

Category 2: Bible Memory ~ Grades 3–6

1. The participant must give the reference before and after reciting the Scripture passage.
2. The participants will be judged according to the score sheet for Bible Memory.
3. The following passages are to be used (must be from KJV; see Bible usage policy):
 - a. 3rd grade – Matthew 4:18-25
 - b. 4th grade – Matthew 26:36-46
 - c. 5th grade – Matthew 27:15-26
 - d. 6th grade – Matthew 2:1-12

Category 3: Bible Biography ~ Grades 3/4 and Grades 5/6

1. The participant must prepare an original presentation about a Bible character.
2. 3rd and 4th grade time limit: 3–5 minutes
3. 5th and 6th grade time limit: 4–6 minutes
4. Use several sources, if available.
5. For 3rd and 4th grade, students may write or type out the biography and read it.
6. For 5th and 6th grade, students must prepare an outline to submit to judges. Students may have a 4"x6" notecard to reference during their presentation.
7. The participant must prepare and submit to the judge two copies of the written presentation or the outline with sources listed at the end.
8. The presentation should include:
 - a. Information about the person's life (specific dates and places, if known).
 - b. Information about God's call and/or the person's service for the Lord.
 - c. Information about what the participant learned as a result of studying about the person.

NOTE: It has been suggested that a student could make his/her presentation more interesting if they dressed like their character and gave their speech in the first person, *but this is not a requirement*.

Area Two: Music

Music General Rules

1. Vocal and instrumental selections will be from the following types of music: sacred, spirituals, patriotic, folk, semi-classical, or classical.
 - a. The term “classical” will not be limited to denote music from that period of history, but will apply to selections of a classical nature as opposed to those of popular music.
 - b. Piano selections must be sacred or classical according to the rules of the category.
 - c. Folk music is the body of literature that identifies with a culture or a country in the form of ballads, religious songs, work songs, cowboy songs, patriotic and political songs, and love songs. Many such folk songs have been taught by one generation to another generation and may not bear any composer identification. However, no protest songs, songs of any subversive cultural movement, or modern pop-related folk songs of any type are permissible.
 - d. Semi-classical music is that which is like classical music in form, style, and quality, but is generally less complex in nature and has a more immediate appeal. Discretion should be used in selecting semi-classical music for competition. It must meet high standards of quality in both words and music.
 - e. **Musical suites will be considered one piece of music. Time limits still apply.**
2. Medleys will be acceptable.
3. No rock style, gospel country, jazz, or music in like vein will be permitted. A “night club” sound, or “contemporary” sound is not acceptable. Participants are to avoid contemporary movie themes, though the music itself may be acceptable, and are not to use songs produced and/or popularized by current pop or rock stars even though the song itself may be acceptable.
4. Competition officials shall have full authority for making any determination in this regard. Music determined to be inappropriate for this competition will be penalized or disqualified.
5. No student or group will perform the same selection in two consecutive years. In addition, the same selection is not to be used by multiple groups from the same school in the same year.
6. Refer to specific rules for each category for questions about entrants’ qualifications.
7. No choreography, planned or unnecessary bodily movement (including hand clapping, foot stomping, deaf signing, finger snapping, etc.) may be used even if scored by the composer or arranger. For soloists, gestures that are a natural expression of the piece will not be penalized.
8. Memorization is required of piano solos, vocal solos, and vocal groups. Memorization is not required of instrumental solos (except piano) or instrumental groups. Failure to memorize when required will result in disqualification.
9. **Original Music Required:** Photocopied music will result in automatic significant penalties. No photocopied music may be used, whether for judges, contestants, or accompanists. (See limited exceptions below.)
10. **Digital Music:**
 - a. Scores on digital devices are allowed as long as students and accompanists abide by all copyright laws and have proof of purchase or documented permission to use all music used by competitors or given to judges during the competitions. When a score on a digital device is used, a device to turn pages is also permitted so long as the device is operated by the competitor.
 - b. If the contestant is using digital sheet music or something similar printed from an online download, he/she will need to provide proof of purchase or a “permission to use letter” with

the music. **Permission from the publisher must be attached to each copy that is supplied to the judges.**

11. **Photocopy Use:** Photocopies are permitted only with the publisher's permission. Permission from the publisher must be attached to each copy that is supplied to the judges. Use of photocopies without publisher permission ~~will be penalized.~~ will result in significant penalties. Photocopies of music may be used only under the following circumstances.

- a. The music is in the public domain—either it is not copyrighted, or the copyright date is 1922 or earlier.
- b. The copyrighted music has been ordered but not yet received, and the contestant presents a note from a music store stating that he has ordered and paid for the music.
- c. The contestant presents a letter from the publisher or the copyright holder giving permission to copy the music. Permission from the publisher must be attached to each copy that is supplied to the judges. Publishers often grant permission for adjudication. Band directors should note that most publishers sell an additional score for a significantly reduced price.
- d. When memorization is not required, accompanists or competitors may use a few photocopied pages along with the original score only to facilitate page turning. The original published score must also be present on the music stand and/or music rack so judges can easily see that there is a purchased original for every copy made to facilitate page turns.
- e. An emergency copy may be made to replace previously purchased copies which for any reason are not available for an imminent performance. **Proof of purchase must be attached to the copies.**
- f. Please note further the following copyright considerations.
 - i. Copyrighted music may be edited or simplified provided that the fundamental character—melodically and harmonically—of the work is not distorted. Minor deviations from the printed music must be clearly marked on the music given to judges.
 - ii. Copyrighted lyrics may not be changed without permission of the copyright holder.
 - iii. Personal arrangements of copyrighted work must have the written permission of the copyright holder.

12. Music for Judges:

- a. Contestants will need **originals** of each selection of music performed for judges to reference. If the contestant(s) or accompanist will be using music for any performance, those must be **originals. Photocopies are not permitted.** Photocopied music will result in significant penalties. Refer to the Music Publishers Association [Quick Guide to Copyright Law](#) for any questions.
- b. The contestant must number at least every fifth (5th) measure on the music given to judges. Numbers must be very clear and legible. Numbers may be written in pencil. Failure to clearly number at least every 5th measure will result in an automatic penalty of 3 points per selection. Judges are instructed **not** to mark on music.
- c. Personal arrangements and deviations from printed music should be clearly marked on the judges' music or disqualification will result after the performance is finished.
- d. The student or director will be responsible for securing furnished music from the judges following the performance.

13. **Accompanists and Page Turners:** No competitors are permitted to use page turners; accompanists may use a page turner. **See rules regarding originals, digital music, and photocopies.**

- a. See rules regarding use of photocopies to facilitate page turns in Photocopy Use (General Music Rule 11d).
 - b. See rules regarding page turns in Digital Music (General Music Rule 10a).
14. Only live piano accompaniment will be permitted for all music categories which need accompaniment.
 15. Each student or group may provide an accompanist who will not be considered as part of the group in size determination or grade level requirements.
 16. Students may not accompany themselves (play piano and sing).
 17. No electronically amplified musical instruments will be permissible.
 18. Warm-up rooms may be available throughout the day.
 19. Instrumentalists may tune their instruments with the piano before performing. Pianists may warm up on the piano before performing.
 20. Either the soloist, one member of a duet or small ensemble, or the director of a large ensemble or group shall announce the name of the participant/group, the school, the title, and composer/arranger of the selection. Timing will then begin.
 21. See Time Limits and Disqualifications policy.

Individual Events

- Category 1: Vocal Solo
 1. All vocal solos will be memorized. Failure to memorize will result in disqualification.
 2. Vocal soloists will perform one selection or medley within a 5-minute time limit.
 3. Students may not accompany themselves.
- Category 2: Instrumental Brass Solo
 1. Memory is not required.
 2. Students will perform one selection or medley within 5 minutes.
- Category 3: Instrumental Woodwind Solo
 1. Memory is not required.
 2. Students will perform one selection or medley within 5 minutes.
- Category 4: Instrumental String Solo
 1. This category is for bowed instruments. The only non-bowed instrument allowed is a harp. (Guitars, banjos, and other strummed or plucked instruments are not allowed.)
 2. Memory is not required.
 3. Students will perform one selection or medley within 5 minutes.
- Category 5: Instrumental Percussion Solo
 1. An instrumental percussion solo must be a solo or concert etude. It must be from "standard concert literature" and must conform to the General Rules for music. Since much of this literature is unaccompanied, an accompanist is optional.
 2. Memory is not required.
 3. The solo must fit into one of the following categories:
 - Snare Drum Solo
 - Timpani Solo
 - Mallet Percussion: any instrument with notes arranged in piano keyboard fashion including but not limited to orchestra bells (or glockenspiel), xylophone, marimba, or vibraphone.
 - Multiple Percussion: multiple percussion has no standard set of instruments, but often has a

combination of snare drums, concert toms, and small instruments such as a triangle, wood blocks, or cymbals.

4. No electronic devices are permitted. No drum sets are permitted.
 5. Handbells are not permitted in this category
 6. Students will perform one selection or medley within 5 minutes.
- Category 6: Instrumental Recorder Solo
 1. Memory is not required.
 2. Students will perform one selection or medley within 5 minutes.
 - Category 7: Piano solo for Grades 3/4 and Grades 5/6
 1. All piano solos will be memorized. **Failure to memorize will result in significant point deductions.**
 2. Students will perform one selection or medley within 5 minutes.

Group Events

- Category 8: Vocal Ensemble (2-12 members)
 1. **A small vocal ensemble of 2–4 voices may not be directed.**
 2. **A large vocal ensemble of 5–12 voices may be directed.**
 3. Students will perform one selection or medley within 5 minutes.
 4. Memory is required of vocal groups. Failure to memorize will result in significant point deductions.
- Category 9: Choir (13 or more members)
 1. May be directed.
 2. Students will perform one selection or medley within 5 minutes.
 3. Memory is required of vocal groups. Failure to memorize will result in significant point deductions.
- Category 10: **Small Instrumental Ensemble** (2-12 members)
 1. **Consists of recorders, wind, brass, string, percussive instruments, chimes/bells, and ukulele.**
 2. May be directed.
 3. Memory is not required.
 4. Students will perform one selection or medley within 5 minutes.
- Category 11: **Large Instrumental Ensemble** (13 or more members)
 1. Consists of recorders, wind, brass, string, percussive instruments, chimes/bells, and ukulele.
 2. May be directed.
 3. Memory is not required.
 4. Students will perform one selection or medley within 5 minutes.
 5. This is set apart from the band category because it allows for a unique combination of instruments. A typical combination of band instruments should not enter this category.
 6. Examples: recorders and percussive instruments; all percussive instruments
- Category 12: Band (13 or more members)
 1. May be directed.
 2. Memory is not required.
 3. Students will perform one selection or medley within 5 minutes.
 4. Piano may be used only if the piano part is written in the score and if the piano is played by a student. It may not be used to fill in missing instruments. The student is included in the competitor count.

- Category 13: Piano Duet
 1. Consists of two students and one piano.
 2. Memory is not required.
 3. Students will perform one selection or medley within 5 minutes.
 4. Students may be from different grades.

Area Three: Speech

Category 1: Prose Reading - Grades 3/4 and 5/6

1. Students should choose a piece of prose reading. The piece may be an acceptable selection of reading found in Christian curricula, such as Bob Jones Press and A Beka Books. Pieces from classical literature are also acceptable. Any questionable pieces should be approved by the competition director.
2. The student must provide two copies of the reading selection to the judges.
3. 3rd and 4th grade time limit: 3–5 minutes
4. 5th and 6th grade time limit: 4–6 minutes
5. NOTES TO CONSIDER:
 - a. Does it sound like the story is making sense to them?
 - b. Do they do anything to show a difference in characters?
 - c. Do they try to make a humorous story sound funny, a sad story sad, or an adventurous story exciting?
 - d. Are they able to voice the difference between characters and between characters and narration?

Category 2: Oral Interpretation of Poetry - Grades 3/4 and 5/6

1. The student will recite from memory the piece he/she has selected.
2. The piece may be any acceptable poems found in Christian curricula, such as Bob Jones Press and A Beka Books. It may **NOT** be a Bible passage.
3. The student must provide two copies of the poem selection to the judges.
4. The poem must have a minimum of 16 lines for grades 3 and 4.
5. The poem must have a minimum of 20 lines for grades 5 and 6.
6. NOTES TO CONSIDER:
 - a. Do they read in a monotone voice?
 - b. Do they read according to the punctuation?
 - c. Do they read smoothly?
 - d. Do they emphasize important words to make the meaning of the story clear?
 - e. Are they able to voice the difference between characters and between characters and narration?

Area Four: Art

Category 1: Art 3/4 and 5/6

1. Entries are not restricted to sacred themes, but entries which reflect sensualism, humanism, occultism, or worldliness will be disqualified; basically, any subject detrimental to spiritual edification will not be allowed. Competition officials shall have full authority to make any determination in this regard. Projects determined to be inappropriate for this competition will be penalized or disqualified.
2. Each entry will be the original creation of the participant alone, but the participant may have had advice or instruction.
3. Artificial intelligence tools or software may appropriately be used for concept development at preliminary stages in the design process, but no part of the final submission may be AI generated.
4. Each entry must have been created since the last State Competition.
5. Students should do original drawings or paintings from imagination or actual life. Working from a personal photograph is allowed.
 - a. If a photograph taken by another person is used, written permission from that person is required. The student must strive to be creative in his interpretation of the photograph, rather than trying to copy it exactly. If a resource photograph is used, there must be evidence of artistic changes. Any photograph used must be included with the artwork. Copying of any existing artwork (painting, drawing, illustration, etc.) is prohibited.
 - b. Entries may not include likenesses or representations of any copyrighted or licensed artwork or characters (such as characters or recognizable environments from animated films or any form of sequential art) in part or in whole; this includes commercial symbols, images, trademarks, and logos. Use of such artwork is a violation of international copyright law.
6. Contestants may have one entry in the Art category. Choose either drawing or painting.
7. There will be a 3/4 grade division and a 5/6 division.
8. Entries should be no smaller than 8" x 10" and no larger than 18" x 24".
9. Entries may be done in any medium.
10. Contestants may have verbal help from teachers or parents, but the contestant must do all actual work.
11. Simple matting is optional.
12. Subject matter should be in good taste.
13. Contestants should not include abstraction or any of the so-called modern arts, caricature or cartooning. Emphasis should be on realism. Trademarked characters are not allowed.
14. Entries will be judged according to the following criteria:
 - a. Technique
 - i. Skill in use of materials
 - b. Composition
 - i. Positive - negative space relationships
 - ii. Design - organization of objects within the picture plane
 - c. Spatial relationships
 - i. Sense of depth in the use of line and color
 - ii. Use of contrasts in values

- iii. Shadows used to advantage
 - iv. Use of overlapping and diminishing sizes to indicate distance
 - d. Creativity
 - i. Originality in ideas
 - ii. Originality in use of media
 - iii. Skill in drawing
 - iv. Neatness
 - e. Artistic Element
 - i. Meaningful attention to detail
 - ii. Use of textures
 - iii. Creation of feelings and moods
 - f. Color
 - i. Realistic use of color
 - ii. Effective use of related color
 - iii. Colors changed to indicate distance
- 15. The following information must be typed and placed on the back of each Art entry: Name, School and City, Grade, and Title of Picture. The art exhibitor tag from the WACS website may be used.

Category 2: Photography 3/4 and 5/6

1. Contestants may have one entry in Photography Category. Choose one of the following photography styles:
 - a. Still Life Photography: The photograph must be a single black and white or color image of a still life, macro photograph, or design.
 - b. Landscapes and Architecture Photography: The photograph must be a single black and white or color image of a landscape or architecture.
 - c. People and Animal Photography: The photograph must be a single black and white or color image of people or animals.
2. There will be a 3/4 grade division and a 5/6 grade division.
3. The print may not have obvious "touch up" work. Good retouching, whether digital or analog, should not be detected.
 - a. Retouching work should be limited to enhancements and modifications that improve the presentation of the image, but do not change the truth of the original story. The photographer may not add or replace elements in an image. Red-eye removal and spot editing are permitted.
 - b. Retouching may only include the use of corrective functions to improve the natural appearance (for example: levels, contrast, brightness, curves, intensity, tone, hue, saturation, color balance, etc.).
 - c. Artistic filters may NOT be used.
 - d. Retouching is part of the creative process. Good retouching should not be seen and poor retouching will be graded against; therefore, graphics and text must not be included.
4. The print will be judged on the basis of composition, aesthetic appeal and originality.
5. The name of the student, the school, and the school address must be on a label in the top center location on the back of the print.
6. The minimum print size is 7 x 10 inches.
7. Photos must be matted and may not be framed. Mats must be white. Photos may not be double matted, and decorative elements (such as scrolling) on the mat are not permitted.
8. Note: Not every photograph will fit one of these categories. To be entered in this competition, a photograph must fit clearly into one of the listed categories.
9. The following information must be typed and placed on the back of each Art entry: Name, School and City, Grade, and Title of Picture. The art exhibitor tag from the WACS website may be used.

Area Five: Academics

Academic testing will be done online through TestPoint. Information regarding ordering and testing will be sent to school coordinators via email. Testing in the categories of English, Math, Science and History are now available to all 3rd – 6th grade students through TestPoint. TestPoint is an online Academic Testing Competition Program. Study guides are not available from TestPoint. The testing will consist of multiple choice, matching and true/false questions that apply to that subject's grade level.

General Helps

It is recommended, in fact strongly suggested, that the teacher prepares the individual students who will be competing by giving them extra instruction. For studying, it is recommended to use the curriculum your school uses. Remember that these tests cover more information than your textbook content, encompass more information than the student has covered thus far in the academic year and the test is designed to encompass the entirety of the content area: not information specific to a chapter or unit test given in your classroom.

- Category 1: English Test
- Category 2: Mathematics Test
- Category 3: Science Test
- Category 4: History/Geography Test
- Category 5: Spelling

Spelling General Information

1. There will be two parts to the Spelling competition - written and oral.
2. Copies of the spelling lists for each grade are on the following pages. Additional copies can be made with a photocopier.
3. Capitalization will be considered as a part of the spelling.
4. A total of 20 words, including 5 Bible words, will be given for the written test.
5. The oral spelling may consist of up to 10 rounds. There will be several rounds of regular words and Bible words.
6. The judges will use the Spelling Score Sheet for evaluating each participant.
7. All decisions will be made by the judges and will be final. Please note the recording policy found in the general information section.

Instructions to Participants

1. The participants may ask the Spelling Master to repeat a word if he/she fails to understand it. He/she may not ask to have a word repeated after he/she has begun to write or spell that word.
2. In the oral rounds, the first spelling only will be accepted unless the judges have asked the participant to repeat the word. A student will be given one opportunity per round to correct an error. The student should stop mid-word and say "correction" and then start over. The judges should note and announce to the student that they have used their one correction opportunity for that round.

Instructions to the Spelling Master and Judges

1. The Spelling Master and Judges will be given the list of words and sentences to be used for each part of the Spelling competition.
2. The Spelling Master will pronounce the word, use it in a sentence and then pronounce it again.
3. When a word is misspelled, the Spelling Master shall give the correct spelling and give a new word to the next participant.
4. The Judges may ask a participant to respell a word if either of them failed to hear the participant clearly. A student will only be asked to speak up once, after that it may be counted as an error.
5. The Judges will record the errors on the scoring sheet of each participant as follows:
 - a. Written part - 1 point off for error in spelling, failure to indicate a capital letter, or word is not legibly written.
 - b. Oral part - 1 point off for error in spelling, failure to indicate capital letter, attempting to respell or correct the spelling of a word, asking a question after beginning to spell.
 - c. It is not necessary to record misspelled words on Judge's form.

Third Grade Spelling List

act	explain	merry	uncle	island
afternoon	fair	missing	until	jail
airplane	false	mittens	valentine	Jesus
almost	fish	moccasin	verse	journey
anyone	floor	Monday	visit	judge
arrive	fluffy	money	wagon	kingdom
baseball	fond	month	weal	lamb
because	football	more	which	lame
bedroom	found	mouth	while	language
before	Friday	nails	whip	leper
bill	friend	nightmare	why	letter
birthday	front	note	wink	light
bitter	gem	often	won't	Messiah
boast	gift	open	world	obey
branch	girl	pack	wrench	parable
bright	glad	paint	writing	Pharisee
build	glass	pencil	yesterday	power
cab	green	people		praise
calfskin	guess	pitch	BIBLE WORDS	prayer
cannot	hair	plain	Adam	priest
cartoon	happen	point	angel	prison
chickens	heard	quickly	basket	proverb
children	hike	repay	believe	Psalms
chilly	hockey	salt	Bible	receive
choose	hour	seven	blessed	repent
Christmas	hurry	should	blind	Romans
church	hurt	silent	blood	Saul
clearing	invent	simple	chosen	sea
climb	July	small	confess	servant
cloth	June	snack	create	slave
club	knew	soap	crowd	soldier
color	land	sorry	customs	Solomon
cotton	large	stood	David	sower
country	laugh	street	dream	spies
cowboy	leap	strong	Esther	stoned
cozy	lesson	Sunday	evil	supper
cream	lower	sure	field	temple
crippled	lullaby	swallow	flood	thankful
dance	lumber	tablet	healed	throne
dresses	magnet	teach	heart	tomb
early	March	their	Herod	victory
escape	mash	third	holy	widow
evening	measure	tornado	humble	worship
everyone	melon	trip	idol	
everything	mermaid			

Fourth Grade Spelling List

ability	earnings	license	shortage	BIBLE WORDS
active	echo	listen	should	Abraham
against	either	load	signature	Adam
aid	elastic	loaf	slender	altar
album	elephant	locate	slope	anointed
April	elm	marvelous	smear	believe
appearance	escape	master	smooth	Bethlehem
awkward	everything	maybe	solve	Bible
bashful	excuse	minute	splendid	commandment
batter	fairy	misplace	square	confess
behave	fake	mountain	statement	covet
believe	falling	mystery	sugar	custom
blackboard	fantastic	neighbor	suffer	David
blew	fare	newspaper	surround	devil
bottle	festival	noisy	swimming	Egypt
brave	field	nonsense	talent	Esther
breakfast	fighting	obedience	telephone	eternity
button	floating	October	tender	evil
camel	flour	ordinary	theft	firmament
campfire	forgetful	parade	thirty	flood
canal	forgot	password	though	Genesis
castle	form	perfect	thought	Goliath
caught	freeze	perfume	thousands	honor
chalk	fret	period	thread	image
chief	friend	permission	through	Israel
choose	frown	piece	Thursday	Jehovah
classmate	giant	pinch	tick	Jericho
classroom	glamorous	plowed	transplant	kingdom
clue	glide	ponies	transport	lamb
coasting	graze	potato	Tuesday	leprosy
coffee	habit	pretend	twenty	manna
comb	heart	president	twin	Moses
comedian	hello	press	uncertain	Naomi
color	holiday	prize	uncomfortable	Noah
convince	honest	quickly	unexpected	offering
cousin	hundred	quiet	unimportant	paradise
crumb	hungry	raccoon	uninvited	Passover
cute	icy	really	unkind	Philistines
decision	imagine	recount	vacation	plagues
dessert	importance	replace	visible	priest
different	income	result	visit	prophecy
dirty	incorrect	retire	voyage	Psalms
disapprove	instead	roam	waited	salvation
disaster	January	rumble	weather	Samson
disgraceful	kitchen	running	Wednesday	serpent
display	knee	sameness	wept	shepherd
distrust	know	Saturday	whole	Solomon
downhearted	large	saucer	women	tabernacle
dozen	laughed	score	wouldn't	testament
drop	leather	seashore		tomb
drown	lengthen	section		worship
dungeon	liberty	self-confidence		

Fifth Grade Spelling List

accomplish	confused	haul	received	commandment
account	consult	horrid	recess	condemnation
acorn	course	identity	reexamine	covet
acre	covering	ignorance	remembered	dedicate
activity	cruel	imagine	replacement	devil
adobe	cruelty	immigrate	result	disciple
advice	curtain	interesting	rouse	divine
advisable	daylight	instead	rude	Egypt
advertisement	deadline	Italy	sailor	Elijah
afford	deaf	January	sauce	Elisha
against	defend	ladies	scissors	empower
airplane	delay	language	secure	eternity
although	difficult	library	seventh	eunuch
ambition	dinner	locate	similar	Exodus
amendment	discourage	luxury	simplify	famine
amuse	discovered	lying	sincerely	forgiveness
answered	dismiss	machine	sneeze	Genesis
anxious	distance	magazine	sorrowful	Gentiles
area	distress	matches	squirrel	glorify
arithmetic	dramatize	material	subtract	gospel
attractive	easier	measles	suggestion	heathen
author	effort	miner	surely	Hebrews
badge	electric	mischief	surprised	holiness
bakery	emperor	modern	thankful	honor
basement	empty	motto	themselves	innocent
beauty	enjoyable	nasty	thieves	Israel
believed	equip	national	threat	Jerusalem
bewilder	errand	neighbor	thus	Jonah
bleach	eternal	nephew	tongue	Judea
blunder	excellence	nineteen	transfer	leprosy
boldness	exile	ninety	treasure	Levites
breathe	expand	normal	truthful	Malachi
brutal	explain	notice	unfamiliar	Matthew
building	failure	October	uniform	Nineveh
buried	familiar	objectionable	unmerciful	parable
business	fault	opinion	unsatisfactory	pastor
cafe	February	outstanding	usual	peace
calves	flexible	pace	vanish	penalty
cannon	following	paralyze	victorious	pestilence
canyon	forbidden	penalty	visitor	Pharisee
captivity	forgiveness	per	visual	priest
carefree	fourteen	pioneer	voice	prophet
carried	fragile	pledge	watching	Psalms
caterpillar	froze	postpone	wolf	reign
certain	furious	powerless	you'll	remnant
chief	furniture	principle	zone	sacrifice
chocolate	garage	prize		sanctify
chose	generally	problem	BIBLE WORDS	Samaria
circle	geography	professor	altar	Solomon
clatter	gossip	prosperous	atonement	soul
collect	greatly	purple	Bethlehem	spirit
combine	greedy	quite	bullock	temple
commence	grief	really	chasten	thankful
compress	guessed	reasonableness	Christian	Timothy
condemn	hadn't	recall	Comforter	tomb
confederation	harness	receipt		worship

Sixth Grade Spelling List

abbreviation	counterfeit	jagged	ruling	Egypt
abolish	czar	judge	salary	Elizabeth
absentee	deceive	justice	Saturday	Ephesus
absorbing	descent	landscape	secrecy	frankincense
absurd	deserve	lawful	separate	Gabriel
accidents	design	leadership	severe	Gentiles
accord	desired	lettuce	shatter	gospel
accurate	destination	license	sheath	hosanna
accustomed	difference	loyalty	sincere	immortal
acres	difficulty	magical	slogan	incense
adjective	dignity	majority	soldier	Israel
admirer	disappeared	manufacturing	solution	Jericho
adopted	disregard	mechanical	soprano	Jerusalem
advantageous	distributed	medium	strict	Joseph
adverb	district	migrate	suggested	Judea
agriculture	document	military	supreme	judgment
allowable	eclipse	mineral	symbol	Lazarus
already	elementary	minor	tamper	Matthew
ambition	eliminate	mishap	temperature	myrrh
American	endorse	modern	temptation	Nazareth
ancient	estimate	mysterious	tenor	oath
anniversary	excellent	natural	therefore	Passover
announce	exercise	neighbor	thigh	Pentecost
annual	exhibit	neither	thump	Pharisees
appreciate	experiment	northwest	Thursday	Philippi
approximately	faultless	numerous	torrent	Philippians
arithmetic	February	occasional	transform	prayer
artificial	federal	occur	twilight	priest
associate	flaw	official	urgent	prophecy
attorney	foresight	operated	vacate	prophet
automobile	freight	opponent	variety	publicans
available	frequent	opportunity	vicinity	rabbi
aviation	further	orchard	voluntary	Rapture
bacteria	future	organize	vow	resurrection
banquet	generosity	original	Wednesday	Sadducees
beauty	gong	panic	whistle	sanctified
benefit	grant	perfectly	wisdom	Satan
biscuits	gratitude	persuade	yearn	satanic
blueprint	guardian	piracy		Scriptures
bonus	halo	playwright		shepherds
brilliance	heighten	portable		sycamore
capable	henceforth	position	BIBLE WORDS	tabernacle
capitol	hesitate	potatoes	Antioch	temptation
carpenter	hideous	preposition	apostles	testimony
centennial	hoarse	privilege	ascended	Thessalonians
certificate	honorable	produce	baptism	Zacchaeus
character	humid	published	Bethlehem	Zacharias
chorus	illegal	purchase	blessed	
collision	imagination	pursuit	Caesar	
columnist	immediately	quantity	Christ	
commission	impatience	quarrel	Christian	
composition	imperfect	radar	Colossians	
concern	impossible	raid	Comforter	
conclusion	improvement	rampage	condemned	
conduct	impudent	reassemble	crucifixion	
conference	individual	recognize	crucify	
confide	innocent	reconsider	debt	
contentment	insert	reliable	desert	
continued	intercept	required	disciple	
convenient	item	ridiculous		

Category 6: Science Fair

General Information

1. The Regional Science Fair will be held on the same day as the Academic Meets.
2. There will be a division for 3rd/4th grades and for 5th/6th grades.

General Requirements

A Science project consists of four (4) distinct parts:

1. Notebook: The notebook should include
 - a. Background Research: This is a short research paper that is done on the topic of interest before the experiment is begun; it is to help educate the student on the area of interest.
 - b. A Description of the Experiment: Tell what you did, what you were testing, what your hypothesis is and what the controls and variables used were.
 - c. Results of the Experiment with Conclusions: Tell what you learned and what you might do differently if you repeated the experiment and what might have been some sources of error.
2. Scientific experiment: The experiment must display a knowledge of the scientific method beginning with the hypothesis and describing the controls and the variable. This is really the key point in doing a science fair project. The students must know what these words mean and how they apply in their project. This is what sets this project apart from just an interesting display, model, or demonstration. Students need to show an understanding that they are actually testing some variable in their experiment and are measuring the results. The experiment must have measurable results.
3. Oral presentation: Can students clearly communicate what has been done in their experiment?
4. Backboard display: This should include hypothesis, controls, variable, results, conclusions and a Biblical application presented on a display board along with pictures of the project.

General Guidelines

1. The notebook for these grade levels must use all forms included on pages of 28-31 of this manual.
2. Neatness and correct English are important.
3. Several suggestions for experiments at various levels are included in the appendix. These are only suggestions. Students may do any project approved by their teacher.
4. In the oral presentation students will be expected to show a good understanding of what they have done and why they obtained the results indicated in their notebook.
5. The backboard display should take into consideration the level of ability and maturity of the student while at the same time displaying the pertinent information. Information regarding backboards follows.

Elementary Science Fair Display Board

The display board should summarize the experimentation on the problem. It is NOT to be a copy of reference material.

1. Construction

- a. The backboard must be self-supporting.
- b. On a sheet of notebook paper, make a blueprint of what you plan to include on the poster. Be sure to figure how much room will be needed for each letter. Check all words carefully for correct spelling and correct English usage. Have someone else read the blueprint to see if it makes sense before starting the poster itself.
- c. Title
 - i. The title should be worded as to attract and hold attention.
 - ii. Avoid the use of a very long title. Do not use the word "TITLE" on your backboard.
 - iii. Be specific.
 - iv. EXAMPLES: Non-Specific: "Growth of Plants" Specific: "The Effect of a Nitrogen Atmosphere on Stem Growth of Legumes"
- d. Use of Color
 - i. Do NOT use colored pencils. They are too light in color to provide sufficient color contrast.
 - ii. Avoid the use of more than 3 colors, 2 basic and 1 for accent. Do not use 2 very dark or 2 very light colors. Contrast is necessary. Black is poor as the poster color unless sufficient contrast is provided.
- e. Lettering
 - i. Letters should be a minimum of ½ inch in height.
 - ii. Lettering may be printed or stenciled. Computer generated lettering is best. But if it is handwritten, it should be printed not done in cursive. The use of small strips for various parts of the backboard will prevent redoing an entire poster in case of errors.
 - iii. Space letters evenly.
 - iv. Do not divide words into syllables at the end of lines.
- f. Divide the poster material into sections, following an organized scientific outline. Include hypothesis, controls, variable, results, conclusions and a Biblical application along with pictures of the project.
 - i. Try to devise some way of picturing your results such as with the use of charts, graphs, photographs, etc.
 - ii. This offers relief from printing and shows that you are able to interpret your findings scientifically.

2. Backboard Size

- a. 5 feet high maximum and 3 feet high minimum (not including table)
- b. 30" maximum depth and 48" maximum width

Science Fair Project Proposal

Project Title: _____

Question (What I want to find out.)	
Hypothesis (What I think will be the answer to my question.)	
Project Proposal (How I will test my hypothesis.) Materials Needed:	
Step-By-Step Directions: (Number each step.)	

This is the investigation I would like to do for my science fair project.

Student's Signature Date

The investigation outlined in this proposal meets the preliminary requirements for a science fair project.

Teacher's Signature Date

I will support my child's efforts in doing this science fair project.

Parent's Signature Date

My Journal – Experiment Entry

Date: _____

What I did	
What I observed Time Observation Began _____ Time Observation Ended _____	
What I thought	

My Journal – Background Research Entry

Date: _____

Source of Information	What I Found Out

Science Project Completion Schedule

This schedule should be the first page in your project notebook.

Assignment	Date Due	Date Completed
Question		
Hypothesis		
Project Proposal		
Journal		
Report		
Project Display		
Oral Presentation		
Evaluation		

Student's Signature: _____

Parent's Signature: _____

Sample Science Project Ideas – Level I

1. How much salt does it take to float an egg?
2. Do bigger seeds produce bigger plants?
3. What kind of juice cleans pennies best?
4. Which materials absorb the most water?
5. Which dish soap makes the most bubbles?
6. Do wheels reduce friction?
7. What materials dissolve in water?
8. On which surface can a snail move faster - dirt or cement?
9. Does holding a mirror in front of a fish change what a fish does?
10. How can you measure the strength of a magnet?
11. What color of birdseed do birds like best?
12. Do ants like cheese or sugar better?
13. What holds two boards together better - a nail or a screw?
14. Can the design of a paper airplane make it fly farther?
15. Will bananas brown faster on the counter or in the refrigerator?
16. Do roots of a plant always grow downward?
17. Does temperature affect the growth of plants?
18. Do mint leaves repel ants?
19. What kind of things do magnets attract?
20. Does a ball roll farther on grass or dirt?
21. What foods do mealworms prefer?
22. Do all objects fall to the ground at the same speed?
23. How long will it take a drop of food dye to color a glass of still water?
24. Does anyone in my class have the same fingerprints?
25. Does a bath take less water than a shower?
26. Which travels faster - a snail or a worm?
27. Can you tell where sound comes from when you are blindfolded?
28. Which paper towel is the strongest?
29. Can plants grow without soil?
30. Can plants grow from leaves?
31. Does warm water freeze faster than cool water?
32. Which dissolves better in water - salt or baking soda?
33. In my class who is taller - boys or girls
34. Can things be identified by just their smell?
35. Do different types of apples have the same number of seeds?

Sample Science Project Ideas – Level 2

1. How far does a snail travel in one minute?
2. Does the color of water affect its temperature?
3. Do different types of soil hold different amounts of water?
4. Can you separate salt from water by freezing?
5. Will adding bleach to the water of a plant reduce fungus growth?
6. How does omitting an ingredient affect the taste of a cookie?
7. Does water with salt boil faster than plain water?
8. Do suction cups stick equally well to different surfaces?
9. How far can a person lean without falling?
10. Which student in class has the greatest lung capacity?
11. Can you tell time without a watch or clock?
12. How much weight can a growing plant lift?
13. How far can a water balloon be tossed to someone before it breaks?
14. Will water with salt evaporate faster than water without salt?
15. Does the shape of a kite affect its flight?
16. Does it matter in which direction seeds are planted?
17. Does an ice cube melt faster in air or water?
18. Which cheese grows mold the fastest?
19. Does sugar prolong the life of cut flowers?
20. How much of an orange is water?
21. Which brand of diaper holds the most water?
22. In my class, who has the smallest hands - boys or girls?
23. Will more air inside a basketball make it bounce higher?
24. Which kind of cleaner removes ink stains best?
25. Does the color of light affect plant growth?
26. Does a plant grow bigger if watered by milk or water?
27. Does baking soda lower the temperature of water?
28. Which brand of popcorn pops the most kernels?
29. Does a baseball go farther when hit by a wood or metal bat?
30. Which brand of popcorn pops the fastest?
31. How much can a caterpillar eat in one day?
32. Using a lever, can one student lift another student who is bigger?
33. What gets warmer - sand or dirt?
34. Do plants grow bigger in soil or water?
35. Which kind of glue holds two boards together better?

Sample Science Project Ideas - Level 3

1. What type of live carries sound waves best?
2. Which way does the wind blow most frequently?
3. Can the sun's energy be used to clean water?
4. Does the size of a light bulb affect its energy use?
5. Does a green plant add oxygen to its environment?
6. For how long a distance can speech be transmitted through a tube?
7. Which metal conducts heat best?
8. Which grows mold faster - moist bread or dry bread?
9. What percentage of corn seeds in a package will germinate?
10. What type of soil filters water best?
11. Does an earthworm react to light and darkness?
12. Does the color of a material affect its absorption of heat?
13. Does the human tongue have definite areas for certain tastes?
14. Does sound travel best through solids, liquids, or gases?
15. Do sugar crystals grow faster in tap water or distilled water?
16. Does the viscosity of a liquid affect its boiling point?
17. Can you see better if you limit the light that gets to your eye?
18. Does surrounding color affect an insect's eating habits?
19. Do children's heart rates increase as they get older?
20. What common liquids are acid, base, or neutral?
21. Do taller people run faster than shorter people?
22. What materials provide the best insulation?
23. Does the length of a vibrating object affect sound?
24. Is using two eyes to judge distance more accurate than using one eye?
25. Does a plant need some darkness to grow?
26. Do different kinds of caterpillars eat different amounts of food?
27. Who can balance better on the balls of their feet - boys or girls?
28. What plant foods contain starch?
29. Does exercise affect heart rate?
30. What keeps things colder - plastic wrap or aluminum foil?
31. Does heart rate increase with increasing sound volume?
32. What are the effects of chlorine on plant growth?
33. Do boys or girls have a higher resting heart rate?
34. Which type of oil has the greatest density?
35. Do liquids cool as they evaporate?

Appendix

Category 1: Bible Quizzing

Bible Quizzing is a “jump-quizzing” competition measuring Bible knowledge and speed of recall. Three opposing teams are challenged by an oral question, and any team member who responds first is given opportunity to answer within a time limit. Points are scored for correct answers and penalties assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest scoring team is declared winner at the game’s end. Competition proceeds as in a double-elimination tournament.

Quiz Panel: The quiz panel will officiate each quiz.

1. The quiz panel may consist of the quizmaster, scorer, timekeeper, and one or two judges.
2. The quiz panel will be appointed and instructed by the quizmaster.
3. All decisions by the quiz panel will be final.

Middle School Team Membership

1. Fifth and sixth grade students may participate at the Middle School Level in Bible Quizzing but may not participate at both Elementary and Middle School levels.
2. Two teams from each school will be allowed to compete.
3. Teams will consist of two to seven members.

High School Team Membership

1. For each game, a team will be composed of two to five members and may include up to two substitutes from the same school.
2. A team may change team members after the conclusion of a given game in the tournament.

Team Coaches: Each team’s coach will be present during competition.

1. Although the number of coaches for pre-contest preparation will be at the school’s discretion, each team will have no more than two official coaches present during competition.
2. The coach will be responsible for the behavior of the team at all times.
3. The coach’s behavior will be considered as team behavior and, as such, will meet the Dress and Conduct Code outlined in the General Rules.
4. The coach may lodge a protest solely with the Competition quizmaster after a game has been completed. The judges will not entertain protests at any time. Protests presented courteously to the Competition quizmaster will be received courteously.

Study Cycle

1. The WACS will use the KJV Bible for judging Bible competition categories. The King James Version will be the only authorized translation used in any competition category. (See AACS website for current publication and ordering information.)
2. The cycle for the next nine years is as follows:
 - a. 2025–2026 Romans, James
 - b. 2026–2027 Mark, 1, 2, & 3 John, Jude
 - c. 2027–2028 1 & 2 Thessalonians, 1 & 2 Timothy, Titus
 - d. 2028–2029 Galatians, Ephesians, Philippians, Colossians, Philemon

- e. 2029–2030 John
- f. 2030–2031 Acts
- g. 2031–2032 1 & 2 Corinthians
- h. 2032–2033 Matthew
- i. 2033–2034 Hebrews, 1 & 2 Peter

Pregame Procedure and Seating Plan

1. The quizmaster will face the opposing teams. The quizmaster will determine the arrangement of the competition room.
2. Three opposing teams will be seated so as to see and hear clearly the quizmaster and to see the scoreboard.
3. Each school's starting quizzers will sit as a team, numbered 1, 2, 3, 4, 5.
4. Each team will choose a captain and co-captain prior to quizzing.
5. Each team will identify the captain to the quizmaster prior to quizzing.
6. The official mode of response will be a bell-and-light jump system.
7. The quizmaster will review the rules and game procedure and answer any related questions preceding play.
8. The quizmaster and event coordinator can determine a reasonable accommodation to allow participation by a quizzers who is physically unable to stand.

Game Procedure

1. A game will consist of twenty correctly answered regular or toss-up questions plus whatever free and tie-breaking questions become necessary, regardless of time.
2. **Regular Questions:** A game will commence with the reading of a regular question by the quizmaster to the three teams. The regular question format will be as follows: "Question number one: question."
 - a. If no quizzers responds within ten seconds after the reading of a question, the question will be tossed out and another question read to continue play.
 - i. Tossed out questions will not constitute any of the twenty regular questions.
 - ii. Team members may confer before any quizzers is recognized.
 - iii. Quizzers may begin to confer while the question is being asked, as long as they do not prevent other teams from hearing the question. Quizzers may not confer once the quizzers is recognized.
 - b. During or after the reading of a regular question, the first quizzers whose light comes on will be recognized by the quizmaster as the team spokesman for that question and will be addressed by state and number, for instance, "Tennessee, Number Three."
 - c. **Interrupted Questions:** The reading of regular, toss-up, or tie-breaker questions may be interrupted by a quizzers, but he must then answer the question without hearing it read in its entirety.
 - d. The clock will start upon the quizmaster's verbal recognition of the quizzers
 - i. Thirty seconds will be allowed in which to answer any question in its entirety.
 - ii. The quizzers will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run marking the thirty-second count. An answer will be considered as started when a quizzers gives new information which is part of the unread portion of the question or part of the answer.
 - iii. In a year when more than one book of the Bible is included in the study material, if

the quizmaster has not said the name of the book, the quizzier may say the name of the book within the ten seconds in order to earn the full thirty seconds. However, if the new information supplied includes the name of the book, the quizzier must correctly state the name of the precise book in order to be ruled correct. (Example: First Corinthians, instead of just Corinthians.)

- iv. In a year when only one book of the Bible is included in the study material, if the quizmaster has not said the chapter of the book, the quizzier may say the chapter number within the ten seconds in order to earn the full thirty seconds. However, if the new information includes the chapter number, the quizzier must correctly state the precise chapter number in order to be ruled correct.
- v. If the quizzier fails to begin his answer within the ten seconds, it will constitute an error.
- e. Upon giving the correct answer to a regular question, twenty points will be scored for the answering team, and another regular question will be read to continue the cycle.
 - i. Each individual quizzier's points will be tallied on a score sheet.
 - ii. During the competition, any quizzier having correctly answered six twenty-point questions (quizzing out) will leave the game.
 - 1. He may be replaced by an eligible substitute.
 - 2. He will not return to the current game.
 - 3. Should the team captain quiz out, the co-captain will assume the role of challenger.
 - 4. Should an entire team vacate whether through quizzing out or erroring out, the format will change to two-team rules; in other words, the toss-up question will still be worth 20 points, and no error will be assessed for the attempt on the toss-up.
- f. At the quizmaster's call of time, or when the quizzier is seated again, any incorrect or incomplete answer will constitute an error.
 - i. Each individual quizzier's errors will be tallied on a score sheet.
 - ii. During the competition, any quizzier having made six errors (erroring out) on regular or toss-up questions will leave the game.
 - 1. He may be replaced by an eligible substitute.
 - 2. He will not return to the current game.
 - 3. Should the team captain error out, the co-captain will assume the role of challenger.
 - iii. Beginning with the fourth team error, ten penalty points for each error will be deducted from the team's score.
 - 1. The first three errors will not affect a team's score.
 - 2. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
- 3. **Toss-Up Questions:** After penalty points have been assessed for the incorrect answer to a regular question, the regular question shall be reread and will constitute a toss-up question.
 - a. Only the remaining two teams may vie for a response to the toss-up question.
 - b. If no quizzier responds within ten seconds, the question will be tossed out.
 - c. A correct answer to a toss-up question will score twenty points for the answering quizzier's

- team.
- d. Beginning with the fourth team error, an incorrect answer to a toss-up question will deduct ten points from the team's score.
 - e. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
 - f. When competition consists of only two teams, toss-up questions will carry a value of twenty points and incorrect answers will not be penalized.
 - g. The toss-up format will be as follows: "Toss-up Question [to the remaining teams]: question." Quizzers may jump after the second question. If the Kirkman Box is used, quizzers may jump as soon as the amber light comes on. [Instruction for quizmasters: The quizmaster will do his best to time the reset so that the amber light will come on at the same time as the second word question. In any case, the standard is when the amber light comes on.]
4. **Free Questions:** Upon error on a toss-up question, the remaining third team will be given a free question, which will be a new, previously unread question.
- a. The first quizzer to rise may attempt to answer a free question without fear of penalty upon error, termed "attempt."
 - b. No other attempts to answer will be permissible.
 - c. A correct answer to a free question scores ten points for a team.
 - d. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered, or unanswered in any manner; hence, the term "free."
5. **Tie Score:** In the event of a tie score after the twentieth question, single regular questions will be asked until the tie is broken, termed tie-breaker questions.
- a. Individual scores and errors will continue to be tallied.
 - b. If the twentieth question is answered in error, the entire round will continue to completion, toss-up and, if necessary, free question included. Thereafter, the single tie-breaker questions will continue until a winner is declared, as in a sudden-death play-off. However, the quiz must end with a correctly answered 20-point regular, or toss-up-question.
 - c. If, after the twentieth question, one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest; and the game will continue until a tie-breaking question produces a middle winner. The format will change to two-team rules; in other words, the toss-up question will still be worth 20 points, and no error will be assessed for the attempt on the toss-up. A tie-breaking question, regular or toss-up, must be answered correctly in order to end the quiz. (A tie cannot be settled by the points lost for an incorrect answer.)
 - d. The same process described above (5.c) will be followed if two teams are tied for first place honors at the end of a game. Each game will have a high winner, a middle winner, and one loser (see Determination of Winner).
 - e. In a two-team tie breaker, a team that loses more than 10 points without the other team winning will always have a chance to come back and win the quiz. In other words, there are some scenarios in which the first team to correctly answer a 20-point question does not yet win the tie breaker.
 - f. If, after the twentieth question, all three teams are tied with the same score, the quiz will continue one question at a time until there is a high winner, a middle winner, and one loser. An evaluation of how one or more of the teams will finish the quiz will be made only after a correctly answered 20-point question. Each team getting an error on a regular or toss-up

question will continue to incur a 10-point deduction.

- i. If no team earns 20 points for an answer, then all three teams will continue to the next question, regardless of the score.
 1. Example 1: All three teams have 120 points after 20 questions. On the first extra question, Team A misses, Team B misses, and Team C misses the free question. The quiz continues, even though the score is 110-110-120.
 2. Example 2: All three teams have 120 points after 20 questions. On the first extra question, Team A misses, Team B misses, and Team C correctly answers the free question. The quiz continues, even though the score is 110-110-130.
 - ii. If a team earns 20 points for an answer, then at the end of the question an evaluation will be made regarding how the teams have finished in the quiz.
 1. Example 3: All three teams have 120 points after 20 questions. Team A jumps first and gets 20 points. The score is 140-120-120, and Team A is the high winner. Team A drops from the quiz, and a two-team tie breaker continues according to rule 5.c. above.
 2. Example 4: All three teams have 120 points after 20 questions. Team A jumps first and misses; then Team B jumps and gets 20 points. The score is 110-140-120, and the quiz is over with Team B the high winner, Team C the middle winner, and Team A the loser.
 3. Example 5: The score is 110-110-130 after Example 2 above. Team A jumps and gets 20 points. The score is 130-110-130, and Team B is the loser. Team B drops from the quiz, and a two-team tie breaker continues according to rule 5.d. above.
6. **Time-Outs:** A team may call two time-outs during a game. A coach may talk with quizzers only during a time-out. This does not mean a coach would be forbidden a spontaneous congratulations or encouragement.
- a. Time-outs will be allowed after the answer of one question and before the reading of the next.
 - b. Time-outs will be no longer than one minute.
 - c. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of quizzers.
 - i. Voluntary substitutions require the calling of time-outs.
 - ii. Other teams may substitute quizzers during one team's time-out.
 - iii. A time-out may be called for a team conference.
 - d. A challenge will take precedence over a time-out.
 - e. The procedure for calling a time-out will be as follows: The quizzer or coach should stand and say, "Mr. Quizmaster, we would like a time-out."
 - f. If tie-breaker questions are required, each team will be allowed one time-out during the tie breaker, regardless of the number of previous time-outs taken.
7. **Fouls:** The following actions will constitute fouls:
- a. Talking or conferring by any quizzers between the time the quizzer has been recognized and the time points are awarded or penalties assessed.
 - b. Any part of the hands or feet touching the chair during the reading of a question.
 - c. Failure of a quizzer to come to full stature.

- d. A team's display of an overly antagonistic attitude toward officials and rulings.
 - e. A disagreeable attitude evidenced by indiscreet challenging.
 - f. Any behavior not conducive to the Christian spirit.
 - g. For every three team fouls, ten points will be deducted from that team's scores.
 - h. If a quizzer begins to answer before he is recognized, a foul will be given; but he will be allowed points for a correct answer.
 - i. If the wrong quizzer answers the question, the right quizzer will be then permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed and the question repeated as a toss-up question.
 - j. If the amber light fails to come on and the timer fails to engage when the quizzer jumps, then the quizzer has jumped too soon, and a foul will be assessed. The quizmaster will attempt to time the reset with the second word question (i.e., "Question number 7, question).
[Instructions for quizmaster: The quizmaster will do his best to time the reset so that the amber light will come on at the same time as the second word question. In any case, the standard is that quizzers may jump as soon as the amber light comes on.]
 - k. If after the amber light comes on and the timer begins to count down, the quizzer begins to stand but then is seated again without answering, this is an error, not a foul. The quizmaster gives the error to the quizzer and moves to the toss-up question.
 - l. If a quizzer restrains or assists another quizzer physically (holds him in his seat or pushes him to his feet).
 - m. If a quizzer or team causes a delay in the game.
8. **Challenges:** The following rules will govern all challenges.
- a. An answer to any question (regular, toss-up, free, or tie-breaker) will be considered open to challenge under the following circumstances.
 - i. It is believed that incorrect information was considered correct.
 - ii. In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in the competition.
 - iii. It is believed that correct information was considered incorrect.
 - b. Each challenge must be submitted to the quizmaster at the appropriate time.
 - i. If the original question is ruled *correct*, either of the other teams may immediately challenge the ruling, prior to the asking of the next question.
 - ii. If the original question is ruled *incorrect*, a challenge by any of the teams may be made only after the completion of the toss-up question and before the asking of the free question.
 - iii. A challenge to the ruling on a toss-up question, whether *correct* or *incorrect*, must be made immediately, prior to the asking of the free question.
 - iv. A challenge to the ruling on a free question, whether *correct* or *incorrect*, must be made immediately, prior to the asking of the next question.
 - c. The results of the quizmaster's ruling on the challenge will be as follows.
 - i. If the challenge to a *correct* ruling on the original question is sustained, the answering team is assessed an error, and a new question replaces the challenged one to be used as the *toss-up* question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question.
 - ii. If the challenge to an *incorrect* ruling on the original question is sustained, the first team to answer is awarded 20 points, the result of the toss-up is discarded, and the

- quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands.
- iii. If the challenge to a *correct* ruling on a toss-up question is sustained, the answering team is assessed an error, and the quiz continues to the free question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question. If the challenge to an *incorrect* ruling on a toss-up question is sustained, the answering team is awarded 20 points, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands, and the quiz continues to the free question.
 - iv. If the challenge to a *correct* ruling on a free question is sustained, the score reverts to what it was before the question was asked, and the quiz continues to the next question. If the challenge is overruled, the answering team retains the 10 points, and the quiz continues to the next question. If the challenge to an *incorrect* ruling on a free question is sustained, the answering team is awarded 10 points, and the quiz continues to the next question. If the challenge is overruled, the result of the free question stands, and the quiz continues to the next question.
 - d. Only a team captain may challenge by standing and saying, "Mr. Quizmaster, I would like to challenge." The captain may yield the floor to a team member to voice the challenge.
 - e. The quizmaster, with or without counsel of the quiz panel, will have sole authority to accept or reject the challenge.
 - f. No penalty shall be assessed against any team that properly submits a challenge.

Questions and Answers

No unanswered (tossed-out) questions will be asked again until all questions have been asked once during the entire competition. All decisions on the correctness of answers will be the sole responsibility of the quizmaster who may seek counsel of the quiz panel at his own discretion.

1. Description of Acceptable Question and Answer Forms

- a. **Interrogative Question form:** a question constructed by the use of a direct word(s) from Scripture together with an interrogative and answerable by a paraphrased word or phrase.
 - i. Interrogatives will be limited to selections from this list: who, whom, what, why, where, when, which, how.
 - ii. Interrogative questions drawn from a Scriptural context without the inclusion of direct word(s) will not be permissible.
 - iii. Interrogative questions will include the book and chapter citation from which the question is drawn, but not the verse.
 - iv. Example:
 Q: "Question number 2, question: By whom was Jesus led into the wilderness in Matthew 4?
 A: "the spirit."
- b. **Finish-the-Verse Question form:** a verse completion question answerable by a direct Scriptural quotation without any book, chapter, or verse reference citation.
 - i. Finish-the-verse questions will begin with the statement "Finish this one verse" or "Finish these two verses" or "Finish these three verses." Verses must be quoted

- verbatim.
- ii. No quizzer will be expected to cite references in finish-the-verse(s) questions.
 - iii. Example:
Q: "Finish this one verse, Question number 1, question: He came unto his own . . ."
A: "and his own received him not."
 - iv. A quizzer may repeat all or some of the words of the verse that the quizmaster has already spoken, but the quizzer must proceed beyond those words within the first ten seconds.
 - v. Having begun to finish the verse, a quizzer may stop and retrace some or all of the words that he has already spoken, provided that he makes no change in the retracing.
- c. **Reference Question form:** a question citing a chapter and verse reference with or without the use of a key word(s) answerable by information found in that specific verse reference.
- i. Reference questions will begin with the phrase "This is a reference question. Question number 8, question:."
 - ii. Reference questions will include the phrase, "According to . . ." followed by a chapter and verse reference. This phrase may be located at the beginning or at the end of the question.
 - iii. The standard of what constitutes a correct answer to a reference question is more precise than that for an interrogative question because the correct answer must come from that specific verse. While a paraphrased answer may occasionally be ruled correct, precise language from the specific verse is preferable.
 - iv. Examples:
Q: "This is a reference question. Question number 4, question: Who hath no where to lay His head according to Matthew 8:20?"
A: "the Son of man"—Correct.
A: "Jesus" or "the Son of God"—Incorrect. These paraphrased answers would be acceptable for an interrogative question, but not for a reference question.
Q: "This is a reference question. Question number 6, question: According to 1 John 4:16, who dwelleth in God?"
A: "He that dwelleth in love" or "A person who dwells in love"—Correct.
A: "Whosoever shall confess that Jesus is the Son of God"—Incorrect. While this answer is true, it is taken from a different verse.
- d. **Quotation Question form:** a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation.
- i. Quotation questions will begin with the phrase, "Quote this one verse. . ." or "Quote these two verses. . ." or "Quote these three verses. . ." and follow with a book-chapter-verse reference.
 - ii. Quotation questions will be answerable by the verbatim quotation of the verse(s) cited. The quizzer may, but will not be required to, cite the reference; however, he must begin the quotation of the verse within the ten second time frame.
 - iii. Having begun to quote the verse, a quizzer may stop and retrace some or all of the words that he has already spoken, provided that he makes no change in the retracing.

iv. Example:

Q: "Quote this verse: Question number 3, question: John 1:4."

A: "John 1:4, 'In Him was life; and the life was the light of men.'"

2. Determination of Correctness of Answers

- a. An answer will be considered correct only if it will have been correctly and completely stated within the thirty-second time limit.
 - i. Answers to quotations and finish-the-verse questions must be verbatim and complete within the time limit.
 - ii. When answering reference and interrogative questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness; so long as the information given before the call for time was correct and complete, the answer will be considered correct.
- b. An answer will be considered correct if a proper name is mispronounced.
 - i. The quizmaster may request clarification by spelling.
 - ii. An incorrect spelling of the proper name will constitute an error.
- c. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
- d. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
- e. When a quizzer has finished his answer he should be seated.

3. Errors: The following actions will constitute an error.

- a. If the quizzer fails to begin his answer within ten seconds.
- b. If at the Timekeeper's call of time (30 seconds), any incorrect or incomplete answer has been given.
- c. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question, and the wrong quizzer will be assessed a foul. However, if both quizzers are from the same team, an error will be assessed. A new regular question will be asked if the question was a regular question or a free question, or the free question will be asked if the question was a toss-up.
- d. If an answer would require clarification for understanding.
- e. Quoting an **entire** verse word for word in response to an interrogative or reference question.
- f. An answer to a finish-the-verse or quotation question in which there is any deviation from verbatim quotation of Scripture, i.e. any addition, omission, reversal, or change of words.
- g. If the quizmaster calls for spelling of a proper name and it is incorrectly spelled.
- h. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
- i. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
- j. Any incorrect information in an answer. This includes giving information that is not a part of the question or the answer.
- k. Incorrectly or incompletely identifying the name of the book or the chapter number, even if the answer is correct.
- l. Any incomplete answer at the call for time.
- m. If after the amber light comes on and the timer begins to count down, the quizzer begins to

stand but then is seated again without answering, this is an error, not a foul. The quizmaster gives the error to the quizzer and moves to the toss-up question or to the free question.

Determination of Winner

1. The team with the highest score at the end of the twentieth question or sudden death tie breaker will be declared the high winner. The team with the second highest score will be declared the middle winner. The last place team will be considered the loser of the game. In other words, each game with three teams will have two winners and one loser.
2. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.
3. The quizmaster will determine the teams competing in each game. Determination of Winner rule #1 will help the quizmaster determine the selection of teams to participate in each game.
4. Competition will proceed as in a double elimination tournament so that each team must be defeated twice before being eliminated.

Category 1: Bible Quizzing

Bible Quizzing is a “jump-quizzing” competition measuring Bible knowledge and speed of recall. Three opposing teams are challenged by an oral question, and any team member who responds first is given opportunity to answer within a time limit. Points are scored for correct answers and penalties assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest scoring team is declared winner at the game’s end. Competition proceeds as in a double-elimination tournament.

Quiz Panel: The quiz panel will officiate each quiz.

1. The quiz panel may consist of the quizmaster, scorer, timekeeper, and one or two judges.
2. The quiz panel will be appointed and instructed by the quizmaster.
3. All decisions by the quiz panel will be final.

Middle School Team Membership

1. Fifth and sixth grade students may participate at the Middle School Level in Bible Quizzing but may not participate at both Elementary and Middle School levels.
2. Two teams from each school will be allowed to compete.
3. Teams will consist of two to seven members.

High School Team Membership

1. For each game, a team will be composed of two to five members and may include up to two substitutes from the same school.
2. A team may change team members after the conclusion of a given game in the tournament.

Team Coaches: Each team’s coach will be present during competition.

1. Although the number of coaches for pre-contest preparation will be at the school’s discretion, each team will have no more than two official coaches present during competition.
2. The coach will be responsible for the behavior of the team at all times.
3. The coach’s behavior will be considered as team behavior and, as such, will meet the Dress and Conduct Code outlined in the General Rules.
4. The coach may lodge a protest solely with the Competition quizmaster after a game has been

completed. The judges will not entertain protests at any time. Protests presented courteously to the Competition quizmaster will be received courteously.

Study Cycle

1. The WACS will use the KJV Bible for judging Bible competition categories. The King James Version will be the only authorized translation used in any competition category. (See AACS website for current publication and ordering information.)
2. The cycle for the next nine years is as follows:
 - a. 2025–2026 Romans, James
 - b. 2026–2027 Mark, 1, 2, & 3 John, Jude
 - c. 2027–2028 1 & 2 Thessalonians, 1 & 2 Timothy, Titus
 - d. 2028–2029 Galatians, Ephesians, Philippians, Colossians, Philemon
 - e. 2029–2030 John
 - f. 2030–2031 Acts
 - g. 2031–2032 1 & 2 Corinthians
 - h. 2032–2033 Matthew
 - i. 2033–2034 Hebrews, 1 & 2 Peter

Pregame Procedure and Seating Plan

1. The quizmaster will face the opposing teams. The quizmaster will determine the arrangement of the competition room.
2. Three opposing teams will be seated so as to see and hear clearly the quizmaster and to see the scoreboard.
3. Each school's starting quizzers will sit as a team, numbered 1, 2, 3, 4, 5.
4. Each team will choose a captain and co-captain prior to quizzing.
5. Each team will identify the captain to the quizmaster prior to quizzing.
6. The official mode of response will be a bell-and-light jump system.
7. The quizmaster will review the rules and game procedure and answer any related questions preceding play.
8. The quizmaster and event coordinator can determine a reasonable accommodation to allow participation by a quizzer who is physically unable to stand.

Game Procedure

1. A game will consist of twenty correctly answered regular or toss-up questions plus whatever free and tie-breaking questions become necessary, regardless of time.
2. **Regular Questions:** A game will commence with the reading of a regular question by the quizmaster to the three teams. The regular question format will be as follows: "Question number one: question."
 - a. If no quizzer responds within ten seconds after the reading of a question, the question will be tossed out and another question read to continue play.
 - i. Tossed out questions will not constitute any of the twenty regular questions.
 - ii. Team members may confer before any quizzer is recognized.
 - iii. Quizzers may begin to confer while the question is being asked, as long as they do not prevent other teams from hearing the question. Quizzers may not confer once the quizzer is recognized.
 - b. During or after the reading of a regular question, the first quizzer whose light comes on will

- be recognized by the quizmaster as the team spokesman for that question and will be addressed by state and number, for instance, "Tennessee, Number Three."
- c. **Interrupted Questions:** The reading of regular, toss-up, or tie-breaker questions may be interrupted by a quizzer, but he must then answer the question without hearing it read in its entirety.
 - d. The clock will start upon the quizmaster's verbal recognition of the quizzer
 - i. Thirty seconds will be allowed in which to answer any question in its entirety.
 - ii. The quizzer will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run marking the thirty-second count. An answer will be considered as started when a quizzer gives new information which is part of the unread portion of the question or part of the answer.
 - iii. In a year when more than one book of the Bible is included in the study material, if the quizmaster has not said the name of the book, the quizzer may say the name of the book within the ten seconds in order to earn the full thirty seconds. However, if the new information supplied includes the name of the book, the quizzer must correctly state the name of the precise book in order to be ruled correct. (Example: First Corinthians, instead of just Corinthians.)
 - iv. In a year when only one book of the Bible is included in the study material, if the quizmaster has not said the chapter of the book, the quizzer may say the chapter number within the ten seconds in order to earn the full thirty seconds. However, if the new information includes the chapter number, the quizzer must correctly state the precise chapter number in order to be ruled correct.
 - v. If the quizzer fails to begin his answer within the ten seconds, it will constitute an error.
 - e. Upon giving the correct answer to a regular question, twenty points will be scored for the answering team, and another regular question will be read to continue the cycle.
 - i. Each individual quizzer's points will be tallied on a score sheet.
 - ii. During the competition, any quizzer having correctly answered six twenty-point questions (quizzing out) will leave the game.
 - 1. He may be replaced by an eligible substitute.
 - 2. He will not return to the current game.
 - 3. Should the team captain quiz out, the co-captain will assume the role of challenger.
 - 4. Should an entire team vacate whether through quizzing out or erroring out, the format will change to two-team rules; in other words, the toss-up question will still be worth 20 points, and no error will be assessed for the attempt on the toss-up.
 - f. At the quizmaster's call of time, or when the quizzer is seated again, any incorrect or incomplete answer will constitute an error.
 - i. Each individual quizzer's errors will be tallied on a score sheet.
 - ii. During the competition, any quizzer having made six errors (erroring out) on regular or toss-up questions will leave the game.
 - 1. He may be replaced by an eligible substitute.
 - 2. He will not return to the current game.
 - 3. Should the team captain error out, the co-captain will assume the role of

- challenger.
- iii. Beginning with the fourth team error, ten penalty points for each error will be deducted from the team's score.
 1. The first three errors will not affect a team's score.
 2. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
 3. **Toss-Up Questions:** After penalty points have been assessed for the incorrect answer to a regular question, the regular question shall be reread and will constitute a toss-up question.
 - a. Only the remaining two teams may vie for a response to the toss-up question.
 - b. If no quizzer responds within ten seconds, the question will be tossed out.
 - c. A correct answer to a toss-up question will score twenty points for the answering quizzer's team.
 - d. Beginning with the fourth team error, an incorrect answer to a toss-up question will deduct ten points from the team's score.
 - e. On the sixteenth and all subsequent questions, ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
 - f. When competition consists of only two teams, toss-up questions will carry a value of twenty points and incorrect answers will not be penalized.
 - g. The toss-up format will be as follows: "Toss-up Question [to the remaining teams]: question." Quizzers may jump after the second question. If the Kirkman Box is used, quizzers may jump as soon as the amber light comes on. [Instruction for quizmasters: The quizmaster will do his best to time the reset so that the amber light will come on at the same time as the second word question. In any case, the standard is when the amber light comes on.]
 4. **Free Questions:** Upon error on a toss-up question, the remaining third team will be given a free question, which will be a new, previously unread question.
 - a. The first quizzer to rise may attempt to answer a free question without fear of penalty upon error, termed "attempt."
 - b. No other attempts to answer will be permissible.
 - c. A correct answer to a free question scores ten points for a team.
 - d. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered, or unanswered in any manner; hence, the term "free."
 5. **Tie Score:** In the event of a tie score after the twentieth question, single regular questions will be asked until the tie is broken, termed tie-breaker questions.
 - a. Individual scores and errors will continue to be tallied.
 - b. If the twentieth question is answered in error, the entire round will continue to completion, toss-up and, if necessary, free question included. Thereafter, the single tie-breaker questions will continue until a winner is declared, as in a sudden-death play-off. However, the quiz must end with a correctly answered 20-point regular, or toss-up-question.
 - c. If, after the twentieth question, one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest; and the game will continue until a tie-breaking question produces a middle winner. The format will change to two-team rules; in other words, the toss-up question will still be worth 20 points, and no error will be assessed for the attempt on the toss-up. A tie-breaking question, regular or toss-up, must be answered correctly in order to end the quiz. (A tie cannot be settled by the points lost for an

- incorrect answer.)
- d. The same process described above (5.c) will be followed if two teams are tied for first place honors at the end of a game. Each game will have a high winner, a middle winner, and one loser (see Determination of Winner).
 - e. In a two-team tie breaker, a team that loses more than 10 points without the other team winning will always have a chance to come back and win the quiz. In other words, there are some scenarios in which the first team to correctly answer a 20-point question does not yet win the tie breaker.
 - f. If, after the twentieth question, all three teams are tied with the same score, the quiz will continue one question at a time until there is a high winner, a middle winner, and one loser. An evaluation of how one or more of the teams will finish the quiz will be made only after a correctly answered 20-point question. Each team getting an error on a regular or toss-up question will continue to incur a 10-point deduction.
 - i. If no team earns 20 points for an answer, then all three teams will continue to the next question, regardless of the score.
 - 1. Example 1: All three teams have 120 points after 20 questions. On the first extra question, Team A misses, Team B misses, and Team C misses the free question. The quiz continues, even though the score is 110-110-120.
 - 2. Example 2: All three teams have 120 points after 20 questions. On the first extra question, Team A misses, Team B misses, and Team C correctly answers the free question. The quiz continues, even though the score is 110-110-130.
 - ii. If a team earns 20 points for an answer, then at the end of the question an evaluation will be made regarding how the teams have finished in the quiz.
 - 1. Example 3: All three teams have 120 points after 20 questions. Team A jumps first and gets 20 points. The score is 140-120-120, and Team A is the high winner. Team A drops from the quiz, and a two-team tie breaker continues according to rule 5.c. above.
 - 2. Example 4: All three teams have 120 points after 20 questions. Team A jumps first and misses; then Team B jumps and gets 20 points. The score is 110-140-120, and the quiz is over with Team B the high winner, Team C the middle winner, and Team A the loser.
 - 3. Example 5: The score is 110-110-130 after Example 2 above. Team A jumps and gets 20 points. The score is 130-110-130, and Team B is the loser. Team B drops from the quiz, and a two-team tie breaker continues according to rule 5.d. above.
6. **Time-Outs:** A team may call two time-outs during a game. A coach may talk with quizzers only during a time-out. This does not mean a coach would be forbidden a spontaneous congratulations or encouragement.
- a. Time-outs will be allowed after the answer of one question and before the reading of the next.
 - b. Time-outs will be no longer than one minute.
 - c. A time-out will not be necessary for substitutions which become necessary at the quizzing out or erroring out of quizzers.
 - i. Voluntary substitutions require the calling of time-outs.

- ii. Other teams may substitute quizzers during one team's time-out.
 - iii. A time-out may be called for a team conference.
 - d. A challenge will take precedence over a time-out.
 - e. The procedure for calling a time-out will be as follows: The quizzer or coach should stand and say, "Mr. Quizmaster, we would like a time-out."
 - f. If tie-breaker questions are required, each team will be allowed one time-out during the tie breaker, regardless of the number of previous time-outs taken.
7. **Fouls:** The following actions will constitute fouls:
- a. Talking or conferring by any quizzers between the time the quizzer has been recognized and the time points are awarded or penalties assessed.
 - b. Any part of the hands or feet touching the chair during the reading of a question.
 - c. Failure of a quizzer to come to full stature.
 - d. A team's display of an overly antagonistic attitude toward officials and rulings.
 - e. A disagreeable attitude evidenced by indiscreet challenging.
 - f. Any behavior not conducive to the Christian spirit.
 - g. For every three team fouls, ten points will be deducted from that team's scores.
 - h. If a quizzer begins to answer before he is recognized, a foul will be given; but he will be allowed points for a correct answer.
 - i. If the wrong quizzer answers the question, the right quizzer will be then permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed and the question repeated as a toss-up question.
 - j. If the amber light fails to come on and the timer fails to engage when the quizzer jumps, then the quizzer has jumped too soon, and a foul will be assessed. The quizmaster will attempt to time the reset with the second word question (i.e., "Question number 7, question).
[Instructions for quizmaster: The quizmaster will do his best to time the reset so that the amber light will come on at the same time as the second word question. In any case, the standard is that quizzers may jump as soon as the amber light comes on.]
 - k. If after the amber light comes on and the timer begins to count down, the quizzer begins to stand but then is seated again without answering, this is an error, not a foul. The quizmaster gives the error to the quizzer and moves to the toss-up question.
 - l. If a quizzer restrains or assists another quizzer physically (holds him in his seat or pushes him to his feet).
 - m. If a quizzer or team causes a delay in the game.
8. **Challenges:** The following rules will govern all challenges.
- a. An answer to any question (regular, toss-up, free, or tie-breaker) will be considered open to challenge under the following circumstances.
 - i. It is believed that incorrect information was considered correct.
 - ii. In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in the competition.
 - iii. It is believed that correct information was considered incorrect.
 - b. Each challenge must be submitted to the quizmaster at the appropriate time.
 - i. If the original question is ruled *correct*, either of the other teams may immediately challenge the ruling, prior to the asking of the next question.
 - ii. If the original question is ruled *incorrect*, a challenge by any of the teams may be made only after the completion of the toss-up question and before the asking of the

- free question.
- iii. A challenge to the ruling on a toss-up question, whether *correct* or *incorrect*, must be made immediately, prior to the asking of the free question.
- iv. A challenge to the ruling on a free question, whether *correct* or *incorrect*, must be made immediately, prior to the asking of the next question.
- c. The results of the quizmaster's ruling on the challenge will be as follows.
 - i. If the challenge to a *correct* ruling on the original question is sustained, the answering team is assessed an error, and a new question replaces the challenged one to be used as the *toss-up* question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question.
 - ii. If the challenge to an *incorrect* ruling on the original question is sustained, the first team to answer is awarded 20 points, the result of the toss-up is discarded, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands.
 - iii. If the challenge to a *correct* ruling on a toss-up question is sustained, the answering team is assessed an error, and the quiz continues to the free question. If the challenge is overruled, the answering team retains the 20 points, and the quiz continues to the next question. If the challenge to an *incorrect* ruling on a toss-up question is sustained, the answering team is awarded 20 points, and the quiz continues to the next question. If the challenge is overruled, the result of the toss-up question stands, and the quiz continues to the free question.
 - iv. If the challenge to a *correct* ruling on a free question is sustained, the score reverts to what it was before the question was asked, and the quiz continues to the next question. If the challenge is overruled, the answering team retains the 10 points, and the quiz continues to the next question. If the challenge to an *incorrect* ruling on a free question is sustained, the answering team is awarded 10 points, and the quiz continues to the next question. If the challenge is overruled, the result of the free question stands, and the quiz continues to the next question.
- d. Only a team captain may challenge by standing and saying, "Mr. Quizmaster, I would like to challenge." The captain may yield the floor to a team member to voice the challenge.
- e. The quizmaster, with or without counsel of the quiz panel, will have sole authority to accept or reject the challenge.
- f. No penalty shall be assessed against any team that properly submits a challenge.

Questions and Answers

No unanswered (tossed-out) questions will be asked again until all questions have been asked once during the entire competition. All decisions on the correctness of answers will be the sole responsibility of the quizmaster who may seek counsel of the quiz panel at his own discretion.

1. Description of Acceptable Question and Answer Forms

- a. **Interrogative Question form:** a question constructed by the use of a direct word(s) from Scripture together with an interrogative and answerable by a paraphrased word or phrase.
 - i. Interrogatives will be limited to selections from this list: who, whom, what, why, where, when, which, how.

- ii. Interrogative questions drawn from a Scriptural context without the inclusion of direct word(s) will not be permissible.
- iii. Interrogative questions will include the book and chapter citation from which the question is drawn, but not the verse.
- iv. Example:
 Q: "Question number 2, question: By whom was Jesus led into the wilderness in Matthew 4?
 A: "the spirit."
- b. **Finish-the-Verse Question form:** a verse completion question answerable by a direct Scriptural quotation without any book, chapter, or verse reference citation.
 - i. Finish-the-verse questions will begin with the statement "Finish this one verse" or "Finish these two verses" or "Finish these three verses." Verses must be quoted verbatim.
 - ii. No quizzer will be expected to cite references in finish-the-verse(s) questions.
 - iii. Example:
 Q: "Finish this one verse, Question number 1, question: He came unto his own . . ."
 A: "and his own received him not."
 - iv. A quizzer may repeat all or some of the words of the verse that the quizmaster has already spoken, but the quizzer must proceed beyond those words within the first ten seconds.
 - v. Having begun to finish the verse, a quizzer may stop and retrace some or all of the words that he has already spoken, provided that he makes no change in the retracing.
- c. **Reference Question form:** a question citing a chapter and verse reference with or without the use of a key word(s) answerable by information found in that specific verse reference.
 - i. Reference questions will begin with the phrase "This is a reference question. Question number 8, question:."
 - ii. Reference questions will include the phrase, "According to . . ." followed by a chapter and verse reference. This phrase may be located at the beginning or at the end of the question.
 - iii. The standard of what constitutes a correct answer to a reference question is more precise than that for an interrogative question because the correct answer must come from that specific verse. While a paraphrased answer may occasionally be ruled correct, precise language from the specific verse is preferable.
 - iv. Examples:
 Q: "This is a reference question. Question number 4, question: Who hath no where to lay His head according to Matthew 8:20?"
 A: "the Son of man"—Correct.
 A: "Jesus" or "the Son of God"—Incorrect. These paraphrased answers would be acceptable for an interrogative question, but not for a reference question.
 Q: "This is a reference question. Question number 6, question: According to 1 John 4:16, who dwelleth in God?"
 A: "He that dwelleth in love" or "A person who dwells in love"—Correct.
 A: "Whosoever shall confess that Jesus is the Son of God"—Incorrect. While this answer is true, it is taken from a different verse.

d. **Quotation Question form:** a total recall question which states an exact Biblical reference and is answerable by a direct verbatim quotation.

- i. Quotation questions will begin with the phrase, "Quote this one verse. . ." or "Quote these two verses. . ." or "Quote these three verses. . ." and follow with a book-chapter-verse reference.
- ii. Quotation questions will be answerable by the verbatim quotation of the verse(s) cited. The quizzer may, but will not be required to, cite the reference; however, he must begin the quotation of the verse within the ten second time frame.
- iii. Having begun to quote the verse, a quizzer may stop and retrace some or all of the words that he has already spoken, provided that he makes no change in the retracing.
- iv. Example:
Q: "Quote this verse: Question number 3, question: John 1:4."
A: "John 1:4, 'In Him was life; and the life was the light of men.'"

2. Determination of Correctness of Answers

- a. An answer will be considered correct only if it will have been correctly and completely stated within the thirty-second time limit.
 - i. Answers to quotations and finish-the-verse questions must be verbatim and complete within the time limit.
 - ii. When answering reference and interrogative questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness; so long as the information given before the call for time was correct and complete, the answer will be considered correct.
- b. An answer will be considered correct if a proper name is mispronounced.
 - i. The quizmaster may request clarification by spelling.
 - ii. An incorrect spelling of the proper name will constitute an error.
- c. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
- d. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
- e. When a quizzer has finished his answer he should be seated.

3. Errors: The following actions will constitute an error.

- a. If the quizzer fails to begin his answer within ten seconds.
- b. If at the Timekeeper's call of time (30 seconds), any incorrect or incomplete answer has been given.
- c. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question, and the wrong quizzer will be assessed a foul. However, if both quizzers are from the same team, an error will be assessed. A new regular question will be asked if the question was a regular question or a free question, or the free question will be asked if the question was a toss-up.
- d. If an answer would require clarification for understanding.
- e. Quoting an **entire** verse word for word in response to an interrogative or reference question.
- f. An answer to a finish-the-verse or quotation question in which there is any deviation from

- verbatim quotation of Scripture, i.e. any addition, omission, reversal, or change of words.
- g. If the quizmaster calls for spelling of a proper name and it is incorrectly spelled.
 - h. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
 - i. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an error.
 - j. Any incorrect information in an answer. This includes giving information that is not a part of the question or the answer.
 - k. Incorrectly or incompletely identifying the name of the book or the chapter number, even if the answer is correct.
 - l. Any incomplete answer at the call for time.
 - m. If after the amber light comes on and the timer begins to count down, the quizzer begins to stand but then is seated again without answering, this is an error, not a foul. The quizmaster gives the error to the quizzer and moves to the toss-up question or to the free question.

Determination of Winner

1. The team with the highest score at the end of the twentieth question or sudden death tie breaker will be declared the high winner. The team with the second highest score will be declared the middle winner. The last place team will be considered the loser of the game. In other words, each game with three teams will have two winners and one loser.
2. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.
3. The quizmaster will determine the teams competing in each game. Determination of Winner rule #1 will help the quizmaster determine the selection of teams to participate in each game.
4. Competition will proceed as in a double elimination tournament so that each team must be defeated twice before being eliminated.



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