GUIDELINES MANUAL

Revised December 2025

ASCEND STUDENT CONVENTION GUIDELINES MANUAL

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PURPOSE OF ASCEND STUDENT CONVENTION (ASC)

The purpose of ASC is to provide opportunities for Apostolic Christian school and home school students to develop talents; to build relationships with fellow Apostolic young people; to grow as leaders and Christians; and to experience dynamic moves of God where they can be encouraged and empowered by the Spirit, be filled with the Holy Ghost, receive callings and giftings, and find direction for their lives.

WHAT HAPPENS AT ASCEND STUDENT CONVENTION?

Apostolic Christian school and homeschool students from many states will gather together for five days of competition and leadership training. Students can compete in over 180 events including academics, art, athletics, digital media, dramatics, family sciences, music, persuasives, and photography. Each evening, we experience powerful services, which include student command performances, prayer, student-led worship, and a special speaker. Each morning, we have an awards rally, which also includes student command performances.

ASCEND STRENGTHENS
CHRISTIAN AND HOME SCHOOLS

ASCEND benefits SCHOOLS

"Builds confidence to serve"

"A spiritual event that builds school unity"

"Prepares students for leadership roles in church and life"

ASCEND benefits STUDENTS

An awesome week to express our skills"

"Pushes us beyond our comfort zones"

"Challenges us to give our talents completely to God"

PREPARATION

Participation in Ascend Student Convention should be the climax of months of drill, practice, and preparation.

Suggestions for school coordinators:

1. Read the manual and read it again. Refer to it often. Get to know the rules. Ask questions for clarification on what you don't understand.
2. Be a part of the online Zoom meetings for coordinators.
3. Check your email often for updates from AASA.
4. Develop a team of mentors to work with students. Find people who are "experts" in the different categories and enlist them to work with your students.
5. Create a calendar for your students and team with all deadlines, meetings, practices, etc. This enables you to see the big picture when it comes to all the moving pieces of ASC. It enables you to spread things out over time, rather than trying to cram it all right before Ascend. This lightens the stress level for all involved.
6. Have a kick-off party with your students to get them excited about ASC. Have a few snacks available. Show video footage and/or pictures from the previous year. Discuss the different categories students can be involved in. Have students share what they love about Ascend. Have sign up sheets for events.
7. Keep a positive and encouraging spirit and attitude. This will be reflected in your students' approach to Ascend.
8. Remind students of the importance of covering everything they do with prayer and fasting. Set aside times leading up to Ascend for focused prayer and fasting. Encourage mentors and students to pray before they practice, study, etc.
9. Check over student work after it has been submitted. Make sure it meets the judging guidelines, has all the necessary paperwork, etc. Make sure it is the students' own work.

Suggestions for students:

1. Plan ahead and prepare a little at a time.
2. Choose a variety of events. Try something new each year that will challenge you and get you outside your comfort zone.
3. Read the guidelines and judging criteria (both the event specific criteria and the general guidelines for the division). Follow the guidelines to help you gain as many points as possible.
4. Pay attention to deadlines.
5. Make sure all work is your own work or that you cite sources used.
6. Do your best and keep a positive attitude.
7. Cover everything you do in prayer and fasting. Set aside time leading up to Ascend for focused prayer and fasting.

HOW TO PREPARE

(NOTE TO SCHOOL STAFF: It is suggested you copy this page along with the rules and judge's form for the particular event and distribute them to students preparing for Student Convention.)

1.   **Select Your Event**
     The program includes more than 180 events in eight divisions. Choose those events that will best develop your talents and gifts for Christian service. Read Contestant Guidelines carefully for proper selection. Your parents and supervisors may also suggest new areas where they see potential in your life. Note: All vocal and written entries must be in the English language. Any Bible quotations must be from King James Version (not New King James Version).

2.   **Plan and Schedule**
     A wise man said, "Those who fail to plan, plan to fail." Work with your supervisor/mentor to plan and schedule the steps you need to follow to make your entry the best it can be.

3.   **Seek Advice**
     When you have selected your event, seek the advice of godly adults in your family and church who have expertise in your area. They can give you valuable guidance that will help you now and in future service.

4.   **Practice, Practice, Practice**
     If possible, practice in a setting similar to actual competition. You might ask your pastor or principal if you can practice before a group at your church or school. Not only will this accustom you to performing before a group, but it will also help you test the effectiveness of your entry.

5.   **Pray**
     As you prepare, pray that your performance will bring glory to the Lord. Also pray that the Student Convention will be a blessing to you and the others who attend. Pray that lives will be transformed and that many will commit their lives to service.

6.   **Do Your Best**
     "Good, better, best, never let it rest, 'til your good is better, and your better is best." Evidence reveals that almost any group of young people, with concentrated effort, can excel in almost all entry areas. Remember, the results will never exceed the investment.

7.   **Have Confidence**
     Don't think that you can't do well in competition. Size of school and age of contestant are not the important things. What counts is your commitment to practice. Some of the most outstanding winners have come from small schools of only a few high school-age students. You, too, could be among the top three place winners. Give it a try!

CONVENTION GUIDELINES
AND REGISTRATION

ABSENTEE entries will not be accepted.
Contestants must attend the ASCEND Student Convention.
ALL vocal and written entries must be in the English language.
NO EXCEPTIONS

QUALIFICATIONS
Contestants may be enrolled in any of the following types of Apostolic Christian schools:
1. Church School
2. Church-Home School (home school students under the direct control of a day school as outlined)
3. Institutional School
4. Mission School
5. Private School
6. Satellite School
   (Any or all the above will be referred herein as a "day school.")
7. Home School

All of the above must adhere to the following conditions:
1. Compliance with all appearance, dress code standards, and conduct code
2. Compliance with age limitations
3. Compliance with all event limitations
4. The student is not enrolled in any other educational program in pursuit of a high school diploma.
5. Each home school may register as a separate school and must provide a home school parent as a sponsor or may register and attend under the responsibility of another registered school.
6. Home school families may combine to provide sponsors for the group.
7. Home school students from different home schools may combine for **non-athletic** group events provided they all meet the following:
   a. The purpose of the student being in home school is not solely to participate in the Student Convention.
   b. Home schools that combine for competition must register as a single school (co-op) and must adhere to the same event limitations as a day school.

The following rules should be followed in determining student eligibility:

1. Students who attain their twelfth birthday by the week of the Convention and who have not attained their twentieth birthday by the same date are eligible to attend the ASCEND Student Convention.
2. Candidates for graduation (within age limits above) who are under supervisory control at least half days, five days per week, are eligible provided the candidates are not enrolled in other schools in pursuit of a diploma.
3. Students who graduate or complete their graduation requirements at any time during the current school year may still compete.

4. Students who have graduated from high school prior to the present school year are not eligible to compete at the Convention regardless of their age.
5. Married students, parents, or expectant parents are not eligible to compete.
6. Students may not be recruited from any type of school for participation at the Convention.

CONVENTION REGISTRATION AND PROCEDURES

REGISTRATION

Visit **studentconventionreg.com** to begin the registration process. Once the online form is filled out, an invoice will be sent to the school. The registration fee may be paid online (with a convenience fee added) or a check may be mailed to:

Ascend
Attn: Mandi McKibben
12506 Highway 165
North Little Rock, AR 72117

Once the form and fee have been received by the ASCEND office, the school will be validated and given complete access to the studentconventionreg.com website. **All** students and events, sponsors and guests are to be entered on the website. There is a check box to mark if an adult is a sponsor. A sponsor is someone who stays in the room with students. (Please note: for safety, students may not stay alone in a room with an adult unless it is their parent. If you have a situation with only one student/adult, please contact the Ascend office to see what arrangements can be made.) Adults not marked as sponsors will be considered guests. Please check the box for judge if the adult is available to judge (regardless if they are a sponsor or guest) and select the events they are willing to judge.

Upload to the Student Convention Website the Permission to Attend Forms (CF6), Medical Forms CF7 and CF8 (if applicable) – one per person attending the convention. CF forms can be found on the studentconventionreg.com website. Medical forms must have the date of the last tetanus shot.

BACKGROUND CHECKS

Every adult attending Ascend Student Convention will be required to complete a background check through the background check company selected by Ascend Apostolic School Association. There will be a minimal fee for this background check. These background checks must be completed and passed prior to ASC.

ENTRY ADDITIONS AND DELETIONS

No entries except for exhibits may be added after the deadline due to pre-scheduling. There will be a charge for deleted entries after the deadline. Watch emails for deadline dates.

NUMBER OF EVENTS

A **student** may enter any EIGHT **PERFORMANCE EVENTS.** Performance events are noted on the table of contents with a P.

A **student** may enter **NUMEROUS NON-PERFORMANCE EVENTS**, as approved by his/her parents. The **TOTAL COMBINED NUMBER** of Performance and Non-performance events, however, **MUST NOT EXCEED THIRTEEN**.

Non-performance events are noted on the table of contents with NP (Creative Composition, Science Exhibit, Social Studies Exhibit, Digital Media, Art, Photography, Family Sciences, etc.).

A **school** may enter up to three entries in performance events (example: 3 female solo entries per school).

A **school** may enter up to three entries in non-performance events (example: 3 pastel entries per school). A student may not participate in two identical events (example: 2 female duets).

EXCEPTIONS AND CLARIFICATIONS

1. Students may enter only **TWO ELIMINATION EVENTS**. Elimination events included in this two-event limit are: Table Tennis, Pickleball, Chess, Checkers, Rubik's Cube, and Academic Bowl. *Although Basketball and Volleyball are elimination events, they are not included in the two-elimination event limit.*

2. Contestants may enter **NO MORE THAN FOUR ATHLETIC EVENTS (including Basketball and Volleyball)**. **All students entering athletic events MUST enter at least two other non-athletic events.** *(The two non-athletic events must be entered in the system first before it will allow you to enter the athletic events.)*

3. Contestants may enter **NO MORE THAN FIVE MUSIC EVENTS (including choir, ensembles, vocals, and instrumentals).**

4. Contestants may enter **NO MORE THAN FIVE PERSUASIVE/DRAMATIC EVENTS (including sign language team, dowel rod team, and dramatic song)**.

5. A student may not participate in two identical events (i.e., two male duets, etc.).

6. Each contestant must be present the entire week of the ASCEND Student Convention.

EARLY ENTRIES

These are entries that are to be submitted **online prior to convention** for judging. They will not be judged at the convention.

Early entries are: Creative Composition (Poetry, Historical Essay, Persuasive Essay, Devotion Writing, Short Story Writing, Play/Skit Writing, Song Writing), Digital Media (Website Design, PowerPoint Presentation, Graphic Design (Logo, T-shirt, Event Flyer, Art), Persuasive Video, Podcast, and Scripture Video, Make Your Own Beats).

Scripture video selection, deadline date, and online submission for early entries will be emailed to School Coordinators.

Procedure for submitting early entries:

1. Early entry creative composition and graphic design events will be submitted online directly into the event registration website via the school coordinator.

    a. You must supply them with any necessary documents (list supplied in event guidelines) combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf (exception being the CF 28 may be uploaded separately if desired).

    b. For Song Writing and some Digital Media categories, you must supply your school coordinator with an external link to your presentation, website, video, or audio file. This link may be to a Dropbox or Google Drive folder in which you've uploaded your file **set to public sharing.** Video, podcast, and make your own beats files must be a direct link to YouTube. ***Please note: if you do not make your files public, points will be deducted by the judges.***

2. It is very important to mark your files with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

3. Required forms are generated by the convention registration website unless otherwise stated.

4. The file must be submitted online via the registration website by the early entry deadline date.

5. Late entries may be submitted up to one week after the early entry deadline but will receive a 2-point deduction. Any submission not submitted via the Student Convention Registration website will not be accepted.

EVENTS OF COURAGE

The Events of Courage category is designed to allow students who are not able to be competitive on their own in any events (due to mental limitations) to compete at Student Convention and be recognized at the Awards Ceremony.

Qualifications:

1. Contestants must meet all other Student Convention qualifications and register according to convention guidelines.
2. The Events of Courage Affidavit must be completed. This will include a list of the events they will be participating in.
3. The contestant may participate in all individual events:
    A. Alone
    B. With the help of another student (not necessarily a student registered as Events of Courage)
        1. The Events of Courage events will not count towards the other student's event totals if they are not registered as an EOC student.
    C. With the help of an adult
4. Events of Courage students may not compete in any events requiring more than two contestants.

Events of Courage Awards:

1. Events of Courage contestants will be judged separately in each category.
2. In a category where there is only one Events of Courage contestant, the student will be awarded a first-place ribbon regardless of points earned.

3. In categories where there are multiple Events of Courage contestants, the entries will be judged, and first-place through third-place ribbons will be awarded regardless of points earned.
4. The events will not count towards the Summit Award. However, the Events of Courage contestant who receives the highest points total based on placement (1st=15 points, 2nd=14 points, 3rd=13 points) will receive the Valiant Award.

AWARDS

RIBBONS AND MEDALS

These are awarded to the top contestants in each of the categories and will be presented during evening services.

REQUIREMENTS FOR PLACING IN EVENTS
(Highest 3 scores take award)

ONE 1st **place** medal

ONE 2nd **place** ribbon

ONE 3rd **place** ribbon

EXCEPTION – TIES WILL EACH RECEIVE A MEDAL OR RIBBON

1st place <u>minimum score</u> must be **94%.**

2nd place <u>minimum score</u> must be **87%.**

3rd place <u>minimum score</u> must be **80%.**

THE SPIRIT AWARD

Spirit Awards are the most highly valued awards. Students and sponsors will be evaluated by their demonstration of godly character traits like friendliness, attitude, sportsmanship, neatness, politeness, obedience, participation, and spiritual devotion. Each judge, school coordinator, and school administrator will cast one vote for a school/homeschool group that is not their own. All Spirit Award voting will be done electronically and must be completed by 6 p.m. on the Thursday of Ascend week.

THE SUMMIT AWARD

ASCEND would like to give back to our students who reach for the highest level that can be attained and excel in reaching the Summit. The top 3 Summit Award winners will also receive a certificate for $250 towards ASCEND the following year and their school will receive a check for the matching amount ($250)! If one of the top 3 Summit Award winners is a senior, ASCEND will give them a cash reimbursement for their registration fee up to $250. In the event there are more than 3 Summit Awards

tied for first, second or third place, prize money will be divided among award winners and schools (for a maximum award package of $1500 total). Encourage your students to excel and reach for the Summit.

Students are not aware of their potential until they experience success in an event they have not previously entered. Reaching for the Summit is designed to encourage students to broaden their scope of communication and leadership abilities.

Requirements - contestants enter at least one event in **four out of five** categories:

1. Music (instrumental or vocal performance events with four or fewer members)
2. Speaking (persuasive and dramatic events with four or fewer members)
3. Writing (poetry, essay, short story, play/skit writing, song writing, Science and Social Studies Exhibits)
4. Art, photography, family sciences, or digital media
5. Athletics

Group events will qualify as Summit events if they allow no more than four members. Group events, such as One-Act Play, that allow more than four members do not qualify, even if only four members participate in the event.

A student may enter more than one event in a Summit category (e.g., piano solo and vocal duet). The event with the highest place will be used to calculate the Summit score.

Winners will be determined in the following manner: Entries with the highest score in each of the four categories will earn points based on their placement (1st = 15 points, 2nd = 14 points, 3rd = 13 points, 4th = 12 points, etc.). **The highest score that can be attained for the Summit Award is 60 points.** The top three places will be awarded according to their score. Winners do not have to place 1st, 2nd, or 3rd to receive the Summit Award.

DIVISION AWARDS

Division trophies are awarded to the school who receives the most points in each division. For each 1st place a school earns, they will receive 3 points towards the divisional trophies. For each 2nd place a school earns, they will receive 2 points towards the divisional trophies. For each 3rd place a school earns, they will receive 1 point towards the divisional trophies. The divisions are as follows:

- Academic (all academic except for science and social studies)
- Academic Science and Social Studies
- Art
- Photography Monochromatic
- Photography Color
- Athletic
- Music Small Vocal (solos and duets)
- Music Large Vocal (trios, quartets, ensembles, choir)
- Instrumental
- Persuasive
- Dramatic
- Family Sciences
- Digital Media

APPEARANCE

The manner of appearance and dress of the Ascend Student Convention (ASC) participants reflects an image of Christian modesty, refinement, and self-discipline. Students are expected to support the ASC image, program, and requirements in appearance and dress. Appropriateness and modesty are the basic principles governing all appearance and dress for ASC. Students are to be dressed completely and according to guidelines while attending the ASC. Everyone officially associated with the ASC must observe the dress code. Participants, contestants, sponsors, and coaches are asked to dress in conservative, appropriate, modest attire. Fad extremes are inappropriate and will not be allowed. Participants are asked to show deference to the intent of the appearance guidelines. Violators will be asked to change their clothing or to leave the Convention. Dress requirements will be followed throughout the entire Convention. Only those conforming to these requirements will be allowed to register and to remain on the premises.

NOTE TO SPONSORS:

Make your students fully aware of the dress codes. Don't allow them to push the limits. **Splits** must be sewn shut or be no higher than the bottom of the knee. **No jean skirts, jean jumpers, jean pants, jean shirts, jean ties, jean jackets, or jean coats of any kind except Monday, after each evening service, on athletic day (Thursday), and on Friday. All students and adults attending the convention are expected to abide by the dress code.** For the most part, students will reflect the **attitudes of the sponsors and school personnel.** Help us display a **positive attitude** even in the face of problems that may arise. This convention is important to your students' Christian education and development.

MALE DRESS CODE

Male students, sponsors, coaches, and guests must have a neat, trim, conservative haircut. The hair is to be tapered or blocked and is to be off the collar. It is to be above the ears, with sideburns no longer than to the middle of the ears. Man buns and ponytails are not permitted. No facial hair is permitted on contestants. Male sponsors may wear neatly trimmed mustaches and/or beards.

Button shirts with collars and long conservative trousers are the appropriate attire for the Convention. Belts must be worn with trousers that have belt loops. Bicycle shorts, swimsuits, or fad extremes are inappropriate and will not be allowed. Button shirts with collars, ties, and dress shoes (no tennis shoes) are to be worn to all evening rallies. Only the top button may be left unbuttoned when the shirt is worn without a tie at appropriate times. See NOTE TO SPONSORS for the exceptions concerning blue jeans. Males must be fully clothed in street attire (with shoes) anytime they are not in their room.

Male sponsors and students please note: No jewelry other than wristwatches and finger rings of significance, not to exceed one on each hand.

MALE ATHLETIC WEAR

Male competitors in athletics events must wear loose fitting, full-length sweatpants, warm-up pants, or trousers. Shorts, swim trunks, bicycle shorts, and sleeveless shirts will NOT be allowed. (Exception: a numbered tank top over a T-shirt is acceptable for athletics.) Uniformity in dress is mandatory for athletic team events.

Athletic participants may wear athletic attire to meals if they are scheduled to compete that day. When their competition is over for the day, they must change into appropriate Convention attire.

Students competing in athletic events may only wear their athletic attire during their event. BASKETBALL AND VOLLEYBALL TEAMS: **Non-marking soles are required for all athletic shoes worn on gym floors. No jewelry is allowed in athletics (safety).**

FEMALE DRESS CODE

An image of Christian discretion and modesty is to be portrayed. All female sponsors and students must wear dresses, skirts, or culottes (see requirements for culottes below). Dresses and blouses must come to the neckline in front (to the clavicle bone) and back (to the bottom of the neck), without see-through material. Fad extremes of clothing are inappropriate and will not be allowed. Hosiery is not required; however, if hosiery is worn, no decorated or outlandish hosiery will be permitted. All ladies must wear dress clothes to evening rallies. Girls and ladies must be fully clothed in street attire (with shoes) anytime they are not in their room. No makeup or colored nail polish should be worn.

Female sponsors and students please note: No jewelry other than a wristwatch and finger rings of significance, not to exceed one on each hand.

FEMALE ATHLETIC WEAR

Loose-fitting culottes or athletic skirts and tops are to be worn for competition in volleyball, archery, pickleball, and table tennis. Culottes must be full, loose fitting, and have the appearance of a skirt. Culottes/athletic skirt must touch the floor when the wearer is in an upright kneeling position. For modesty reasons it is recommended that <u>white</u> athletic clothing, especially culottes NOT be worn. **(A t-shirt must be worn under V-neck athletic shirts.)**

APPEARANCE CHECK

The school sponsor should check all athletic competition clothing (male and female) at the beginning of scheduled competition. No coach or team member in violation of the dress code will be allowed to participate.

PLATFORM GUIDELINES

GENERAL GUIDELINES

Students appearing in any platform competition (i.e. persuasives, dramatics, music) should observe these important points, as they will enter into judging. Carelessness on these points could detract from an otherwise excellent presentation. In most categories, boys will compete only against boys, and girls will compete only against girls. A student may not use the same entry in competition if he/she placed in the top three at the ASCEND Student Convention with that entry in a previous year.

APPEARANCE

Dignity and good grooming should be apparent. Clothing should be clean and neatly pressed; shoes should be shined. Uniformity of dress is recommended for groups.

Boys - A suit or slacks and sport coat, button shirt (tucked in), and tie should be worn. Blue jeans or tennis shoes are not allowed.

Girls - Appropriate attire would be a nice church outfit of proper length and rather tailored (not form fitting), and dress shoes.

All general appearance guidelines apply.

All ventriloquist dolls, puppets, and characters in plays should conform to ASCEND dress and hair codes. (Obvious Exceptions: George Washington in powdered wig; Apostle Paul in robe, etc.).

POISE-SELF-CONFIDENCE

Approach - The approach is one of the most important elements in speaking, public reading, or singing. The contestant should walk confidently and briskly to the podium or front of the room and establish eye contact, pause for 5-10 seconds, and begin his presentation.

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

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

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

PREPARATION

Preparation and study are prerequisites for all speaking, reading, or musical performances. Research, organization, outline, and familiarity are the elements of preparation.

PLATFORM PRESENTATION

Introduction of entry before the judges: Contestants in platform presentations are to give their first and last name, school name, and title of presentation distinctly ("My name is John Doe. I am from Hope Christian Academy and the title of my oratory is _____.") For entries involving more than one person a spokesman should be selected.

JUDGES: This introduction is NOT to be counted as time against their presentation.

All selections and scripts must be memorized. **EXCEPTIONS:** Oral Arguments, Preaching, and Oratory contestants may use outline note cards.
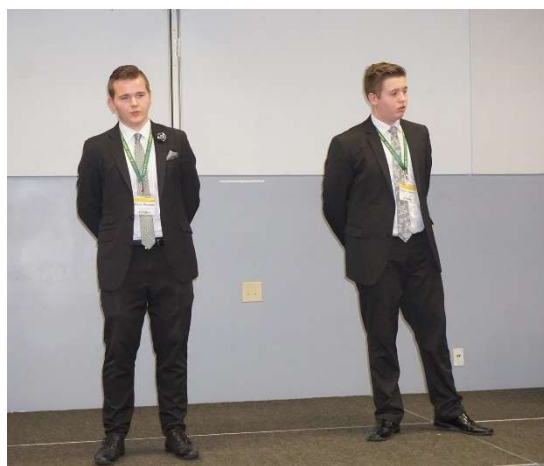
MATERIAL SHOULD BE CAREFULLY CHOSEN OR WRITTEN FOR THE PLATFORM TO ENSURE THAT EVIL CHARACTERS WOULD **NOT** BE GLORIFIED AND THAT THE STUDENT REHEARSING (OR THE LISTENER) WOULD NOT BE FORCED TO DWELL ON NEGATIVE OR HARMFUL THOUGHTS OR IDEAS.

Please Note: All authors/writers for all platform event scripts must be given proper credit.

GENERAL GUIDELINES FOR CONDUCT

RALLY ATTENDANCE

Sponsors and students must attend all rallies. All sponsors must sit with their own groups during the rally. Sponsors are also expected to PROHIBIT students from booing or using flash attachments at inappropriate times, etc. Sponsors or students who are too ill to attend scheduled activities must send a representative to their pastor, principal, or convention director for prayer. No student should leave a rally without a sponsor.

CONDUCT

"Abstain from all appearance of evil..." must be the guiding principle for all interaction between the young men and young ladies attending the Convention. Maintaining the highest possible standard of behavior at the Convention is a God-given responsibility. Sponsors and staff should be constantly alert and should not hesitate to correct any behavior which is "unseemly . . ."

The "six-inch" rule must be followed at all times. Couples should not isolate themselves from the group and should be properly chaperoned at all times. Respect for our Lord Jesus Christ and for each other requires that couples follow these guidelines.

At no time will students be in cars, buses, or vans without a sponsor.

SPONSORS

Sponsors are the key to good attitudes among the students and a cooperative spirit at the Convention. Each student must be directly responsible at all times to a specific sponsor. There must be one male sponsor for every room of boys and one female sponsor for every room of girls. Sponsors must be at least twenty-one years of age.

In exceptional cases, a school may assume responsibility for one or two students from another school. Sponsors must reside with their students as assigned by the Convention Coordinator.

Sponsors must meet the appearance dress code. Only those conforming to these requirements will be allowed to register and to remain on the premises.

Sponsors will be accountable for damaged or missing items belonging to the host campus or other contestants.

All SPONSORS must complete a Sponsor Registration Form (on website - CF5) for the Convention.

All SPONSORS must complete an online background check. This link will be emailed to schools.

GUESTS AND SPECTATORS

Guests are welcome and encouraged to attend the convention, provided they meet the dress code standards. Guests may stay on campus, as space is available. Guests must be entered in on studentconventionreg.com website by the lockout date. (See the guest registration form sent to the School Coordinator for additional information). No children under the age of twelve will be allowed to stay in student rooms.

Spectators are welcome to attend events and rallies provided they meet the dress code standards. Spectators must purchase individual visitor passes at the Lake Williamson Activity Office upon arrival at a rate of $10 a day. Spectators under the age of twenty-one must be accompanied by a parent or pastor. All underage children must be accompanied by an adult in competition rooms. No one without a pass can remain on campus.

Exception: No pass is required for Monday evening.

All GUESTS staying on campus must complete an online background check. This link will be emailed to schools.

ACADEMIC HONESTY POLICY

It is expected that all Ascend Student Convention (ASC) students will show Christian character and integrity. Plagiarism, cheating, and dishonesty are in direct opposition to both a Christian life and the goals of ASC. Students are expected to fully uphold the purpose of ASC, and refrain from that which would jeopardize their Christian character and testimony. Academic honesty is a vital part of the integrity of ASC judging and awards.

Plagiarism is defined as copying, paraphrasing, file-sharing, or closely imitating any part of a published or unpublished book, paper, or web-based source without properly identifying the author or originator. This also includes the use of the language and thoughts of another person while representing them as one's own; and the use of any AI language processing/paraphrasing tool to create projects, papers, graphics, etc. Students are urged to take advantage of online plagiarism checkers to help avoid unintentional plagiarism. Plagiarism is a violation of the intellectual property rights of another person and a failure to give honor to whom honor is due.

Cheating is considered a serious offense against a student's Christian character and testimony. Cheating includes, but is not limited to, copying another person's work, using AI and other internet resources to write papers, create graphics, etc., falsifying reports, purchasing items and presenting them as the student's own work, having someone else do the work for you, etc.

Judges shall exercise proper diligence to prevent academic dishonesty. Any judge who has assembled evidence of plagiarism or other academic dishonesty will first contact the head judge. The head judge will contact the Ascend staff. If needed, the Ascend staff will consult with the judge who provided the evidence. Ascend staff will make every effort to contact the school coordinator and/or administrator of the student involved to discuss the matter. The Ascend staff will then determine the appropriate course of action based on the degree of the offense. In the event that the school coordinator and/or administrator was unable to be reached, Ascend staff will examine the evidence and determine the appropriate action based on the degree of the offense.

Consequences may include:

- Points deducted
- A change in score to the minimum score that can be given
- Removal from the award rankings for that entry
- Disqualification of the entry

OTHER GUIDELINES

SCHOOL BANNER

Please bring a school/homeschool banner to display during the convention. There will be a banner march at the opening rally. Banners should be no wider than 5 feet and will need a way to be displayed. Please choose two students to carry your banner during the march.

NAME BADGES

Everyone must wear an Ascend-issued name badge/lanyard at all times with the exception of guests aged 5 and under. Visitors must wear visitor passes at all times. The only exception is while competing in athletic events. Replacement badges/passes may be purchased from the Ascend coordinator.

JUDGING

Judging will be done electronically. However, for the music vocal and instrumental divisions all contestants must provide three judges' form, placed in plain clear folders. Do not use the spines that come with some of these folders. Do not use page protectors that are open only on one end. Make it easy for the judges and directors who are handling hundreds of these folders.

Decisions of the judges are final. Sponsors who want to gain insight regarding performances of their contestants are encouraged to arrange performances in the presence of knowledgeable audiences that can offer suggestions prior to Convention. If you are qualified and interested in serving as a judge, please sign up through your school coordinator. If selected, your school coordinator will notify you once judge selections have been finalized. Judges will receive instructions and a packet at the Convention site. All judges need to attend the judges' meeting at the beginning of Convention. There is a minimum score of 75% required for every event judged.

CHECK LIST OF PERSONAL THINGS TO BRING

Bible
Notebook
Camera (if desired)
Toiletries
Robes, slippers
Prescription medicines (to be kept by sponsor)

All bedding and towels are provided.

NOTE: Each sponsor should bring a lockable suitcase for valuables such as watches, rings, awards, prescription medicines, etc. It is imperative that all luggage, musical instruments, clothing, and other personal items be labeled. **DO NOT EXPECT TO GET THEM BACK UNLESS THEY ARE LABELED.**

THINGS NOT PERMITTED ON CAMPUS

Tobacco
Skateboards, roller skates, sneaker skates, scooters, or bikes
Firearms, weapons
Alcohol
Narcotics
TV sets (television)
Clock radios
Fireworks
Radio/CBs (except those installed in vehicles)
CD players/CDs (except those used in competition)
DVD players/DVDs
Secular magazines and books
Video games
Toy guns of any kind (except those for props to be used for competition)

PERMISSION TO ATTEND

Each contestant must submit a **Permission to Attend Form (CF6)** signed by his parent or guardian to attend the Convention. Contestants will not be permitted to compete if their CF6 has not been received.

PERMISSION FOR MEDICAL TREATMENT

Every person registering must complete a **Permission for Medical Treatment Form (CF7)**. Contestants will not be permitted to compete until their CF7 has been received. The Permission for Medical Treatment includes a statement releasing Ascend Apostolic School Association from responsibility for any medical expense incurred by anyone during his/her stay at the Convention or travels to/from the Convention area. All observers, guests, sponsors, and contestants must provide their own medical and accident insurance.

Sponsors should be prepared to deal with minor problems, such as headaches, small scratches, etc.

Students, sponsors, or guests with a history of a particular medical problem requiring special treatment must submit the **Special Medical Treatment form (CF8)**.

SPECIAL MEDICAL TREATMENT

Students, sponsors, or guests with a history of a particular medical problem requiring special treatment must submit the **Special Medical Treatment Form (CF8)**. They should also wear an identifying bracelet or other I.D., which would alert first aid and medical personnel to the existence of a particular problem.

DIGITAL MEDIA DIVISION

The Digital Media Division encourages students to develop their talents and pursue excellence in technology. All entries in the digital media division are early entry events. It is the contestant's responsibility to ensure that any files or links provided are fully functional and contain files, images, audio, video, etc. for which the student has obtained proper rights for use.

WEBSITE DESIGN – Ages 12-15 (101A) EARLY ENTRY
WEBSITE DESIGN – Ages 16+ (101B) EARLY ENTRY
Non-Performance Event

Websites can serve many purposes. They may support existing customers, give information, or promote products, services, or ideas.

GUIDELINES

- The website will be judged real-time over the Internet, so it is more than an academic exercise. It is to be a fully functioning site that must have a clear, practical purpose, which it pursues with creativity and skill.

- Students are free to use any platform, tools, programs, computer languages, other available resources, or their own development tools. Remember, however, there are a variety of browsers that may attempt to access the site.

- The site must have been developed since the conclusion of the previous ASCEND Student Convention. No more than two students may participate in the design and development of the site.

- **Elements** - (Variety and Appropriateness) - The site should contain enough variety to hold interest while maintaining an overall consistency that reflects the purpose and desired image of the site. It should conform to the Biblical values and overall convention guidelines regarding appropriateness of subject matter, substance, graphics, etc.

- **Browser Friendly** - The site should be fully functional on multiple browsers and viewable on as many computers as possible. Several browsers are in wide use, however, the older the browser that can access your site, the less robust the elements and the more limited the creativity.

- **Graphic Design** -The site should follow generally accepted Internet standards regarding presentation. Some of these regard font styles, spacing, overlay, and other aspects of the presentation. (There are helpful sites on the Web to learn about these items.)

- **Clear** - For the site to be effective, the content must be clear in its presentation, navigation, functionality, and purpose.

- **Appropriate** -The content of the site should meet the convention guidelines and standards and be appropriate for its intended purpose.
- **Accomplishes Goals** -The user should be able to understand and receive benefit from the purpose of the site as intended by the developer. If this doesn't happen, the user will probably leave quickly and products will not be sold, information will not be imparted, and ideas will not be communicated.

- Create a title page, which includes the contestant's name, school name, school address, telephone number, and website address.

- **Students must include with their entry submission a Word or PDF document called "<u>Digital Media Information</u>" including the following information:**
  - o Student name and school
  - o Copies of all original and non-original images (photos or artwork) used, labeled as original or non-original. Non-original images must include the source of the image.
  - o A brief description of the purpose of your website
- Website Design is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Website Design will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf.
   a. Your website title page which includes your name, school name, and the website address
   b. Creative Composition Affidavit (CF28) *(This may be uploaded with the above documents, or it may be uploaded separately in the CF28 section of the uploads.)*
   c. Your Digital Media Information Sheet
2. In addition, you must supply your school coordinator with a **direct link to your website which may be uploaded as an external link**.
3. It is very important to mark your files with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.
4. The file and link must be submitted online via the registration website by the early entry deadline date.

Website Design Judging Criteria (CF32)

AREAS OF EVALUATION / POSSIBLE POINTS

Structure
- Navigation of site / **10**
- Creativity / **10**
- Logical connection / **10**

Engaging

- Visually / **5**
- Mentally / **5**

Elements

- Variety / **5**
- Appropriateness / **5**
- Browser-friendly / **10**
- Graphic design / **10**

Content

- Clear / **5**
- Appropriate / **10**
- Accomplishes goals / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints from the Website Design Judges

Size is not part of the judging criteria! More is not necessarily better. It is important that a site distinguish itself through quality and value to the user as compared to other sites competing for the same audience. The point values in judging are weighted in favor of the structural organization because that is essential to site functionality and usefulness. Poor content is changeable, but poor design is the death of a site.

POWERPOINT PRESENTATION – Ages 12-15 (102A) EARLY ENTRY

POWERPOINT PRESENTATION – Ages 16+ (102B) EARLY ENTRY

Non-Performance Event

PowerPoint Presentations are typically used to support oral presentations. However, the goal is for the project to be a user-directed, stand-alone presentation. It can convey an academic concept, promotional information, or theological truth.

GUIDELINES

- The presentation must have been developed since the last ASCEND Student Convention.

- No more than two students may participate in the design and development of the presentation.

- While there are several presentation products on the market, PowerPoint for Windows is the product selected by the ASCEND Student Convention.

- Designer must give proper credit for any copyrighted material.

- Any Scripture reference must be from King James Version.

- All photos must meet ASCEND dress code.

- **Students must include with their entry submission a Word or PDF document called "Digital Media Information" including the following information:**
    - Student name and school
    - Copies of all original and non-original images (photos or artwork) used, labeled as original or non-original. Non-original images must include the source of the image.
    - A brief description of the purpose of your presentation.
- PowerPoint Presentation is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. PowerPoint Presentation will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf.
    a. Creative Composition Affidavit (CF28) *(This may be uploaded in the documents section or the CF28 section of the uploads.)*
    b. Your Digital Media Information Sheet

2. In addition, you must supply your school coordinator with a link to your PowerPoint Presentation. This link may be to a Dropbox or Google Drive folder in which you've uploaded your presentation file **set to public sharing**. This link will be uploaded to the registration site as an external link.
3. It is very important to mark your file and link with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.
4. The file and link must be submitted online via the registration website by the early entry deadline date.

Possible Project Areas

(These are not intended to limit the project possibilities but are intended to stimulate creative thought about how to structure a project.)

Academic – There is a need for academic reinforcement and explanation. Teach, review, or expand an academic concept, such as a difficult concept in a subject.

Promotional – Promote your school and/or church, or present material to new parents or students. It could be a presentation for students (promoting convention participation or reinforcing school rules, policies, or procedures). It could be presentation to solicit parental, business, or community support for a project.

Truth – There may be Biblical or theological truths that the church and/or school wants to reinforce. This could even be a self-directed training series.

PowerPoint Judging Criteria (CF33)

AREAS OF EVALUATION / POSSIBLE POINTS

Structure
- Navigation of site (not applicable for linear - automatic 10 points) – The presentation should be easy to use and navigate. / **10**
- Creativity – This is an overall evaluation of the uniqueness, content, approach to the material, and method of engagement. / **10**
- Connectivity – Each step in the process must successfully relate the user to where he has been and to where he is going. / **10**

Engaging – The project should be engaging visually and mentally
- Visually / **5**
- Mentally / **5**

Elements – Elements should contain variety and follow convention guidelines and standards for appropriateness.
- Variety / **5**
- Appropriateness / **5**
- Graphic Design – The project should follow media standards regarding presentation. Some of these regard font styles, spacing, overlay, and other aspects of the presentation. (There are helpful sites on the Web to learn about these items.) / **10**

Content
- Clear – The project must be clear in its presentation, navigation, and purpose. Since this is a user-directed presentation, clarity is indispensable. / **5**
- Appropriate – The presentation should meet the convention guidelines and standards and be appropriate for its intended purpose. / **10**
- Useful – The presentation should be designed to serve a useful purpose. / **10**
- Accomplishes goals – The user should be able to understand what is intended by the developer. / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints from the PowerPoint Presentation Judges

Size is not on the judging criteria! More is not necessarily better. The presentation must be accessible on Windows based computers.

GRAPHIC DESIGN LOGO – Ages 12-15 (103 A) EARLY ENTRY
GRAPHIC DESIGN T-SHIRT – Ages 12-15 (103 B) EARLY ENTRY

GRAPHIC DESIGN EVENT FLYER – Ages 12-15 (103 C) EARLY ENTRY
GRAPHIC DESIGN ART – Ages 12-15 (103 D) EARLY ENTRY

GRAPHIC DESIGN LOGO – Ages 16+ (103 E) EARLY ENTRY
GRAPHIC DESIGN T-SHIRT – Ages 16+ (103 F) EARLY ENTRY
GRAPHIC DESIGN EVENT FLYER – Ages 16+ (103 G) EARLY ENTRY
GRAPHIC DESIGN ART – Ages 16+ (103 H) EARLY ENTRY

Non-Performance Event

GUIDELINES

- Contestants are to create a graphic design and send in a digital image (JPG or PNG) as an early entry.

- Design may be digital artwork, logo, t-shirt, or event flyer.

- The digital image size should be no greater than 8 megabytes.

- This category is judged on the design, not the wording used, although attention should be given to spelling.

- Both original and non-original images (photos or artwork) may be used in the design.
    - Original photos are photos taken by the student.
    - Original artwork is created completely by the student either by hand or with the use of a design software program.
    - Non-original images are photos or artwork found or purchased that were taken or created by someone else.
    - Non-original photos and artwork used must have a creative commons license or permission to be used. (Google search allows the option to search for images with a creative commons license in the advanced search settings).

- Images used must meet ASCEND standards for dress code and suitable matter.
- All graphic design entries must be AT LEAST 50% the student's own work. You cannot just change the font or font color. We want to see originality and creativity.

- **Students must include with their entry submission a Word or PDF document called "Digital Media Information" including the following information:**
    - Student name and school
    - The name of the program used to create graphic design
    - Copies of all original and non-original images (photos or artwork) used, labeled as original or non-original. Non-original images must include the source of the image.

- A brief description of how you created your graphic (example: I created a gradient background, added text, added the person from photo one, added a shadow to the person, then I drew a cross, added clouds with a cloud brush, etc.).

- Graphic Design is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Graphic Design will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf
   a. Your Graphic Design
   b. Your Digital Media Information Sheet (PDF or Word format)
   c. Creative Composition Affidavit (CF28) *(This may be uploaded with the above documents, or it may be uploaded separately in the CF28 section of the uploads.)*
2. It is very important to mark your file with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

3. The file must be submitted online via the registration website by the early entry deadline date.

Graphic Design Judging Criteria (CF102)

AREAS OF EVALUATION / POSSIBLE POINTS

Structure
- Creativity / **15**
- Connectivity / **10**

Engaging
- Visually / **10**
- Mentally / **5**

Elements
- Balance / **10**
- Aesthetically Pleasing / **5**
- Originality / **15**

Content
- Clear / **10**
- Appropriate / **5**
- Useful / **5**
- Accomplishes Goal / **5**
- Proper documentation submitted / **5**

TOTAL POINTS / 100
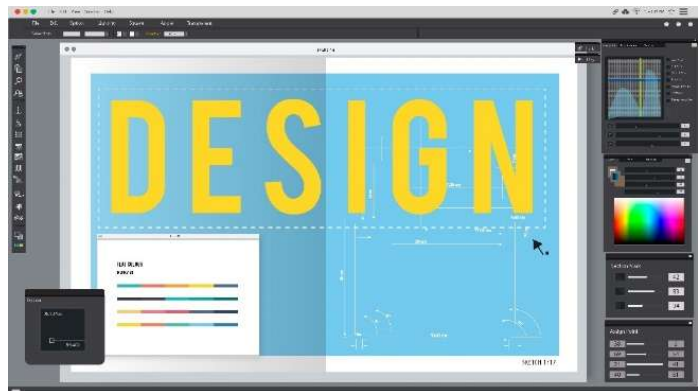
AUDIO/VIDEO ENTRIES

PERSUASIVE VIDEO (104) EARLY ENTRY
Non-Performance Event

GUIDELINES

- Contestants create a video that uses images and sounds to portray an evangelistic, Biblical growth, moral, patriotic, or historical theme.

- The video may include scenes that include music, sound effects, dialog, and/or narration.

- The video is **NOT** to be simply a talking head.

- A title and end credits should be included.

- **All photography and videography, whether still or moving, must be shot by the contestants** (no stock footage).

- No more than four contestants may be involved. No one outside the contestants may have a speaking part in the video.

- The contestants must make all the editing decisions. Adults may give technical guidance and advice, but the students must do the preparation and production.

- The video is not simply recorded preaching or teaching.

- Video time limit is four minutes minimum and six minutes maximum.

- **Students must include with their entry submission a Word or PDF document called "Digital Media Information" including the following information:**
    - Student name and school
    - The name of the program used to create your video
    - Copies of all original and non-original images (photos or artwork) used, labeled as original or non-original. Non-original images must include the source of the image.
    - A brief description of the purpose of your video
    - A copy of your script (note: a script contains everything that was said in the video, who said it, etc.)

- Persuasive Video is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Persuasive Video will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf
   a. Creative Composition Affidavit (CF28) *(This may be uploaded in the document section, or it may be uploaded in the CF28 section of the uploads.)*
   b. Your Digital Media Information Sheet (Word or PDF format)
   c. Your script

2. In addition, you must supply your school coordinator with a link to your Persuasive Video. This must be a direct link to YouTube where you have uploaded your video and set it to public view. This will be uploaded as an external link in the event registration website.

3. It is very important to mark your file and link with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

4. The file and link must be submitted online via the registration website by the early entry deadline date.

Persuasive Video Judging Criteria (CF227)

AREAS OF EVALUATION / POSSIBLE POINTS

Message
- Objective - video's message presented clearly and persuasively / **20**
- Creative - video presented with creativeness and imagination / **15**

Videography
- Creative - shots well composed, camera angle enhances persuasiveness / **5**
- Technical - shots in focus, properly exposed and steady / **15**

Editing
- Creative - order and length of shots enhance the message / **15**
- Technical - editing equipment's capability used skillfully / **15**
- Narration/dialogue - words clear and well delivered / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

SCRIPTURE VIDEO (105) EARLY ENTRY

Non-Performance Event

Contestants create a video program that uses images and sounds to portray a selected Scripture passage. The video must include a narration of the verses, but it may also include music, sound effects, and additional dialog or narration. A title screen may be included, but <u>all photography, whether still or moving, must be shot by the contestants </u>(no stock footage). Selections for Scripture Video will be emailed to the school each year (please use the **King James Version of the Bible only**).

GUIDELINES

- No more than four contestants may be involved. No one outside of the contestants may have a speaking part in the video. The contestants may have an equipment operator in the editing suite, but the contestants must make the editing decisions. Adults may give technical guidance and advice, but the students must do the preparation and production.

- Contestants must prepare "mock" letters requesting permission from the publishers of any music used. Include a title screen in the video giving credit to the publisher.

- Video time limit is four minutes minimum and six minutes maximum.

- **Students must include with their entry submission a Word or PDF document called "Digital Media Information" including the following information:**

    o Student name and school

    o The name of the program used to create the video

    o Copies of all original and non-original images (photos or artwork) used, labeled as original or non-original

    o A brief description of the purpose of your video

    o A copy of your script (note: a script contains everything that was said in the video, who said it, etc.)

- Scripture Video is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Scripture Video will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is less than 10MB and has one of the following extensions: jpeg or pdf

    a. Creative Composition Affidavit (CF28) *(This may be uploaded with the documents below, or it may be uploaded separately in the CF28 section of the uploads.)*

    b. Your Digital Media Information Sheet (Word or PDF format)

    c. Mock letters requesting permission from the publisher on any music, sound effects, etc. used in the video. Submit talent release forms for all those participating in the video

2. In addition, you must supply your school coordinator with a link to your Scripture Video file. This must be a direct link to YouTube where you have uploaded your video and set it to public view. This will be uploaded as an external link in the event registration site.

3. It is very important to mark your file and link with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

4. The files must be submitted online via the registration website by the early entry deadline date.

Scripture Video Judging Criteria (CF94)

AREAS OF EVALUATION / POSSIBLE POINTS

Script

- Objective – Scripture passage clearly visualized / **10**
- Creativity – Scripture passage presented with freshness/imagination / **10**

Photography
- Creative – Shots well composed; camera angles enhance program / **10**
- Technical – Shots in focus properly exposed, and steady / **10**

Editing
- Creative – Order and length of shots enhance the program / **10**
- Technical – Editing equipment's capability skillfully used / **10**
- Narration/dialogue – Words clear and well delivered / **10**
- Music – Selected music enhances the program / **10**
- Soundtrack mix – Music, sound effects, and words blended well / **15**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints From the Scripture Video Judges

- Avoid background distractions such as crackling or shuffling papers, scraping chairs, or clearing throat.

- Practice until you are thoroughly familiar with your script before making a recording.

- Pronounce words clearly; avoid mumbling.

- Speak into the microphone from an appropriate distance to avoid unnecessary distractions.

- Present your Scripture Video so that it comes alive for the audience.

PODCAST - AUDIO (106) EARLY ENTRY
PODCAST – VIDEO (107) EARLY ENTRY

Non-Performance Event

Contestants present an original podcast program. The format of the podcast may be either dramatic (such as a radio program podcast audio only), interview-style (similar to a Focus on the Family radio broadcast) or monologue style (such as a talk-show host). The program may be written or adapted by the contestant. (Credit must be given to the original author.) The final product should be high-quality for

distribution through any variety of channels. **Podcast audio and podcast video are separate events distinguished only by media type.**

GUIDELINES

- Contestants may portray more than five characters. (Males doing male roles and females doing female roles)

- No more than four contestants may be involved. No one outside of the contestants may have a speaking part in the video. The contestants may have an equipment operator in the editing suite, but the contestants must make the editing decisions. Adults may give technical guidance and advice, but the students must do the preparation and production..

- The program must convey a Christian, character-building, or patriotic theme. All Scripture references must be KJV.

- All background music must meet ASCEND music standards.

- The time limit is four minutes minimum to eight minutes maximum.

- **Students must include with their entry submission a Word or PDF document called "Digital Media Information" including the following information:**

    o Student name and school

    o The name of the program used to create the video

    o Copies of all original and non-original images (photos or artwork) used, labeled as original or non-original

    o A brief description of the purpose of your video

    o A copy of your script (note: a script contains everything that was said in the video, who said it, etc.)

- Podcast is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Podcast will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf
    a. Your Podcast Script
    b. Creative Composition Affidavit (CF28) *(This may be uploaded with the above document, or it may be uploaded separately in the CF28 section of the uploads.)*
    c. Your Digital Media Information Sheet (Word or PDF format)

2. In addition, you must supply your school coordinator with a link to your Podcast audio or video file. This must be a direct link to YouTube where you have uploaded your video and set it to public view. This must be uploaded as an external link in the event registration site.

3. It is very important to mark your file and link with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

4. The files must be submitted online via the registration website by the early entry deadline date.

Audio Podcast Judging Criteria (CF91)

→ *Non-Performance Event*

AREAS OF EVALUATION / POSSIBLE POINTS

- Message is worthwhile – / **10**
- Message is communicated / **10**
- Interest level consistency – Catches listener's attention and holds interest throughout / **10**
- Diction/pronunciation – Words are clear and well delivered / **10**
- Sound effects used effectively / **5**
- Mood created – Proper use of dramatics--voice, music, and sound effects to create desired mood / **10**
- Creativity – Overall concept and creative thought resulting in end product / **15**
- Technical quality – Skillful use of editing equipment to achieve desired results / **15**
- Volume is appropriate and well-balanced between elements / **5**
- Transitions are smooth / **5**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Video Podcast Judging Criteria (CF99)

AREAS OF EVALUATION / POSSIBLE POINTS

- Message is worthwhile – / **10**
- Message is communicated / **10**
- Interest level consistency – Catches listener's attention and holds interest throughout / **10**
- Videography / **10**
- Special effects used effectively / **5**
- Mood created – Proper use of dramatics—video angles, music, and special effects to create desired mood / **10**
- Creativity – Overall concept and creative thought resulting in end product / **15**
- Technical quality – Skillful use of editing equipment to achieve desired results / **15**
- Volume is appropriate and well-balanced between elements / **5**
- Transitions are smooth / **5**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Things Audio/Video Judges will consider:

Videography
Are the shots properly exposed and in focus?
Is the subject framed and lit properly?
Does the student(s) show an understanding and skill with a camera?

Editing
Are the transitions smooth?
Are the special effects appropriate?
Is the color properly balanced throughout the video?

Audio
Is the volume appropriate?
Are the words clear and understandable?

Audio Recording
Are the recordings crisp?
Plosives are minimized/eliminated.
Echoing is eliminated.
Equalization of sounds as they are recorded is utilized.

Communication
Is an overall message/theme precisely communicated by the audio/video as a whole?
Was the method of communication in good taste and appropriate for the target audience?

Acting
Did the actors display skill through verbal and nonverbal communication?
Did the acting flow between actors and in a consistent narrative throughout?

Editing
Are unnecessary or mistaken sounds removed?
Transitions between edited clips are smooth.

Music & Effects
Is the background music appropriate to the mood and is it balanced/blended with other sounds?
Are the special effects timed and mixed clearly?

Make Your Own Beats (108) EARLY ENTRY

Non-Performance Event

The "Make Your Own Beats" category is designed for aspiring and experienced producers to showcase their creativity, technical skills, and innovation in crafting original beats. Participants are encouraged to build their own instrumental tracks from scratch, using a combination of drum patterns, melodies, harmonies, and sound effects to create a unique sound. This category celebrates the art of beat-making as the foundation of modern music production.

The goal is to demonstrate not only musical talent but also the ability to blend elements like rhythm, texture, and dynamics in a compelling and original way. Producers can use any digital audio workstation (DAW), sampling tools, synthesizers, or hardware to create their beats, focusing on the distinctiveness and quality of their work. These beats should be created with the intent of being used to back new Christian praise and worship songs. **This is an Early Entry Event.**

This event may include up to four contestants.

Student must include a **Production Description Report** which will include the following:

1. Your name and school name

2. Software used
3. Any Midi-pack used
4. Instruments used
5. Description of the steps you took to create this production

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Make Your Own Beats will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf
   a. Your Production Description Report
   b. Creative Composition Affidavit (CF28) *(This may be uploaded with the above document, or it may be uploaded separately in the CF28 section of the uploads.)*
2. In addition, you must supply your school coordinator with a link to your Make Your Own Beats production. This must be a direct link to YouTube where you have uploaded your project. This must be uploaded as an external link in the event registration site.
3. It is very important to mark your file and link with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges. The files must be submitted online via the registration website by the early entry deadline date.

Make Your Own Beats Judging Criteria (CF 527)

AREAS OF EVALUATION / POSSIBLE POINTS

- Drum Patterns / **10**
- Melodies clearly heard / **10**
- Harmonies complement the melody / **10**
- Variety of sound effects used / **10**
- Rhythm / **10**
- Dynamics / **10**
- Originality / **10**
- Blending of techniques / **15**
- Conveys ability to be used in worship / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

BIBLE MEMORY BEE (201)

Performance Event

Contestants will be asked seven types of questions about Scriptures from the following list. The contest will be conducted in a Bee Format with spectators present. All contestants please abide by the dress codes for non-athletic events. **(Shirt and tie required for male contestants. Suit or sports coat are optional.)**

The seven types of questions are as follows:

Complete the Verse - The contestant will be given a reference and part of the verse and will be expected to complete it.

Give the Reference - A verse will be quoted, and the contestant will be expected to give the book, chapter, and verse.

Category Verses - The contestant will be asked to quote a verse from a specific category (*e.g.,* Salvation, Prayer, Soul Winning, etc.). The reference must be given first.

Give the Category – A reference will be given. The contestant will be asked to give the category.

Correct-Incorrect - A reference and the verse will be read. The contestant will be expected to respond "correct" or "incorrect". Incorrect verses will contain an obvious mistake.

Correct the Verse - The contestant will be given an incorrect verse that he will be expected to correct.

Quote - The contestant is given a reference and will be expected to quote the verse.

GUIDELINES

- Only the King James Version will be used.
- When a response requires a specific verse, the verse must be verbatim.
- All Scripture references used must be from the official list.

NOTE: Bible Memory does not require a judge's form.

Bible Memory Bee Rules of Play

1. Contestants will be randomly seated in a line across the front of the room. Contestant is to stand only when it is their time to receive a question.
2. The judge states the question to be answered slowly and clearly.
3. The contestant listens carefully to the question. Once the question is asked completely, the contestant answers the question slowly and clearly.
4. The judge determines whether the answer was correctly given.

5. If the answer was given correctly, the contestant stays in the event.
6. If the answer was given incorrectly, the contestant is eliminated from the event. The judge gives the correct answer to the question. Then the judge reads a new question to the next contestant.
7. There will be 7 types of rounds. The order of each round will be as follows: Correct-Incorrect, Correct the Verse, Complete the Verse, Give the Reference, Give the Category, Category Verses, and Quote.
8. If a contestant is eliminated before completing 4 rounds, they are unable to earn a winning place.
9. Determining placings: If at any time a contestant gives an answer incorrectly, they are eliminated from all rounds and will not continue to the next round. If all contestants have not been eliminated after the first 7 rounds, the rounds will repeat in the same order with new questions until placings can be determined. A round is not complete until all contestants have answered (correctly or incorrectly) a question. To determine winner placings, the contestant who has answered the most questions correctly would be 1st, followed by 2nd, followed by 3rd. It is possible that there may be a tie in 2nd and 3rd places. To determine the ultimate 1st place, if all contestants who are in 1st place are eliminated on the same round, disqualify the round, then continue with only those contestants to the next round. It may be necessary to repeat this step as needed. The only time this would not be done is if it is the initial first 4 rounds as a winning place requires that they answer the first 4 rounds correctly.

BIBLE MEMORY BEE OFFICIAL LIST

ONE GOD

Deuteronomy 6:4	Isaiah 43:11	Ephesians 4:5	Ephesians 4:6
I Timothy 2:5	Isaiah 9:6	John 14:9	Colossians 2:9
Acts 4:12	John 10:30	Isaiah 44:6	Matthew 28:19

SIN

James 4:17	Romans 5:12	Romans 3:23	Romans 5:19
Romans 6:23	James 1:14	James 1:15	I John 1:8
Isaiah 64:6	I John 3:4	Psalm 119:133	I John 1:9

SALVATION

John 3:5	Acts 2:38	Acts 2:39	Revelation 22:14
I Peter 3:18	Luke 13:3	Romans 6:4	Acts 19:5
Joel 2:28	Joel 2:29	Acts 10:44	Acts 10:45
Acts 10:46	Mark 16:16		

HOLINESS

Leviticus 11:45	Psalm 5:4	Psalm 29:2	Psalm 145:17
Deuteronomy 22:5	Matthew 5:8	2 Corinthians 7:1	Hebrews 12:14
Romans 12:1	Romans 12:2	Ephesians 4:29	

SOUL WINNING

Matthew 4:19	Psalm 126:5	Psalm 126:6	Proverbs 11:30
Acts 1:8	Matthew 9:36	Acts 4:12	John 4:35
John 4:36	Romans 1:16	Romans 10:1	John 10:9

CHECKERS (202) ELIMINATION

Performance Event

NO SPECTATORS ALLOWED. Players who are waiting to play must remain outside the competition room until someone is available to play.

All contestants must provide a board and set of checkers. All contestants are to abide by the dress codes listed for non-athletic events on pages 14 and 15 of these guidelines.

The object of play is to capture all of the opponent's men or to reduce the opponent to immobility. The loser is the first one who is unable to move in regular turn, either because all his men have been captured or because all his remaining men are blocked. A game may be terminated as a draw when neither player holds an advantage sufficient to force a win. A player whose position is apparently inferior may call upon his opponent to win the game or show an increased advantage within forty of his own moves; failing to do such, the game is drawn.

The following rules will also be observed:

- Black has the first move. The younger player receives black.

- A piece that is touched by a player must be moved, if possible; if a playable piece is moved over any angle of its square, the move must be completed in that direction.

- If we have the equipment to time the games, there is a time limit of three minutes for each move, except when a player is confronted with a compulsory jump in only one direction; then he must make his move within one minute.

- All jumps must be completed. When this rule is violated, the player must retract his illegal move and make the capture instead.

Checkers is a one game only elimination match. Due to the schedule of competition at ASCEND, a traditional bracket will not be used. Rather, columns will be used to reflect who has won 1 game, 2 games, etc. In the event that there is an odd number competing, a player may have to play someone from a different column. Should the player in the lower column win that game, they must play another game to determine which player will move to the next column.

1ST GAME	2ND GAME	3RD GAME	4TH GAME
Contestant 1 Contestant 2 Contestant 3 Contestant 4, etc.	Winners of 1st game (Play someone who has won 1 game)	Winners of 2nd game (Play someone who has won 2 games)	Winners of 3rd game

CHESS (203) ELIMINATION

Performance Event

NO SPECTATORS ALLOWED. Players who are waiting to play must remain outside the competition room until someone is available to play.

All contestants MUST provide board and chessmen. All contestants are to abide by dress code listed for non-athletic events on pages 14 and 15 of these guidelines.

Players designated "white" and "black" sit on opposite sides. Each player has 16 pieces, which are placed on the board at the beginning of the game. The following rules will apply:

Object of Play -The game is won by capturing the adverse king. The capture is never consummated; when the king is attacked and cannot escape, he is "checkmated" and the game ends. Many games end by resignation of a player who sees that he cannot escape eventual defeat.

Drawn Games -A game may be abandoned as drawn for any of the following reasons: insufficient force, stalemate, perpetual check, agreement by either parties, or the 50-move rule.

NOTE: A player who is at a disadvantage may call the 50-move rule at any time, but the 50-move rule is cancelled if any piece is captured or if any pawn is moved.

Other rules to remember:
- White moves first; thereafter the players move alternately. The younger player will have first choice of white or black.
- A player may not touch a piece without asking his opponent unless he plans to play that piece.

- If we have the equipment to time the games, after three minutes, time will be called; the player has 1 minute to finish his play or forfeit the game.

- A player should not disturb his opponent. There shall be no talking by players.

- The tournament will be conducted according to the rules of the International Chess Federation at https://handbook.fide.com/chapter/E012018.

Chess is a one game only elimination match. Due to the schedule of competition at Ascend, a traditional bracket will not be used. Rather columns will be used to reflect who has won 1 game, 2 games, etc. In the event that there is an odd number competing, a player may have to play someone from a different column. Should the player in the lower column win that game, they must play another game to determine which player will move to the next column.

Reminders: Competitor must be available to play at designated time. A chess clock may be used. Once used, it must apply to all contestants thereafter.

1ST GAME	2ND GAME	3RD GAME	4TH GAME
Contestant 1 Contestant 2 Contestant 3 Etc.	Winners of 1st game (Play someone who has won 1 game)	Winners of 2nd game (Play someone who has won 2 games)	Winners of 3rd game

Rubik's Cube (204) ELIMINATION

Performance Event

GUIDELINES
- All contestants please abide by the dress codes for non-athletic events. **(Shirt and tie required for male contestants. Suit or sports coat are optional.)**

- Each contestant must provide their own 3x3 Rubik's cube puzzles. These puzzles must be free of irregular markings, stickers, or pieces. These puzzles must be placed in a Ziploc bag with the student's name and school on it and turned in at event check-in. These will be given to the head judge.
- Six students will participate at a time in a group in a round. Each student will be assigned a buzzer.
- The head judge will place each student's cube on the table. Each student's hands will be behind their back. When the judge tells the students to begin, the students will race to solve the cube. When they finish solving, they will hit their buzzer and place the cube on the table for the judge.
- During round 1, all participants will compete in groups of six. Students will be given TEN minutes to solve the puzzle. The first three to completely solve the puzzle in each group will move to round 2. If no one has solved the cube at the end of the time limit, play may be extended for two minutes. If no one has solved the cube at the end of the extended two minutes, no one from that group will advance to the next round. Play will continue with additional players being eliminated until there are only two contestants left. Those two students will compete against each other. The first to solve the puzzle is the winner.
- Rubik's cube will be scrambled by a judge or a person designated by the judge after each round.
- The judge will check each Rubik's cube to make sure the cube is solved and that the layers are lined up without misalignments.

SPELLING (205)

Performance Event

GUIDELINES
- All contestants please abide by the dress codes for non-athletic events. **(Shirt and tie required for male contestants. Suit or sports coat are optional.)**

- Each contestant is given a test sheet, pencils, and is assigned a place at the table. Contestants may provide their own pencils or pens.

- The judge will pronounce each word twice and use it in a sentence. Contestants will then write the word. Each contestant will write all words.

- Following the final word, judges will collect all papers.

- Winners will be selected according to accuracy.

- Judges shall give at least two practice words before starting competition.

- Words are provided by ASCEND and must be spelled exactly as they appear on the official ASCEND list. Alternate or British spellings will not be allowed.

SPELLING OFFICIAL LIST

A

abandon
abbreviate
abdicate
ability
abode
abolition
abound
abroad
abrupt
abscess
absent
absentee
absolutely
abysmal
abyss
accelerate
accept
accessible
accommodation
accomplish
accrue
accumulate
accursed
achieve
achromatic
acknowledge
acoustics
acquaintance
acrimony
across
adamant
adapt
addendum
adhere
adherent
adjourn
adjudicate
adjust
administrator
adolescence
adoration
adventure
aerial
aerodynamics
aerosol

affidavit
agenda
aggravate
aggression
agnostic
agriculture
alfalfa
algae
alkali
allegiance
allergic
alleviate
allure
allusion
aloe
already
altar
altogether
ambitious
amethyst
among
amusement
analyze
ancestry
anguish
animosity
annihilate
annuity
antagonize
antibiotic
antique
antiseptic
apathetic
apocalypse
apologizing
apostle
apostrophe
apparatus
apparent
appearance
apprehensible
appropriate
arbitrary
arbor
archaeology

archaic
archives
arraign
artesian
arthritis
articulate
artificial
asparagus
astronaut
attendance
awkward

B

bachelor
bailiff
balance
ballad
ballast
ballistics
balloon
balm
bankruptcy
banquet
banter
baptize
barbeque
barrister
basically
bassinet
bathe
battalion
bayou
bazaar
beatitudes
befuddle
beginner
beguile
beige
belief
believable
believe
belligerence
beneficiary
benefit
benign

bereavement
bewail
bibliography
bicentennial
binocular
bipartisan
biscuit
bizarre
blackguard
blaspheme
bonanza
bonus
boomerang
boundaries
bouquet
boycott
boyish
breathe
breeze
brilliant
brittle
broccoli
bronchial
bronchitis
buccaneer
buckskin
buffet
bulletin
bungalow
bunion
buoyancy
bureau
bureaucracy
business

C

cache
cacophony
calendar
camaraderie
camouflage
cancer
candidacy
candle
candor

cantaloupe
canyon
canvass
capital
capitol
carafe
carburetor
cardiac
caribou
carnage
carnivorous
carriage
cartilage
cascade
cashew
cashier
casserole
casualty
caucus
caulk
cayenne
celebrity
celery
celestial
cellar
cemetery
censor
centipede
ceramics
cereal
chameleon
chandelier
changeable
chaplain
characteristic
charisma
chasten
chastise
chauffeur
cheery
cheetah
chutney
circuit
coalition
cohesion
collage
collateral
colleague

colossal
column
comedian
coming
commandment
committed
committee
compatible
compel
competent
complacency
complement
complex
compliant
comprehensive
concede
conceit
concurred
condescend
condolence
confederation
confidence
confidentially
congeal
congratulations
conqueror
conscientious
conscious
conspicuous
contour
convenience
convenient
conveyance
cordially
cornea
corridor
corroborate
cortisone
council
counsel
countenance
counterfeit
courageous
courteous
covenant
coyote
criticism
criticize

criticizing
crucifixion
cruelty
crystallize
cucumber
cuisine
cupboard
currant
cursory
cylinder
cyst

D
dandelion
daughter
davenport
debacle
debatable
debauchery
debrief
debris
debtor
decadence
decadent
decentralization
decipher
deciphered
decoy
defendant
deference
deficit
definition
dehydrate
delegate
delirious
delusion
demeanor
demise
demolition
demur
denominator
denture
deodorant
dependent
depository
depressant
deprivation
derogatory

descendant
description
designate
desperate
despicable
despise
detergent
deterred
detonate
detour
devastate
develop
devout
diabetes
diacritical
diadem
dialect
diamond
diaphragm
dichotomy
dictionary
diesel
difference
dilemma
dimension
diminish
dinosaur
diocese
diphthong
director
disagreeable
disappoint
disarray
disastrous
disciple
disciplinary
discrepancy
discretion
dishevel
disparage
dissect
dissertation
dissipated
distinction
diverge
divergent
divisible
docile

doctrinal
documentary
dolphin
domain
dominance
dormant
drought
duffel
dumbfound

E
eastern
eavesdropping
eccentric
eclair
eclectic
eclipse
ecstatic
eczema
edible
effect
elapse
elegance
elevator
eligibility
eloquence
eloquent
emancipation
embarrassment
embodiment
emboss
embroidery
eminence
emission
emperor
emphasize
emulate
emulsion
encore
endeavoring
engineer
enthusiastic
entire
entitled
entrance
entrepreneur
envelop
envelope

environment
enzyme
epidemic
epidermis
equatorial
equilibrium
equipment
equipped
erasable
erase
errancy
especially
essay
ethereal
etiquette
eulogy
euphoria
evangelical
exacerbate
exaggerate
exasperate
exceed
excellent
except
excerpt
executioner
exemplary
exhort
existence
exonerate
exotic
expeditionary
experience
explanation
exploit
expunge
exquisite
extension
extinct
extraordinary
extravagant
exuberance

F
fable
fabulous
façade
facile

fallible
falsification
famine
fantasy
farfetched
fascinating
fascism
fatigue
fatigued
fauna
favorite
faze
feasible
February
feint
feline
fennel
feral
ferocious
ferret
ferrous
fete
fiasco
fierce
Filipino
finesse
finicky
fiscal
flagrant
flamboyant
flammable
fleece
florescence
flotilla
foist
follicle
fondant
forceps
forcible
forefather
foreign
foreword
forfeit
forgo or forego
fortress
fortune
fountain
fourth

fraction
franchise
fraud
frigate
fritter
frugal
fulfill or fulfil
furlough
furniture

G
gait
galaxy
gallant
gallery
gallop
galvanize
gamut
gaping
gargoyle
gauge
gauze
gelatin
genealogy
genesis
genetics
gerbil
geriatrics
ghetto
ghostly
giblet
glaucoma
glimmer
glimpse
glossary
gnarled
gnome
goldenrod
goulash
gourd
government
graduate
grammatical
grease
grievance
grievous
grisly
grotesque

grouch
grovel
guaranteed
guerrilla
guidance
guile
gumption
guttural
gymnast
gypsy

H
habitat
hackney
halve
hammock
handicap
harass
harmonica
haste
hatchet
haughty
headache
healthy
hearsay
hearse
heathen
heighten
heirloom
hemorrhage
hepatitis
heritage
heroism
hiatus
hiding
hierarch
hippopotamus
hitchhike
hoard
hoarseness
hockey
holiness
holograph
homage
homely
homestead
honor
horrid

hostage
hotel
hovel
humor
hustle
hydrangea
hydraulic
hydrometer
hygiene
hypochondria
hypocritical

I
icicle
icicles
icy
identify
idiomatic
idle
idol
idyllic
ignition
illegally
illegible
illusion
illusory
imagery
immaculate
immediately
immense
immigration
immovable
impeach
impeccable
impertinency
impetigo
implacable
impostor
impromptu
inaccuracy
inauguration
incarnate
incident
incognito
inconvenience
incorrigible
incumbency
indigent

indiscreet
indispensable
indulgence
inertia
infamous
initiative
innocence
innuendo
inoculate
inspector
instinct
insulation
integer
intelligible
intense
interchangeable
interfere
internment
intolerance
intuition
irrelevant
isle
itinerary
its
ivy

J
jabot
jackal
jamboree
jargon
jaundice
jaunty
jealousy
jeopardy
jester
jiffy
jittery
joiner
journal
journalism
jubilee
judge
judgment
judiciary
juncture
justice
justifiable

K
kaleidoscope
kangaroo
kennel
kerchief
kernel
khaki
kindergarten
kindred
kinsman
knead
knocker
knoll
knotted
knowledge
knuckle
kudos
kumquat

L
label
labial
laboratory
laborer
lacerate
laceration
lachrymal
lachrymose
lacquer
lacrosse
lactose
ladle
lair
laity
lament
language
languor
lapel
larkspur
laryngitis
larynx
lasagna
laser
lathe
lattice
laughable
lavender

leaky
leapt
leather
ledger
leek
legacy
legalize
legislative
legitimate
leisurely
lemonade
lentil
lesion
lethal
lethargic
lethargy
leukemia
levee
liaison
license
lieutenant
lightning
limb
limelight
linear
linguist
liquidate
listen
literature
livelihood
loathe
lobster
location
locomotive
longevity
loose
lose
loyalty
ludicrous
lunatic
luncheon

M
machinery
mackerel
magic
magnetism
maim

maintain
mammoth
maneuver
manicurist
mannequin
manners
manufacturer
marginal
marigold
marriageable
marshaled
mascot
masculine
masquerade
massacre
matrimony
mattress
mauve
mayhem
mayonnaise
meant
medicine
medieval
melancholia
memento
memorabilia
menu
merciful
meridian
messenger
Messiah
metamorphosis
metaphor
meteor
metropolis
midge
mien
mileage
millennium
mimicked
mince
miniature
minimum
miscellaneous
misdemeanor
missionary
misspell
modesty

molasses
molecule
monocle
moral
mosquito
mountainous
mourn
municipal
mushroom
musician
mustard
mysterious

N
naive
narcissus
narrative
nasal
nasally
naughty
nausea
nauseous
necessarily
necessary
nectar
nefarious
negligence
negligible
negotiations
neighbor
neighborly
neurosis
neutral
newt
nickel
ninety
nobility
nocturnal
noisome
noisy
nominee
nonchalance
nostalgia
noticeable
nuclear
nucleus
numb
nuptial

nursery
nutcracker
nutritious
nylon

O
oasis
obedience
obituary
oblige
obliged
oblivion
obnoxious
obscure
observant
obsolete
obtuse
occasion
occasionally
occlusion
occurred
occurrence
ocelot
octane
omega
omelet
omission
omitted
onerous
onyx
opera
operation
opine
opportunist
opposite
orchid
ordinance
ordinary
orientation
oriole
oscillation
ottoman
outrageous
override
overrule
overstepping

P

pacifist
pageant
palatable
palatial
pallet
palliative
pallor
palpable
palpitation
paltry
pamphlet
pandemonium
paprika
paradise
paraffin
parallel
paralleling
paralysis
paraphernalia
paraplegia
parishioner
parlance
parley
parliament
participle
patriarch
pauper
peaceable
peasant
peculiar
pedestal
penetrate
penguin
perceive
perforate
permanence
perpetrate
perseverance
persistent
personal
personnel
persuasion
photosynthesis
physique
piccolo
picnicking
pilgrimage
pioneer

pittance
pizzeria
placard
plaque
platitude
plausible
plentiful
pneumonia
poignant
poisonous
politician
porcelain
portrait
poultry
prairie
precedent
precious
predicament
prefer
prejudice
premiere
preposition
prevalent
primary
primer
principle
pristine
privilege
probably
procedure
proceed
procure
prohibition
prominence
propaganda
prophecy
prophet
proprietor
prudent
psychology
ptarmigan
pursuit
pylon
pyramid
pyre

Q

qualm

quandary
quantity
quarantine
queasy
quest
questionnaire
queue
quilt
quintuplet
quorum
quotation
quote
quotient

R

raccoon
raisin
rampant
raspberry
raucous
ravioli
realize
recede
receipt
receive
reception
reconnaissance
referee
reference
referendum
referring
regimen
regulation
rehearsal
rejoice
reign
relevant
reliant
remedial
remedy
reminiscence
remnant
renegade
repel
repercussion
repertory
replica
requisition

rescind
reservoir
resilient
resistible
restaurant
resuscitate
retrograde
revengeful
revenue
reverence
rhetoric
rhubarb
rhythm
rhythmical
ridiculous
righteous
rogue
rouge
rubella
ruckus

S

sabbatical
sabotage
saccharin
sacred
sacrament
sacrilegious
salve
sanction
sandal
sassafras
satchel
satellite
sauerkraut
saute
saxophone
scalpel
scatter
scavenger
scepter
schedule
schematic
scissors
scowl
scratchy
scrounge
scrutiny

52

secede
secession
sector
security
sedentary
sediment
seize
seizure
senile
sentinel
separate
sequel
sequin
serendipity
sergeant
serif
serviceable
session
severance
sheathe
shining
silhouette
similar
sincerely
skiing
sneeze
socket
solemn
somersault
sophistication
sophomore
sopranos
sovereign
spaghetti
spatula
specimen
spinach
splendor
spontaneous
sprinkle
staccato
stadium
static
statistics
stigma
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substitution
subterfuge
subtle
superficial
superintendent
supersede
superstitious
surgeon
surveillance
susceptible
suspicion
synonym
syrup

T
tabernacle
tabloid
tadpole
tasteful
tedious
temperament
temperate
temporal
tenant
tenor
testimony
their
theology
therapeutic
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thermometer
thigh
thrice
timid
tongue
tonsillitis
tragedy
traitor
tranquil
transcontinental
transferred
transient
trauma
treacherous

triceps
tricycle
triplicate
treatise
triumph
truly
tunnel
tyranny

U
ukulele
ultimate
ultraviolet
unbeliever
undoubtedly
unintelligible
unnecessary
unparalleled
upholsterer
utensil
utilize
utterance

V
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vaccine
vacuum
vapor
vault
vaunt
vehemence
velocity
vengeance
verbiage
verify
vertebrate
vigilant
villager
villain
vindictive
vinegar
virtuous
visibility
visitor
volume
voracious
voucher
vowel

W
waive
waiver
wanton
warranty
warrior
wastebasket
wealth
weather
weird
wharf
whether
whimsical
whisk
whither
wholesome
wield
wince
withal
withhold
wondrous
wreath
writhe
writing
wrought

X
xylem
xylophone

Y
yacht
yam
yawn
yellow
yeoman
yolk
youngster
youthfully

Z
zeal
zealous
zebra
zenith
zoological
zucchini

SCIENCE EXHIBITS

Science projects may be done by one or two contestants and must have been started after the completion of the previous ASCEND Student Convention. Each entry must include a written paper.

GUIDELINES

- Contestant may enter one exhibit in each event.

- Each entry must be fully completed and ready for exhibition.

- Entry must be the work of the contestant. Sponsors may advise but must not build any part of the exhibit. A list shall be submitted identifying any work included in the display that is not the work of the contestant (such as a specially machined component or electronic test equipment). Experiment notebooks and other supporting data should be available for the Judges.

- Photos that include people must adhere to contestant dress standards.

- Be sure to include Biblical integration in the entry.

- Exhibits must occupy a table or floor area no more than four feet wide or thirty inches deep.

- Each entry should be accompanied by a written paper. MLA or APA format may be used (owl.purdue.edu is a great resource). Written papers need to have an outline accompanying their paper.

- Plagiarism of any kind may disqualify your entry.

- Judges will use AI Checkers

- If electrical power is required, 120-volt AC will be available. All switches and cords must be U.L. or C.S.A. approved. The exhibit must be wired in a safe manner.

- No entry creating a safety hazard will be allowed. Dangerous chemicals; offensive odors; explosives; open flames; or live animals, reptiles, or insects must not be exhibited. Exhibits requiring running water are not permitted.

- Contestant will set up his/her exhibit and then leave the area.

- Include your experiment notebook and other supporting data in your exhibit.

- **Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.**

- Entries involving computers should have self-booting and menu driven or self-running software.

- Science Exhibits are judged electronically. Printed judge's forms are not needed.

- ASCEND is not responsible for loss or damage to any exhibit.
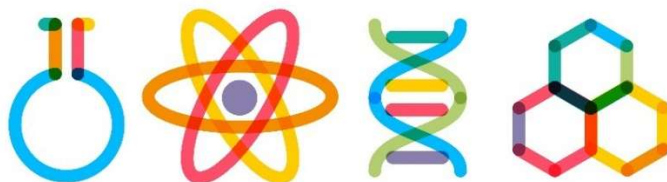
TYPES OF ENTRIES

COLLECTION – Ages 12-15 (208A)
COLLECTION – Ages 16+ (208B)

Non-Performance Event

Collect specimens such as rocks, leaves, insects, etc. Specimens may be displayed in a binder, shadow box, mounted in a poster frame, on trifold board or any visually appealing display. Specimens must be identified and scientifically labeled with the following information: scientific information in terms of classification, location attained, date attained, collected by.

Man-made objects such as coins, stamps, arrowheads, etc., are not allowed under Science Collection, but should be placed under Social Studies Exhibits.

A paper must be included with this entry. The paper should have an introductory paragraph stating what is being collected and what the contestant(s) learned about their specimens, a detailed paragraph for each specimen, and a closing paragraph. All paraphrased or quoted material must be cited with a resource page included.

Science Exhibit Collection Judging Criteria (CF24A)

AREAS OF EVALUATION / POSSIBLE POINTS

Specimens
- Fifteen or more specimens included / **15**
- Quality of specimens / **10**
- Scientific classification and common name included and correctly identified   / **15**
- Location and date of specimen collected; name of collector for each specimen / **5**

Paper
- Content includes detailed information for each specimen, works cited, biblical integration / **15**
- Neatness, correct spelling, grammar usage, punctuation / **5**

Display of Specimens
- Neatness - work is neat, organized, and visually appealing / **15**
- Display is appropriate for specimens / **5**

Overall
- Degree of difficulty / **10**
- Proper Ascend documentation submitted / **5**

TOTAL POINTS / 100

RESEARCH – Ages 12-15 (209A)
RESEARCH – Ages 16+ (209 B)

Non-Performance Event

Develop a hypothesis, perform an experiment, record results, write your conclusion, and prepare a display to exhibit your work (e.g., The effect of different disinfectants on bacteria). This research event

should contain a problem or question that shows the relationship between an independent and dependent variable. Constant variables should be identified and maintained. The control and experimental groups should be compared.

The paper for the research event should include the question to be answered though experimentation, the hypothesis, the process for observing and collecting data, the trials that were ran, materials and procedures/methods used, data tables and graphs. It should include the conclusion derived from the experiments and data and relate it back to the hypothesis. It is recommended that students use APA format (owl.purdue.edu is a great resource). Paper should also include an outline and work cited or Bibliography.

A display trifold board is required and must include key components to provide a thorough picture of the research project.

Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.

Science Exhibit Research Judging Criteria (CF24B)

AREAS OF EVALUATION / POSSIBLE POINTS

Research
- Question to be answered through experimentation, hypothesis (stated and developed) / **5**
- Validated the hypothesis with accurate experimentation technique / **5**
- Clear, thorough process for observing and collecting data, sufficient trials ran / **15**
- Materials list given and experimental procedures/methods explained / **5**
- Data analysis and discussion (data table and graph/s) included / **10**
- Conclusions derived from organized experiments and data, related back to hypothesis / **5**

Paper
- Content includes key components to provide a thorough description of the project, works cited, biblical integration / **15**
- Neatness, correct spelling, grammar usage, punctuation / **5**

Display of Research
- Neatness - work is neat, organized, and visually appealing / **15**
- Display includes key components to provide a thorough picture of the project / **5**

Overall
- Degree of difficulty / **10**
- Proper Ascend documentation submitted / **5**

TOTAL POINTS / 100

ENGINEERING – Ages 12-15 (210A)
ENGINEERING – Ages 16+ (210B)

Non-Performance Event

Build electronic equipment, optical devices, solar energy converter, rollercoaster model, etc., using scientific principles to perform a task. **Do not use commercial kits.**

Be sure to incorporate the engineering process (brainstorm, design a plan, develop prototype, test prototype, analyze data, improve design). **Display** may be the final product or a display trifold board showing how the contestant arrived at the final product.

The paper included with Engineering should convey the engineering process to the point that the project could be reproduced exactly. It is recommended that students use APA format (owl.purdue.edu is a great resource).

Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.

Science Exhibit Engineering Judging Criteria (CF24C)

AREAS OF EVALUATION / POSSIBLE POINTS

Engineering Design Process
- Scientific principles evident in chosen design / **5**
- Evidence of brainstorming / **5**
- Background research - existing solutions or attempted solutions / **5**
- Design plan, build design, and test design - adjust as needed / **15**
- Data and analysis (scientific theory) included / **10**
- Improvement suggestions / **5**

Paper
- Content includes key components to provide a thorough description of the engineering design process, works cited, outline, biblical integration / **15**
- Neatness, correct spelling, grammar usage, punctuation / **5**

Display of Design
- Neatness - work is neat, organized, and visually appealing / **15**
- Display includes key components to provide a thorough picture of the project / **5**

Overall
- Degree of difficulty / **10**
- Proper Ascend documentation submitted / **5**

TOTAL POINTS / 100

THEORETICAL - SCIENTIFIC – Ages 12-15 (211A)
THEORETICAL – SCIENTIFIC – Ages 16+ (211B)

Non-Performance Event

An exhibit displaying research and report of findings on a scientific principle/theory in general. Use facts, details, charts, graphs, diagrams, photographs, audio and/or visual aids to confirm or reject the theory based on your findings.

Scientific principles/theories are general rules that are followed while doing science or rules that nature tends to follow (e.g., Archimedes principle, casualty principle, cell theory, etc.).

The paper for Theoretical – Scientific should include the research involved to confirm or reject the theory being presented. It is recommended that students use APA format (owl.purdue.edu is a great resource). Paper should also include an outline and work cited or Bibliography

A display is required and must include key components to provide a thorough picture of the theoretical project.

Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.

THEORETICAL – SOCIAL – Ages 12-15 (212A)
THEORETICAL – SOCIAL – Ages 16+ (212B)

⟶ *Non-Performance Event*

Contestant(s) take a social argument/theory and confirm or reject the theory through available evidence rather than personal experimentation (no experiments ran, just research). Use facts, details, charts, graphs, diagrams, photographs, audio and/or visual aids to confirm or reject the theory based on your findings.

Social theories are predictions that can be tested and falsified and is supported by available body of evidence and are not necessarily scientific (e.g., what you eat impacts your productivity, is keto diet sustainable long term, are vaccines necessary, etc.).

The paper for theoretical - social should include the research involved to confirm or reject the theory being presented. It is recommended that students use APA format (owl.purdue.edu is a great resource). Students need to provide an outline, work cited or Bibliography for their research.

A display is required and must include key components to provide a thorough picture of the theoretical project.

Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.

Science Exhibit Theoretical Judging Criteria (CF24D)

AREAS OF EVALUATION / POSSIBLE POINTS

Research
- Defined scientific principle/theory (scientific) or social argument/theory (social) / **10**
- Used facts, details, charts, graphs, diagrams, photographs, audio and/or visual aids to confirm or reject the theory / **15**
- Clear, thorough thought and effort evident / **10**
- Creativity and originality displayed / **10**

Paper
- Content includes key components to provide a thorough description of the

project, works cited, biblical integration / **15**
- Neatness, correct spelling, grammar usage, punctuation / **5**

Display of Research
- Neatness - work is neat, organized, and visually appealing / **15**
- Display includes key components to provide a thorough picture of the project / **5**

Overall
- Degree of difficulty / **10**
- Proper Ascend documentation submitted / **5**

TOTAL POINTS / 100

Things Science Exhibit Judges Will Consider

Scientific Paper – High quality written paper using appropriate format (APA suggested), works cited (in text citations suggested), work cited page, and outline.

Literature Selection – Research literature is from credible sources. Consider using a mix of primary and secondary literature.

Scientific Thought - Accuracy of displaying a scientific fact or principle. The average individual should be able to learn from your project.

Display - Display should be neat and professional in appearance. Do your best, using all resources available, to make your display eye-catching, informative, and interesting.

Thoroughness - How completely and carefully the project is presented.

Degree of Difficulty – The level of difficulty involved, and time spent to prove project.

Check List for Your Accompanying Paper

1. Have you reviewed the content specific requirements for your project?
2. Have you cited all quoted or paraphrased material (APA intext citation suggested)?
3. Have you included a work cited page? Outline?
4. Have you selected credible sources?
5. Have you given a scriptural application or reference for your project?
6. Does your display clearly agree with and illustrate what your paper discusses?
7. Does your project provide useful information or is it only amusing?
8. Have you included an introduction, main body, and conclusion?
9. Have you proofread your paper for grammatical, spelling, and punctuation errors?

Hints from the Science Judges

The local public library as well as websites such as sciencebuddies.org often have books/ideas about science projects or Science Fairs. These books and websites will give the student many helpful ideas, but the student still must be creative.

SOCIAL STUDIES EXHIBITS

Social studies projects may be done by one or two contestants and must have been started after the completion of the previous ASCEND Student Convention.

GUIDELINES

- Contestant or contestants may enter one exhibit in each event.

- Each entry must be fully completed and ready for exhibition.

- A list shall be submitted identifying any work included in the display that is not the work of the contestant. Non-original images must be accompanied by the source used.

- Models, notebooks, scrapbooks, and other supporting data should be part of the exhibit. Photos that are not historical and include people, must adhere to contestant dress standards.

- Plagiarism of any kind may disqualify your project.

- Judges will use AI checkers.

- Exhibits must occupy a table or floor area no more than four feet wide or thirty inches deep.

- If electrical power is required, 120-volt AC will be available. All switches and cords must be U.L. or C.S.A. approved. The exhibit must be wired in a safe manner.

- No entry creating a safety hazard will be allowed. Dangerous chemicals; offensive odors; explosives; open flames; or live animals, reptiles, or insects must not be exhibited. Exhibits requiring running water are not permitted.

- Contestant will set up his/her exhibit and then leave the area.

- Social Studies Exhibits are judged electronically. Printed judge's forms are not needed.

- Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.

- Entries involving computers should have self-booting and menu driven or self-running software.

- ASCEND is not responsible for loss or damage to any exhibit.

TYPES OF ENTRIES

COLLECTION – Ages 12-15 (214A)
COLLECTION – Ages 16+ (214B)

➡️ *Non-Performance Event*

Classification and Display

Examples: Aboriginal artifacts (arrowheads, spear heads, tools, etc.), coins, stamps, battlefield artifacts (bullets, buttons, canteens, etc.), and flags.

A collection project consists of both a display and a paper. The display for a collection represents the bulk of the work and is the more important part of the project. The paper for a collection project may be a paper or it may be a notebook with pictures, diagrams, list of sources for a collection, etc. This documentation for a collection could be likened to the signs posted on the wall next to a display in a museum, putting the display into a context explaining from where the collection came, how it came to be, a description of exactly what it is a collection of, and so on.

Only the portion of work that has been accomplished after the completion of the previous ASCEND Student Convention may be submitted.

Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.

Social Studies Collection Judging Criteria (CF20)

AREAS OF EVALUATION / POSSIBLE POINTS

Concept
- Define purpose / **5**
- Creativity and originality - Creative approach to the project. / **15**
- Meets ASC standards / **5**

Thought- Accuracy is exhibited in displaying facts, answering a question, or supporting the thesis. Consideration is given to probable amount of effort and study that went into the project.
- Accuracy of display / **15**
- Thesis developed/question answered / **10**
- Degree of difficulty – The level of difficulty involved and time spent to prove project. / **10**

Workmanship - Quality of the construction of the exhibit including the neatness of labels and descriptions.
- Neatness / **5**
- Handling of materials / **5**
- Handling of tools required / **5**
- Design of layout / **5**

Thoroughness - How completely and carefully the project is presented.
- Presentation / **5**
- Information / **5**

- Display clarity – How clearly the average person can understand the exhibit / **5**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

RESEARCH – Ages 12-15 (215A)
RESEARCH – Ages 16+ (215B)

Non-Performance Event
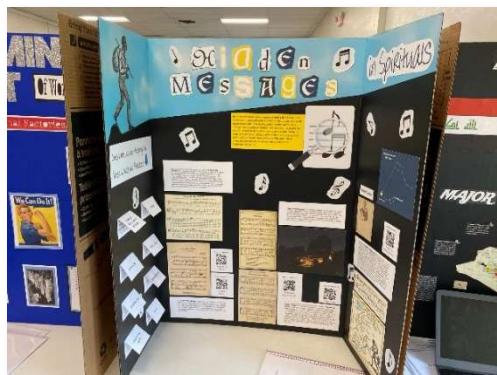
Choose a topic that is directed to the development of a thesis or the answering of a question. Topics may be from local, regional, national, or world history, economics, geography, or political science.

Research projects from the disciplines of sociology, psychology, and anthropology are not acceptable.

Do the necessary research, write your conclusion, and **prepare a display** to exhibit your work. (*e.g., My Family Tree, Immigration: An Oral History, Economic Impact of the Cotton Gin, Quebec and the Seven Years War*).

The paper for a research project should be a true research paper that follows all the procedures for such a paper. It is recommended that students use the APA format (owl.purdue.edu is a great resource). Papers should include an outline and work cited or Bibliography.

For a research project, the bulk of the work is in the paper. The display is there to augment, support, and illustrate the research contained in the printed document. It could be a reinforcement for the text of the paper.

Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.

Social Studies Research Judging Criteria (CF21)

AREAS OF EVALUATION / POSSIBLE POINTS

Research
- Topic with a question or thesis to be answered or explained is evident / **5**
- Validated the question or thesis / **5**
- Clear, thorough process to explain and prove or disprove your question or thesis / **15**
- Outline to support your research / **5**
- Data analysis (data table and graph(s) included / **5**
- Conclusions derived from question or thesis / **10**

Paper
- Content includes key components to provide a thorough description of the project, works cited, biblical integration / **15**
- Neatness, correct spelling, grammar usage, punctuation / **5**

Display of Research

- Neatness - work is neat, organized, and visually appealing / **15**
- Display includes key components to provide thorough picture of the project / **5**

Overall

- Degree of difficulty / **10**
- Proper Ascend documentation submitted / **5**

TOTAL POINTS / 100

Check List for Your Accompanying Paper

1. Have you clearly stated your purpose, theme, or thesis for your project?
2. Have you written out the conclusion or what has been proven or illustrated?
3. Have you documented your research and cited all sources used?
4. Have you given a scriptural application or reference for your project?
5. Does your display clearly agree with and illustrate what your paper discusses?
6. Can viewers walk away having learned something new, thinking how interesting and informative the project was, and seeing the connection between the stated topic and what they read and saw?

DIORAMA - HISTORICAL – Ages 12-15 (216A)
DIORAMA – BIBLICAL – Ages 12-15 (216B)

DIORAMA – HISTORICAL – Ages 16+ (216C)
DIORAMA – BIBLICAL – Ages 16+ (216D)

Non-Performance Event

Students may work individually or in pairs to create a diorama depicting either a historical event or biblical story. A diorama is a 3-D project that makes an event come alive. Students will use an adult-sized shoe box to create their diorama. Students will need to research their event and then create a diorama to make their research come alive. Students will need to have a list of their supplies and steps used to create their diorama. Included in this event, students will need to write a paper describing their diorama. Students will use their research in writing this paper. Students need to go into detail of what their diorama is showing. Students will need to have a biblical connection in their paper to connect their particular event to the Bible.

Please note: all biblical stories must be entered in the biblical diorama category. They cannot be used for the historical diorama category.

Entries must have a 3" x 5" card securely attached to each piece of project with the following information neatly printed or typed: Event, student's name, school name, and school address.

Social Studies Diorama Judging Criteria (CF22)

AREAS OF EVALUATION / POSSIBLE POINTS

Diorama Display

- Historical event (if historical diorama)/biblical story (if biblical diorama) portrayed effectively/ 20
- Use of materials/ 15
- Textural/ 5
- Creativity/ 10
- Neatness-work is neat, organized, and visually appealing/ 15

Paper
- Content includes key components to provide a thorough description of the project, works cited, biblical integration / **15**
- Neatness, correct spelling, grammar usage, punctuation / **5**

Overall
- Degree of difficulty / **10**
- Proper Ascend documentation submitted / **5**

TOTAL POINTS / 100

Check List for Your Accompanying Paper

1. Have you clearly stated the supplies and steps used to create your diorama?
2. Have you thoroughly described the event portrayed in your diorama?
3. Have you documented your research and cited all sources used?
4. Have you given a scriptural application or reference for your project?
5. Does your display clearly agree with and illustrate what your paper discusses?
6. Can viewers walk away having learned something new, thinking how interesting and informative the project was, and seeing the connection between the stated topic and what they read and saw?

Hints from the Social Studies Judges

The local public library often has books on the subject of social studies projects. These books will give the student many helpful ideas, but the student still must be creative. Labels that are neatly lettered and attached will enhance the project.

ACADEMIC BOWL I - Ages 12-15 (217) ELIMINATION
ACADEMIC BOWL II - Ages 16+ (218) ELIMINATION
Performance Event

Each school may enter only **one team** consisting of four students. Teams compete against each other in regular tournament elimination procedure. Competition order will be arranged prior to beginning of contest according to the bye system. The team earning the most points in each round of competition shall move to the next round until four teams compete in "play-off" questioning.

Each school team should consist of four students proficient in math, English and literature, science, social studies, and miscellaneous (electives). Academic Bowl questions will cover a wide variety of material from those academic areas.

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

Question Types:

A. Easy Toss-Up (Basic Knowledge)-10 points if correct, 0 points if incorrect

B. Medium Toss-Up (Moderate difficulty-15 points if correct, 0 points if incorrect

C. Hard Toss-Up (Challenging, requires reasoning-20 points if correct, -5 points if incorrect

D. Bonus Question (Awarded to the team answering a Toss-Up correctly)-+10 to +20 if correct, 0 points if incorrect

E. Lightning Round (Quick-fire session, one team at a time)-+5 points per correct answer, 0 points if incorrect

Winning Criteria:

A. Highest score at the end of the final round wins.
B. In case of a tie, a sudden-death toss-up question determines the winner.

Gameplay Rules

A. Question Timing

1. Toss-Up Questions: 10 seconds to answer (in case of an equation, 20 seconds would be given)

2. Bonus Questions: 15 seconds for team discussion

3. Lightning Round: 60 seconds to answer as many as possible

B. Answering Rules

1. Only one player can answer a toss-up.

2. Teams can discuss before answering a bonus question.

3. No extra attempts on incorrect toss-ups.

C. Challenges & Appeals

1. Each team is allowed one challenge per round if they believe an answer was incorrectly rules.

2. A panel of judges makes the final ruling.

D. Fair Play Rules

1. No electronic devices, books, or notes are allowed.

2. Teams must stay silent unless answering.

3. Any form of cheating results in immediate disqualification.

E. Lightning Round Rules

1. One team at a time answers rapid-fire questions.

2. No penalty for incorrect answers.

3. If time expires before answering, it is counted as incorrect.

Example Tournament Flow

*Please note: all teams will play a minimum of two games.

A. Preliminary Round

1. Teams compete in groups, higher scoring team advances.

2. Example Format: 20 toss-up questions, 10 bonus questions

B. Semifinals

1. Top teams from each group compete.

2. Example Format: 25 toss-up questions, 15 bonus questions

C. Final Round

1. Top 2 teams face off.

2. Example Format: 30 toss-up questions, 15 bonus questions, and a Lightning Round

Tournament Round Structure

Each round consists of:

A. Toss-Up Questions (for all teams)

B. Bonus Questions (earned by correctly answering a toss-up)

C. Lightning Round (rapid questions for each team

ONLINE SUBMISSION

CREATIVE COMPOSITION

Themes for essays, short stories, and poetry may be evangelistic, inspirational, Biblical, Christian growth, patriotic, or historical. **Please include the THEME of the essay, short story, skit, poem, or song on the title page.** (Deadlines dates and online submission link will be emailed to school coordinators).

ESSAY WRITING-PERSUASIVE Ages 12-15 (220 A) EARLY ENTRY
ESSAY WRITING-HISTORICAL Ages 12-15 (220 B) EARLY ENTRY
ESSAY WRITING-DEVOTIONAL Ages 12-15 (220 C) EARLY ENTRY

ESSAY WRITING-PERSUASIVE Ages 16+ (220 D) EARLY ENTRY
ESSAY WRITING-HISTORICAL Ages 16+ (220 E) EARLY ENTRY
ESSAY WRITING-DEVOTIONAL Ages 16+ (220 F) EARLY ENTRY

⟶ *Non-Performance Event*

Refer to the HINTS FROM THE ESSAY WRITING JUDGES before beginning your essay.

GUIDELINES

- A contestant chooses a topic and writes a paper. (Suggested topics listed below.)
- An outline should be created and followed. (Suggested outline format is included below.)
- An essay should include an introduction. The introduction should include two parts: (1) an attention grabber and (2) a thesis. *For devotional writing, the biblical text should be shared in the introduction.* Examples of attention grabbers may include, but are not limited to, questions, facts, statistics, case studies, scenarios, and quotations. The thesis statement is the controlling idea of the entire essay. Everything revolves around the thesis. **The thesis should be stated in the last sentence of the introduction.**
- A thesis should be supported by at least **three main points**. Each main point should be covered in a separate paragraph. Each main point should be explained with specific details, examples, illustrations, facts, quotations, etc. These details should allow the reader to persuade himself of the truth he is reading.
- The essay should end with a concluding paragraph. This essay should end with a strong conclusion and reiterate the main points covered in the composition. Your essay should have a call to action/application of how you can take what you learned and use it to change or grow as a person or as a society.
- The essay must have been written after termination of the previous ASCEND Student Convention and must be the original work of the student.
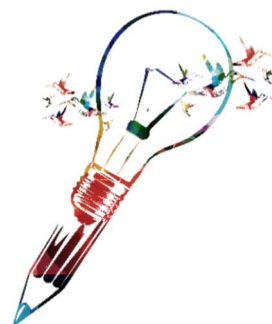
- Essays must have a **minimum of three sources**. These sources must be listed on a works cited or bibliography page.
- Essays must have a **minimum of three in-text citations**, correctly formatted using either APA or MLA format.
- Plagiarism of any kind may disqualify the entry. Be sure to give credit to sources used. A significant portion of the essay should be written during school hours to verify authenticity.
- AI checkers will be used by judges.
- One entry per contestant
- Length: 500-700 words
- Must use either MLA or APA format
- Must be typed, 12-point Times New Roman or Arial font, double-spaced, one full inch margin on all sides
- Include on the title page: title, the contestant's name, school name, school address, telephone number, essay theme, and number of words.
- Essay Writing is judged electronically. Printed judge's forms are not needed.
- For persuasive essays, it is recommended that you pick an issue that is currently in the news.
- For historical essays, your conclusion should include a call to action of what we can learn and how we can change as individuals, as a nation, or as a society based on the information from the event you chose to research.
- For devotional essays, your conclusion should include a call to action or application of what we can learn and how we can grow as individuals from this passage.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Essay Writing will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is less than 10MB and has one of the following extensions: jpeg or pdf
   a. Your Essay Writing entry with title page
   b. Your outline
   c. Creative Composition Affidavit (CF28) *(This may be uploaded with the above documents, or it may be uploaded separately in the CF28 section of the uploads.)*
2. It is very important to mark your file with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.
3. The file must be submitted online via the registration website by the early entry deadline date.

Outline Format

Title:

Thesis:

I.   Introduction

     A.   Attention Grabber

     B.   Thesis

II.   Main Point 1

     A.   Supporting Detail/Example/Illustration 1

     B.   Supporting Detail/Example/Illustration 2

III.   Main Point 2

     A.   Supporting Detail/Example/Illustration 1

     B.   Supporting Detail/Example/Illustration 2

IV.   Main Point 3

     A.   Supporting Detail/Example/Illustration 1

     B.   Supporting Detail/Example/Illustration 2

V.   Conclusion

     A.   Restate the thesis in a different way

     B.   Reiterate the main points

     C.   Call to action/Application

Essay Writing Judging Criteria (CF25)

AREAS OF EVALUATION / POSSIBLE POINTS

Composition
- Introduction: Topic demonstrates an evangelistic, inspirational, Biblical, Christian growth, patriotic, persuasive, or historical theme. The introduction contains an attention grabber and a clear THESIS statement. / **10**
- Essential points given logically and stated in parallel form (follows the outline) / **10**
- Use of examples and illustrations / **10**
- Cogency and unity: everything in the essay (the supporting details) directly supports the thesis / **10**
- Conclusion: restates the thesis, strong call to action or application; summarizes the main points / **10**
- Progression of Ideas; use of transitions / **5**
- Use of In-Text Citations (Minimum of 3) / **5**

Mechanics
- Spelling / **5**
- Punctuation / **10**
- Grammar (subject-verb agreement, pronoun agreement, no misplaced modifiers, variety of sentence types/structure, etc.) / **10**

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- Paragraph Structure (consistent length of paragraphs, paragraphs indented, etc.) / **5**
- Formatting (12-point Times New Roman or Arial font, double space, 1-inch margins, etc.) / **5**
- Proper documentation submitted (outline, works cited/bibliography, creative affidavit) / **5**

TOTAL POINTS / 100

Understanding Essay Writing

An essay is a written composition governed by one controlling idea called the thesis. This thesis should be supported by at least three main points. To make the essay interesting and persuasive, each main point should be explained with specific examples, illustrations, facts, quotations, etc. Give careful attention that the essay includes an interesting introduction, with the thesis given in the last sentence of that introduction. The essay should end with a clear note of finality, with the conclusion reiterating the main points covered in the composition. All sides of the argument must be handled, not just the writer's option.

Hints from the Essay Writing Judges

Read over the Judge's Form before writing. Judges look for organization and persuasiveness in essays.

Begin your entry with a strong thesis clearly stated in the first paragraph, then follow through logically, smoothly, and persuasively to support that thesis. Use your own ideas and avoid clichés or generalizations that are not supported by examples or illustrations.

Quotes are a good way to support a thesis but should be used sparingly; the judges are interested in what you have to say.

Careful attention should be given to organization. Judges also look at the technical merits of the piece. Writing should be in the third person unless you have a specific reason for using first or second person. In other words, avoid "I" statements in essays as much as possible.

The essay should be free of spelling, grammar, and punctuation errors.

Make sure your paper is the correct length.

POETRY WRITING – Ages 12-15 (221A) EARLY ENTRY
POETRY WRITING – Ages 16+ (221B) EARLY ENTRY

Non-Performance Event

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

GUIDELINES

- The poem may be a lyric poem, a folk ballad, a literary ballad, or a narrative poem.

- The poem must have been written after the termination of the previous ASCEND Student Convention and must be the original work of the student.

- Plagiarism of any kind may disqualify the entry.

- Judges will use AI checkers.

- A significant portion of the poem must be written during school hours to verify authenticity.

- One entry per contestant.

- 12 point, Times New Roman or Arial font, double spaced

- At least eight typewritten lines and no more than thirty (30) typewritten lines.

- Include on the title page: the title, the contestant's name, school name, school address, telephone number, and Poetry theme.

- Poetry Writing is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

4. Poetry Writing will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf
   a. Your Poetry Writing Entry with title page
   b. Creative Composition Affidavit (CF28) *(This may be uploaded with the above documents, or it may be uploaded separately in the CF28 section of the uploads.)*

5. It is very important to mark your file with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

6. The file must be submitted online via the registration website by the early entry deadline date.

Poetry Writing Judging Criteria (CF26)

AREAS OF EVALUATION / POSSIBLE POINTS

Theme - Poem demonstrates an evangelistic, inspirational, Biblical, Christian growth, patriotic, persuasive, or historical theme with one central idea; unity in viewpoint
- Unity and coherence / **10**
- Clarity of theme / **10**

Use of Poetic Material
- Sentiment and emotion—sincerity / **10**
- Vocabulary--exact, colorful, concrete / **10**
- Meter--established and effective / **10**
- Sounds--rhyme, assonance, consonance, alliteration, etc. / **10**
- Poetic devices--figures of speech, symbolism, and patterns / **10**
- Creativity--originality and freshness / **5**

Mechanics
- Formatting (12-point, Times New Roman or Arial font, double spaced) / **5**
- Usage, punctuation, spelling / **15**
- Proper documentation submitted (creative affidavit) / **5**

TOTAL POINTS / 100

Hints from the Poetry Writing Judges

Judges look for poems that are neat in appearance, complete in thought, and effective in message and impact. The true purpose of a poem is to transmit in words a complete thought and yet, at the same time, to move emotions. A poem must have a reason for existence—the emotional impact and a resultant change in attitude is that reason. If your poem is correct in form, yet is not logically correct or emotionally stimulating, the poem will not score well. A poem must DO something, not merely talk about something. The theme, then, becomes of utmost importance, for if the poem is to do something, it must do something worthwhile.

Secondary, but still important, is the form of the work. If the form is weak or inconsistent, it will not fall correctly on the ear, causing the message to be lost to the reader. Poems should also have a lyric quality, though they may not be intended for music.

One more important point: a poem can only do ONE thing, not several. Strive for unity of purpose and skill of execution.

SHORT STORY WRITING – Ages 12-15 (222A) EARLY ENTRY
SHORT STORY WRITING – Ages 16+ (222B) EARLY ENTRY
Non-Performance Event

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

GUIDELINES

- The story MUST have an evangelistic, Biblical, Christian growth, moral, patriotic, or historical theme.

- The story must have been written after the termination of the previous ASCEND Student Convention and must be the original work of the student.

- Plagiarism of any kind may disqualify the entry.

- Judges will use AI checkers.

- A significant portion of the story must be written during school hours to verify authenticity.

- One entry per contestant

- Length: 600-1,000 words

- Format: 12 point, Times New Roman or Arial font, double-spaced

- Include on the title page the title, contestant's name, school name, school address, telephone number, Short Story theme, and word count.

- Short Story Writing is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Short Story Writing will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf
   a. Your Short Story Writing entry with title page
   b. Creative Composition Affidavit (CF28) *(This may be uploaded with the above documents, or it may be uploaded separately in the CF28 section of the uploads.)*

2. It is very important to mark your file with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

3. The file must be submitted online via the registration website by the early entry deadline date.

Short Story Writing Judging Criteria (CF27)

AREAS OF EVALUATION / POSSIBLE POINTS

The Story
- Characters consistent, plausible, and motivated / **10**
- Details of setting (place/time) woven into the action of the story / **10**
- Well-planned plot with incidents that build to a main conflict / **15**
- All incidents build to a climax that resolve the conflict / **10**
- Theme-story demonstrates an evangelistic, inspirational, Biblical, Christian growth, patriotic, or historical theme / **10**
- Story indicates creativity on the part of the author / **10**

Mechanics
- Formatting (12-point, Times New Roman or Arial font, double spaced, 1-inch margins) / **5**
- Spelling / **5**
- Punctuation / **10**
- Grammar (consistent point of view, consistent verb tenses, subject-verb agreement, pronoun-antecedent agreement, etc.) / **10**
- Proper documentation submitted (creative affidavit) / **5**

TOTAL POINTS / 100

Hints from the Short Story Writing Judges

Judges look for stories that are original and imaginative yet still believable. It is important that your short story contains a balance of all the elements of narrative fiction: plot, setting, characterization, conflict, and resolution. It should not overemphasize one to the detriment of the others.

Because of space limitations, it is important that you develop each facet of your story carefully and thoughtfully, paying particular attention to your choice of words. Use words economically, that is, do not use several trite, colorless words when one more imaginative word could take their place and enhance the tone of your story.

Neither should you waste good words. Make each one count. Consider it carefully. Is it there for a reason? Is it used accurately? Does it tell the reader exactly what you want him to know, or does he have to guess your meaning?

When you are satisfied that your story says what you want it to say, check it carefully to eliminate errors in grammar, punctuation, and spelling. Also check the word count since judges will subtract points if you exceed the limit.

PLAY AND SKIT WRITING – Ages 12-15 (228A) EARLY ENTRY
PLAY AND SKIT WRITING – Ages 16+ (228B) EARLY ENTRY
Non-Performance Event

GUIDELINES

- The contestant writes and submits a fictional skit or play. The story may be based on real experience; it may be purely imaginary, or it may be a fictionalized story of an historical happening.

- **The skit or play MUST have an evangelistic, Biblical, Christian growth, moral, patriotic, or historical theme.**

- The skit or play must have been written after the termination of the previous ASCEND Student Convention and must be the original work of the student.

- Plagiarism of any kind may disqualify the entry.

- Judges will use AI checkers.

- One entry per contestant.

- Length should be between three and six pages.

- Format: **MUST** follow **US Standard Play Format**. Points will be deducted if not followed. Visit www.dramatistsguild.com/sites/default/files/2020-01/General-SFI-Formatting-Guidelines-Complete.pdf for proper formatting.

- Times New Roman 12-point font is recommended but other options may be used according to **US Standard Play Format**.

- Include on the title page the title, contestant's name, school name, school address, telephone number, and theme of the play.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Play and Skit Writing will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is <u>less than 10MB</u> and has one of the following extensions: jpeg or pdf

   a. Your Play and Skit Writing entry

   b. Creative Composition Affidavit (CF28) *(This may be uploaded with the above documents, or it may be uploaded separately in the CF28 section of the uploads.)*

2. It is very important to mark your file with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

3. The file must be submitted online via the registration website by the early entry deadline date.

Play/Skit Writing Judging Criteria (CF101)

AREAS OF EVALUATION / POSSIBLE POINTS

The Story
- Characters consistent, plausible and motivated / **10**
- Details of setting (place/time woven into the action of the story) / **10**
- Well-planned plot with incidents that build to a main conflict / **15**
- All incidents build to a climax that resolve the conflict / **15**
- Theme - story demonstrates an evangelistic, inspirational, Biblical, Christian growth, patriotic or historical theme / **5**
- Play/Skit indicated creativity and originality / **15**

Mechanics
- Grammar (spelling, punctuation, subject-verb agreement, capitalization, etc.) / **15**
- Proper Play Writing format used / **10**
- Proper documentation submitted (creative affidavit) / **5**

TOTAL POINTS / 100

As many as 10 points may be deducted if the play/skit is less than 3 pages or more than 6 pages in length.

SONG WRITING (250) EARLY ENTRY

Non-Performance Event

Song writing is designed to allow original lyrics to be set to an original melody. The purpose of this entry is to create an original song that could be reproduced by local churches to be used in their services. Song writing may be done individually or up to four (4) individuals may create the song.

GUIDELINES

- The song must be either a Christian or patriotic theme.

- Entry should be submitted in the form of a lead sheet, showing the chords that accompany the melody.

- The melody may also be notated but is not required to be.

- Entry must be the original work of the student, but the student may have assistance putting his lyrics and melody on paper. (Ex. A student may have a melody and lyrics in their mind but are unable to produce a lead sheet. A music minister or parent could assist the student in creating the lead sheet.)

- The lyrics and melody must be ORIGINAL in its entirety. Plagiarism of any kind may disqualify the entry.

- Judges will use AI checkers

- The song should consist of **at least** a chorus and a verse. A bridge or second verse may also be included. Some common variations would be: Verse 1, Chorus…Verse 1, Chorus, Bridge 1…Verse 1, Chorus, Verse 2).

- A digital recording of the performed song should be submitted. The song is not required to be performed by the student submitting the song, but it certainly may be. (Not every songwriter is a talented singer or musician). With the lead sheet and recording, a person unfamiliar with the song should be able to replicate it.

- The entry should last between three (3) to seven (7) minutes depending on the number of parts the song has.

- One entry per contestant

- Format: 12 point, Times New Roman or Arial font, double-spaced

- Include on the title page the title, contestant's name, school name, school address, telephone number, and theme.

- Song Writing is judged electronically. Printed judge's forms are not needed.

EARLY ENTRY ONLINE SUBMISSION INSTRUCTIONS

1. Song Writing will be submitted online directly into the event registration website via the school coordinator. You must supply them with the following documents combined into **ONE FILE** that is less than 10MB and has one of the following extensions: jpeg or pdf
   a. Your Song Writing lyric sheet with title page
   b. Creative Composition Affidavit (CF28) *(This may be uploaded with the above documents, or it may be uploaded separately in the CF28 section of the uploads.)*

c. A link to your song (YouTube, Google drive, etc.) (Be sure the link is available for public view so judges can access it.) *(This may be uploaded as a link in the above documents, or it may be uploaded separately as an external link.)*

2. It is very important to mark your file with the correct event name as well as the participant's name when sending the file to the school coordinator so they can accurately upload the data to the judges.

3. The file must be submitted online via the registration website by the early entry deadline date.

Song Writing Judging Criteria (CF75)

AREAS OF EVALUATION / POSSIBLE POINTS

Lyrics
- Song Structure / **5**
- Originality—fresh approach; not trite; no cliches or over-used phrases / **10**
- Message—clearly defined and enlarged upon / **5**
- Theme—Christian or patriotic values expressed / **5**
- Form—poetically correct in rhyme and rhythm / **5**
- Compatibility—lyrics suit the music composed / **5**

Music
- Originality—a clear attempt at producing a unique composition without borrowing from other works / **5**
- Unity—continuous flow / **5**
- Mood—emotional influence created / **5**
- Melody—original and creative / **5**
- Harmony—variety and enhancing to melody / **5**
- Rhythm—supportive of but not detracting from melody/harmony / **5**
- Accompaniment/chord progressions—original yet pleasing and melodic / **5**
- Dynamics and Dissonance—use and resolution / **5**

Accuracy
- Correct use of the musical notation system / **5**
- Readability / **5**

Selection
- Degree of difficulty / **5**
- Ministers (Does it minister to the listener as composed and performed?) / **5**

Proper documentation submitted / 5

TOTAL POINTS / 100

ART DIVISION

GUIDELINES

- Entries must be the sole work of the student and are limited to one entry per category. In addition, work must not have been started before previous Ascend Convention.

- Students are encouraged to use their own original ideas for artistic subject matter. However, copying from other artists work is permitted. To avoid plagiarism, if the art is not original, the original artist and name of the work must be credited in the Title heading on the 3x5 card attached to the back of the art.

- Entries must meet all Ascend standards for dress codes and suitable subject matter. Work must not contain nudity, dark subject matter or attempt to portray the face of Christ.

- Color by number art or art from kits or coloring pages are not acceptable.

- Art entries must not exceed 3 feet in any direction or 40 pounds in weight.

- No students will be allowed in exhibit room until after judging is completed.

- Entries must have a 3" x 5" card securely attached to the back with the following information:
  - Category entered
  - Student Name and Age
  - Entry title: This is either the title of the original art given by the student or credit to the original artist and the name of the art to avoid plagiarism.
  - School Name, Address and Phone number.

- Entries must arrive at the exhibit room for judging in good condition (minor touch-ups are permitted under supervision). Contestants are responsible for packaging, transporting, unpacking, any assembling and handling of their own art to prepare it for presentation before being checked in at the exhibit room.

- Art is judged electronically. Printed judge's forms are not needed.

BRUSH/PEN/PENCIL

OIL PAINTING – Ages 12-15 (301A)
OIL PAINTING – Ages 16+ (301B)
➡️ ***Non-Performance Event***

Entries must be done using oil paint on a suitable substrate. Additional time should be allowed for the painting to dry. Art should be framed.

WATERCOLOR – Ages 12-15 (302A)
WATERCOLOR – Ages 16+ (302B)

⟶ *Non-Performance Event*

Entries may use any type of watercolor paint including watercolor pencils. Art should be matted and/or framed.

ACRYLICS – Ages 12-15 (303A)
ACRYLICS – Ages 16+ (303B)

⟶ *Non-Performance Event*

Entries must use acrylic paint. Art should be framed.

SKETCHING – Ages 12-15 (304A)
SKETCHING – Ages 16+ (304B)

⟶ *Non-Performance Event*

Entries are to be completed using sketching medium such as graphite drawing pencils, charcoal, conte crayon, etc. Art should be matted and/or framed.

PEN AND INK – Ages 12-15 (305A)
PEN AND INK – Ages 16+ (305B)

⟶ *Non-Performance Event*

Entries must be done in ink using any type of ink delivery device. The work can be all black or any one color in addition to black. Art should be matted and/or framed.

COLORED PENCILS – Ages 12-15 (306 A)
COLORED PENCILS – Ages 16+ (306B)

⟶ *Non-Performance Event*

Entries must be done in colored pencil. A quality brand of colored pencil will give better results. Art should be matted and/or framed.

OIL PASTELS – Ages 12-15(307A)
OIL PASTELS – Ages 16+ (307B)

⟶ *Non-Performance Event*

Entries must be done in oil pastel. Art should be matted and/or framed.

CHALK PASTELS – Ages 12-15 (308A)
CHALK PASTELS – Ages 16+ (308B)

⟶ *Non-Performance Event*

Entries must be done in chalk pastel. Art should be matted and/or framed.
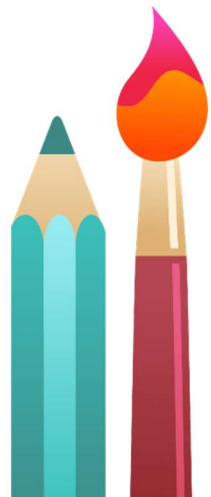
MIXED MEDIA – Ages 12-15 (309A)
MIXED MEDIA – Ages 16+ (309B)

→ *Non-Performance Event*

Entries can be done using a combination of mediums such as but not limited to the ones above. Art should be matted and/or framed.

ABSTRACT – Ages 12-15 (310A)
ABSTRACT – Ages 16+ (310B)

→ *Non-Performance Event*

Entries can be done using a combination of mediums and surface manipulation. Art should be matted and or framed.

Brush/Pen/Pencil Judging Criteria (CF35)

AREAS OF EVALUATION / POSSIBLE POINTS

General
- Frame complements project / **5**
- Proper documentation submitted / **5**

Effective use of:
- Line, Shape, Rhythm, Texture / **15**

Effective use of:
Form, Value, Highlight/Shading, Color, Tone / **15**

Mastery of Composition:
Balance, Space / **15**

Mastery of Construction:
Proportion, Perspective, Accuracy / **15**

Mastery of Medium
Competence in Application / **15**

Degree of Difficulty
Subject Matter and Level of Detail / **15**

TOTAL POINTS / 100

Judges Form Criteria Explanation for Brush, Pen, and Pencil

GENERAL

Frame Complements Project: The matt and or frame should complement not detract from the presentation of the art.

Proper Documentation Submitted: The project must contain a properly filled out 3"x5" card attached to the back of the art.

Effective Use of Line, Shape, Rhythm, and Texture: Use of line should be purposeful and accentuate the shapes in terms of the visual rhythm and texture they create. Use of weighted line should be appropriate in how it depicts highlight and shadow.

Effective Use of Form, Value, Highlight, Shadow, Color, and Tone: The development of form should be evident and effective conveying a 3-dimensional feel rather than a flat 2D appearance. This is accomplished using value (light, mid, and dark shading) in terms of contrast and relationship of highlight to shadow as well as through color and tone (light, mid, and dark tones) in color pieces.

Mastery of Composition - Balance and Space: The composition of the work should be balanced symmetrically or asymmetrically and between the use of positive and negative space. Work should fit comfortably within the workspace, not too crowded and not too much negative space.

Mastery of Construction - Proportion, Perspective, and Accuracy: Elements within the construction of the work should be in proportion in size and scale to other elements within the work as well as in figure to ground relationship. Depth and 3-dimensionality should be pursued within the work, and perspective should be evident and accurate.

Mastery of Medium - Competence in Application: A working knowledge of the medium used should be evident and a level of skill conveyed through the technique and accuracy in application of the medium to best express the subject and feel of the work.

Degree of Difficulty - Level of Detail and Subject Matter: The degree of difficulty should be considered in awarding points based on the level of detail contained in the work as well as how challenging the subject of the piece might be. The human face and a work that contains complex perspective has a higher degree of difficulty than flowers or animated forms.

WOODWORKING AND METALWORKING (Male /Female)

GUIDELINES

- **Woodworking** projects must be made of wood. Any hinges, fasteners, locks, glass, etc. to make the project functional are acceptable but must be properly installed or it will result in a lowered score.

- **Metalworking** entries must be made of metal only.

- Entries must be the sole work of the student and are limited to one entry per category. In addition, work must not have been submitted at any previous ASCEND Student Convention.

- **All entries must include a pattern and a typed (double-spaced) project report** listing the steps of construction and tools used. Any variation from the project pattern must be explained in the project report.

- Any project wired for electricity must meet UL standards.

- Projects must not exceed 3 feet in any direction and must be limited to forty pounds.

- All projects must comply with Ascend standards of modesty as well as function and should not attempt to portray the face of Christ. Weapons of any sort are not acceptable.

- Craft items, pre-cut models/kits, or metal craft kits are **not** acceptable.

- Woodworking and Metalworking are judged electronically. Printed judge's forms are not needed.

- Entries must have a 3" x 5" card attached with the following information:
    1. Student name and age
    2. Description of project
    3. Category entered
    4. School name, number, and address.

- Ascend Student Convention is not responsible for lost, stolen, or damaged entries.

TYPES OF ENTRIES

WOOD CONSTRUCTION – Ages 12-15 (311A)
WOOD CONSTRUCTION – Ages 16+ (311B)
Non-Performance Event

Projects in this category must display at least two different joinery techniques (Mortise-Tenon, Dovetail, Butt, etc.), and they must be evident. Contestants may use hand tools or power tools can be used. Projects should be sanded and finished appropriately. Examples of wood construction are a table, a chest, a bird house, a gun rack, etc.

Wood Construction Judging Criteria (CF95)

AREAS OF EVALUATION / POSSIBLE POINTS
- Choice of subject **/ 5**
- Project has a useful purpose / **5**
- Fitness for purpose / **5**
- Pattern/project report / **10**
- At least two different joinery techniques evident / **10**
- Appropriate joints used / **5**
- Accuracy of joinery / **15**
- Craftsmanship/overall construction / **10**
- Preparation for finish / **10**
- Application of appropriate finish / **10**
- Degree of difficulty / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Judging Criteria Explained

Function and purpose of project should be evident in choice of subject and materials. The project must also include at least two joinery techniques that are appropriate in function, accurate in construction, and visible upon inspection. Craftsmanship should be displayed in overall accuracy in construction, in preparation of appropriate finish, and degree of difficulty. Proper documentation must be submitted which includes a pattern, project report, and 3"x 5" card with the information listed under the general guidelines.

WOOD TURNING – Ages 12-15 (312A)
WOOD TURNING – Ages 16+ (312B)

➡️ *Non-Performance Event*

Projects in this category must be made with a lathe and associated tools. Projects may be one piece, more than one assembled, or several that create a set. Assembled pieces must be at least 80 percent lathe work. Projects should be sanded and finished appropriately.

Wood Turning Judging Criteria (CF96)

AREAS OF EVALUATION / POSSIBLE POINTS
- Choice of materials / **5**
- Proportion / **5**
- Fitness for purpose / **5**
- Pattern/project report / **10**
- Craftsmanship / **20**
- Knowledge of and/or use of tools / **10**
- Fitting / **10**
- Preparation for finish / **10**
- Application of appropriate finish / **10**
- Degree of difficulty / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Judging Criteria Explained

Function and purpose of project should be evident in choice of subject and materials. Craftsmanship, knowledge of tools, accuracy of fittings, preparation of appropriate finish and degree of difficulty are assessed in judging this category. Proper documentation must be submitted which includes a pattern, project report, and 3"x 5" card with the information listed under the general guidelines.

WOODCARVING – Ages 12-15 (313A)
WOODCARVING – Ages 16+ (313B)

➡️ *Non-Performance Event*

In this category, power tools may only be used to cut wood to length and roughing the piece to width, but at least two-thirds of the project must be hand carved using non-power hand tools. Projects should be sanded and finished appropriately.

Woodcarving Judging Criteria (CF97)

AREAS OF EVALUATION / POSSIBLE POINTS
- Choice of timber / **5**
- Choice of subject / **5**
- Pattern/project report / **10**
- Proportion / **10**
- Craftsmanship / **15**
- Accurate use of tools / **5**
- Attention to detail / **10**
- Textual effects / **5**
- Preparation for finish / **10**
- Application of appropriate finish / **10**
- Degree of difficulty / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Judging Criteria Explained

Choice of wood and subject are important in this category. Craftsmanship, proportion, accurate use of tools, attention to detail, textural effects, and preparation of appropriate finish as well as degree of difficulty are assessed in judging this category. Proper documentation must be submitted which includes a pattern, project report, and 3"x 5" card with the information listed under the general guidelines.

MARQUETRY – Ages 12-15 (314A)
MARQUETRY – Ages 16+ (314B)

Non-Performance Event

In this category, various colors of thin wood veneers are inlaid to create intricate designs. Marquetry can be done on another wood project such as a table or chest, but only the marquetry will be judged. The piece may only be entered and judged in one category. Projects should be sanded and finished appropriately.

Marquetry Judging Criteria (CF98)

AREAS OF EVALUATION / POSSIBLE POINTS
- Choice of subject / **5**
- Pattern/project report / **10**

- Inlay choice enhances design / **10**
- Pleasing design pattern/realistic picture / **10**
- Craftsmanship / **20**
- Accurate use of tools / **5**
- Attention to detail / **5**
- Preparation for finish / **10**
- Application of appropriate finish / **10**
- Degree of difficulty / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Judging Criteria Explained

Choice of subject is important, and inlay should seek to enhance the surface of the project design. Craftsmanship, accuracy of fittings and use of tools, attention to detail and preparation for appropriate finish are assessed in judging this category. Proper documentation must be submitted which includes a pattern, project report, and 3"x 5" card with the information listed under the general guidelines.

METAL WORKING – Ages 12-15 (315A)
METAL WORKING – Ages 16+ (315B)

Non-Performance Event

Entries in this category must be made of metal only. Any type of metal may be used as well as any type of hand or power tools to form the entry.

Metal Working Judging Criteria (CF36)

AREAS OF EVALUATION / POSSIBLE POINTS

Concept
- Definite purpose or theme / **5**
- Presented in original fashion / **10**
- Composition is not split into two independent sections / **5**

Design
- Size and weight in conjunction with purpose / **5**
- Area of space used has balance and harmony / **5**
- Edges of actual shape express thoughtful planning / **10**
- All parts in harmony with medium / **10**

Technique
- Construction and craftsmanship confidently expressed / **10**
- Textural effects / **10**
- Proper finish or glaze, either applied or natural / **10**
- Knowledge of and/or use of tools required / **5**

- Degree of difficulty / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Judging Criteria Explained

Entries will be assessed based on their function and how well they serve that function. The project's design should seek to be as original as possible, and the size and weight should serve to fit the project's purpose. The shape, construction and materials used should express thoughtful planning. Craftsmanship, textural effects, proper finish to eliminate dangerous edges, knowledge and proper use of the tools required, as well as degree of difficulty are also considered. Proper documentation must be submitted which includes a pattern, project report, and 3"x 5" card with the information listed under the general guidelines.

CERAMICS/CLAY SCULPTURE – Ages 12-15 (316A)
CERAMICS/CLAY SCULPTURE – Ages 16+ (316B)

➡️ *Non-Performance Event*

GUIDELINES

- Entries in this category must be thrown on potter's wheel or hand built using clay or polymer clay substitute

- Slip molds are only permitted if the mold was hand built by the student and then must be submitted and displayed as part of the project.

- Unfired clay is extremely fragile and hard to transport. If you have or can find access to a kiln, bisque fire the project and then glaze. Glaze fire the project for best results or paint the piece(s) to finish it.

- All sculpture entries must not exceed 2 feet in any direction.

- Ceramics/Clay Sculpture is judged electronically. Printed judge's forms are not needed.

- Entries must have a 3" x 5" card securely attached with the following information:
    1. Student name and age
    2. Description of project
    3. Category entered
    4. School name, number, and address.

- All paperwork will be checked in with the entry. No entries will be allowed in the display/judging rooms without being checked-in by the Convention staff.

Sculpture Judging Criteria (CF36)

AREAS OF EVALUATION / POSSIBLE POINTS

Concept
- Definite purpose or theme / **5**
- Presented in original fashion / **10**
- Composition is not split into two independent sections / **5**

Design
- Size and weight in conjunction with purpose / **5**
- Area of space used has balance and harmony / **5**
- Edges of actual shape express thoughtful planning / **10**
- All parts in harmony with medium / **10**

Technique
- Construction and craftsmanship confidently expressed / **10**
- Textural effects / **10**
- Proper finish or glaze, either applied or natural / **10**

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- Knowledge of and/or use of tools required / **5**
- Degree of difficulty / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Judging Criteria Explained

The entry will be assessed on its function. The form of the piece should complement the use of it and should be designed in the most creative manner possible. The work must be done in one piece unless the other piece is a lid. The entry should have a light and elegant flow rather than thick or clunky feel. Edges and lips should be smooth and refined unless designed to be textural. Craftsmanship and construction should be effectively expressed in properly attached elements with no cracking. Textural effects should be appropriate to the piece's function and are encouraged for decorative effect. Proper glaze, shellac, paint, or finish should be applied. Knowledge of the tools used should be competently demonstrated in the piece as to accomplish the best presentation possible. The degree of difficulty reflected in the choice of subject matter as well as the level of detail and refinement will be judged as well. Proper documentation must be submitted which includes a pattern, project report, and 3"x 5" card with the information listed under the general guidelines.

SCRAPBOOKING - FEMALE ONLY – Ages 12-15 (317A)
SCRAPBOOKING – FEMALE ONLY – Ages 16+ (317B)

➡️ *Non-Performance Event*

GENERAL GUIDELINES

- Entries must be the sole work of the student and are limited to one entry per category. In addition, work must not have been submitted at any previous ASCEND Student Convention.

- Layout may be 8" X 8" or larger and must be a scrapbook layout. Cards and other craft projects cannot be submitted as the entire entry. The final entry should not be entirely digital.

- Use a clean and simple layout that tells a story, portrays a theme or event, or illustrates a character trait. Arrangement needs to make a visual impact without being cluttered or too busy.

- All items, including photos, in the entry **MUST conform** to ASCEND Student Convention dress standards and guidelines.

- All people in photos must be appropriately dressed in modest apparel according to Ascend Student Convention dress standards.

- Entries must be a minimum of two pages but not to exceed twelve pages.

- Entries must have a clearly stated theme.

- Scrapbooking is judged electronically. Printed judge's forms are not needed.

- Entry must have a 3"X5" card securely attached to the back with the following information neatly printed or typed: category, student's name, school name, school address.

- Each page must be in a plastic page protector within a standard non-decorative binder (binder will not be judged).

- Ascend Student Convention is not responsible for entries lost or damaged projects.

Scrapbooking Judging Criteria (CF34)

AREAS OF EVALUATION / POSSIBLE POINTS

- Appropriate theme / **5**
- Good choice of clear photos with sharp images / **10**
- Meets ALL Convention Guidelines / **5**
- Focal point with photos cut into pleasing sizes and shapes / **5**
- Background paper, mats, and frames proportioned to layout size and design / **5**
- Well-designed layout / **10**
- Journaling and title used to tell story of pictures / **10**
- Color in the layout complements photos and color scheme / **10**
- Embellishments arranged well and complementing the photos / **10**
- Neatness / **10**
- Creativity evidencing effort and use of techniques and craftsmanship / **20**

TOTAL POINTS / 100

Judging Criteria Explained

Make sure to use an appropriate theme and choose clear photos with sharp images. Focal points should be used with photos cut into pleasing sizes and shapes. Mattes and frames should be proportioned to layout size and design, and composition should be consistent to theme. Journaling should include titles appropriate for composition. The color of the layout should complement the photos and color scheme. Embellishments should be arranged well and complement the photos. Craftsmanship, creativity, level of effort and techniques used are also assessed. Entries must meet convention guidelines.

Hints from the Scrapbooking Judges

Choose photos with clear, sharp images. Check background and number of subjects in photo. Make sure people in photos are dressed in modest attire. Cut or trim photos using templates or decorative-edge scissors to add interest. Use single or layered mats - they can be torn or cut with scissors. Templates, punches, and decorative-edge scissors create unique shapes. Arrange photos with a focal point depicting the theme. Overlap photos or create a collage for added variety. Use creativity over purchased embellishments. Include: Who? What? Where? When? Why?

PHOTOGRAPHY DIVISION

COLOR AND MONOCHROMATIC GUIDELINES

- Entries must have been taken after the previous ASCEND Student Convention and <u>must not have been entered in any other contests.</u>

- Entries must be the sole work of the student.

- Entries must be 8"X10" mounted with a mat approximately 11"X14" (No frames.)

- Entries must arrive for judging in satisfactory exhibition condition.

- ASCEND is not responsible for entries lost or damaged.

- Subjects in entries **MUST conform** to ASCEND Student Convention dress standards.

- Each photo may be entered in only one event.

- Each entry must be labeled with a 3"X 5" card securely attached to the back of the mat with: entry (Character Trait portrayed if entering Character Trait picture), student's name, school name, school address, city, state, ZIP code.

- For Special Effects Color only: Photography Report (CF37) securely attached to the back of the entry.

- **Note to Sponsor:** Be sure the contestant enters the correct category. Review the Judge's Criteria to see where points are given and make sure that the entry includes each point.

- Photography is judged electronically. Printed judge's forms are not needed.

- Judges will be using a sticker system in the initial round of judging. Only those entries which receive two or more stickers will be judged.

COMPUTER PHOTO ENHANCEMENT ADDITIONAL GUIDELINES

- Computer Photo Enhancement is a photographic image (picture) taken with a film or digital camera and enhancement with computer software programs (Adobe Photoshop or Illustrator, Corel Draw, or other image enhancing programs).

- Anything may be done to enhance the photographic image as long as it meets ASCEND guidelines.

- Objects may be added or deleted from the image (picture). For example, an object may be removed and added to a new environment, or objects can be added to create a new environment.

- The student must attach the original photographic image (picture) on the back of the enhanced photo for comparison purposes.

TYPES OF ENTRIES

There are two classifications: Monochromatic (Black & White, Sepia and Grayscale) and Color. Contestants may enter one or both classifications in the following categories.

MONOCHROMATIC (B/W, Sepia & Grayscale)

MONO SCENIC (321)

⟶ *Non-Performance Event*

A picturesque outdoor setting.

MONO STILL LIFE (322)

⟶ *Non-Performance Event*

A picturesque indoor arrangement of objects with a spiritual or patriotic theme.

MONO PLANTS (323)

⟶ *Non-Performance Event*

A picture of flowers, plants, etc., taken in their natural habitat.

MONO ANIMALS (324)

⟶ *Non-Performance Event*

A picture of animals, birds, insects, etc., taken in their natural habitat.

No domestic animals, stuffed animals, or zoo animals may be included.

MONO CHARACTER TRAIT PICTURE (325)

⟶ *Non-Performance Event*

A picture that portrays one of the sixty character traits listed below.

The Character Trait must be listed on the 3"X5" card attached to your entry.

COLOR

COLOR SCENIC (331)

Non-Performance Event

A picturesque outdoor setting.

COLOR STILL LIFE (332)

Non-Performance Event

A picturesque indoor arrangement of objects with a spiritual or patriotic theme.

COLOR PLANTS (333)

Non-Performance Event

A flowers, plants, etc., taken in their natural habitat.

COLOR ANIMALS (334)

Non-Performance Event

A picture of animals, birds, insects, etc., taken in their natural habitat.

No domestic animals, stuffed animals, or zoo animals may be used.

COLOR SPECIAL EFFECTS (335)

Non-Performance Event

(Color only) A purposeful use of objects; use of lighting, lenses, or other equipment to create an illusion or unusual effect. Include a detailed description of how you created your special effect. Computers may not be used.

COLOR CHARACTER TRAIT PICTURE (336)

Non-Performance Event

A picture that portrays one of the sixty character traits listed below. The character trait must be listed on the 3"X5" card attached to your entry.

COMPUTER PHOTO ENHANCEMENT (340)

Non-Performance Event

(Color only) A photographic image (picture) taken with a film or digital camera and enhanced with computer software programs (such as Adobe® Photoshop®, Adobe® Illustrator®, or CorelDRAW®). Anything may be done to enhance the photographic image as long as it meets ASCEND Student Convention guidelines.

Character Traits

Appreciative
Attentive
Available
Compassionate
Committed
Concerned
Confident
Considerate
Consistent
Content
Cooperative
Courageous
Creative
Decisive
Deferent
Dependable
Determined
Diligent
Discerning
Discreet
Efficient
Equitable
Fair
Faithful
Fearless
Flexible
Forgiving
Friendly
Generous
Gentle
Honest
Humble
Joyful
Kind
Loyal
Meek
Merciful
Observant
Optimistic
Patient
Peaceful
Perseverant
Persuasive
Prudent
Punctual
Purposeful

Resourceful
Respectful
Responsible
Secure
Self - Controlled
Sincere
Submissive
Tactful
Temperate
Thorough
Thrifty
Tolerant
Truthful
Virtuous

Photography Judging Criteria (CF38)

AREAS OF EVALUATION / POSSIBLE POINTS

- Meets ASC guidelines / **5**

Composition--pleasing arrangement of visual elements
- FIRST GLANCE: pleasing presentation--human interest or photo desirable to be displayed, a story conveyed / **10**
- Distracting elements eliminated / **5**
- The photo has a main subject of interest / **5**
- Rule of thirds, framing, contrast, etc. / **5**
- Purpose, visual impact, theme visualized / **10**
- Evidence of creative effort to achieve the image / **10**

Technical Expertise
- Subject is in focus, depth of field used creatively, no visible errors / **10**
- Good composition, flow, and balance of subject matter / **10**
- Print demonstrates full tonal quality, dynamic range, and good contrast ratio / **10**
- Creative Effects used: diffusion, lighting, special lenses / **5**

Mount will be judged on the following:
- Mounting board and print reflect a permanent display / **5**
- Color and texture match the subject / **5**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Things Judges Will Consider

Originality-The way the medium expresses the student's own idea rather than following the pattern of others.

Content-The subject matter or topic treated must conform to ASCEND standards of what is acceptable in behavior, dress, etc.

Focus- The sharpness of essential details in the photograph is very important. Good use of depth of field or diffusion for special effect.

Contrast-The difference between light and dark used to display the content to the best advantage.

Density-The accuracy of exposure exhibited by overall tonal quality.

Lighting-The placements of lighting to best exhibit the subject.

Mounting-Close attention to the color, texture, and permanence of the material on which the photograph is exhibited should be observed.

Hints from the Photography Judges

Judges will pay close attention to the technical qualities of your work. Next to content comes composition. This includes the number of subjects, their arrangement, and the background of the picture. When composing, keep your photography simple. Too much symbolism or clutter is distracting to the viewer. Avoid placing the main subject "dead center." This produces a dull, static effect that is not very pleasing to the eye. After composing the photo, carefully check the background for distracting, objectionable elements. Ugly telephone wires or distracting blotches of color that detract from the main subject have ruined many fine shots. Nothing in the photo, even though in the background and out of focus, should violate Christian standards. Finally, pay close attention to the finishing touches. Your photo should be clean and free of scratches, dust specks, or wrinkles, and should be matted attractively. Often these are the factors that are used to break ties.

FAMILY SCIENCES DIVISION

GENERAL GUIDELINES FOR NEEDLE AND THREAD

- Contestants are allowed to submit one entry per category.

- Contestants must not receive help for their projects other than instructions.

- **All fashions must meet ASCEND dress requirements (they must be modest and godly)**. Do not submit mini-skirts, slacks, pantsuits, shorts, bathing suits, sleepwear, slits in skirts/dresses, or garments with low necklines.

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

- A 3x5 index card MUST be attached to each piece of the entry with student's name, school name, school address, city, state, zip, and category entered.

- Needle and Thread entries are judged electronically. Printed judge's forms are not needed.

- In an attached zip lock plastic bag include:

  o Pattern **(only those pieces used)**

  o **Explanation of Project** - write a report about your project. It is important to note any changes that were made regarding fitting, design, sewing technique or modesty.

  o **For all entries, include at least three pictures of you working on the project in various stage**s.

  o For garments, include a **picture of the garment being modeled**. Fitting is an important part of sewing.

  o Family Sciences Report **(CF49)**
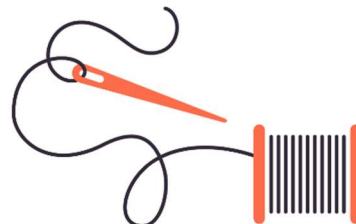
GARMENTS

COORDINATES - FEMALE ONLY – Ages 12-15 (350A)
COORDINATES - FEMALE ONLY – Ages 16+ (350B)

→ *Non-Performance Event*

Two pieces only.

DRESSES - FEMALE ONLY – Ages 12-15 (351A)

DRESSES – FEMALE ONLY – Ages 16+ (351B)

→ *Non-Performance Event*

Church dresses, casual dresses, tailored dresses. Jacket dresses may be included in this one-piece category.

FORMALS - FEMALE ONLY – Ages 12-15 (352A)
FORMALS – FEMALE ONLY – Ages 16+ (352 B)

→ *Non-Performance Event*

These are "special occasion" dresses. Tea length and floor length are acceptable. This could include a formal with a dressy skirt and blouse.

CHILDREN'S CLOTHING – Ages 12-15 (353A)
CHILDREN'S CLOTHING – Ages 16+ (353B)

→ *Non-Performance Event*

One or two-piece garments for children are acceptable.

COATS/SUITS – Ages 12-15 (354A)
COATS/SUITS – Ages 16+ (354B)

→ *Non-Performance Event*

Outerwear coats, jackets, or raincoats. Outerwear jackets and ¾ length (lined or unlined) are acceptable.

STORE BOUGHT MAKEOVER: Female Only – Ages 12-15 (355A)
STORE BOUGHT MAKEOVER: Female Only – Ages 16+ (355B)

→ *Non-Performance Event*

Using a store purchased garment, redo to make it godly or wearable. **Must include a before and after photo**. Example but not limited to: making a dress modest by adding sleeves, changing the neckline, or adding length to a short skirt.

NEEDLECRAFT

No needlework entries should attempt to portray the face or image of Christ.

COUNTED CROSS-STITCH – Ages 12-15 (356A)
COUNTED CROSS-STITCH – Ages 16+ (356B)

Non-Performance Event

No stamped cross-stitch accepted. Pictures must be framed. The back of all work must be accessible for judging. Examples: tablecloths, place mats, pictures, and samplers.

EMBROIDERY – Ages 12-15 (357A)
EMBROIDERY – Ages 16+ (357B)

Non-Performance Event

Decorating fabric with embroidery floss or thread. The back of all work must be accessible for judging. Pictures must be framed. No counted cross-stitch. Examples: scarves, pillowcases, tablecloths, hand towels, placemats, borders for skirts, pillows, pictures, and samplers.
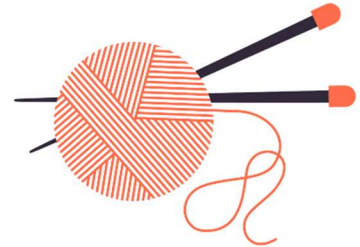
CROCHET – Ages 12-15 (358A)
CROCHET – Ages 16+ (358B)

Non-Performance Event

Examples: baby afghans (no dimension smaller than 36 inches and no dimension larger than 48 inches), shawls, tablecloths, bedspreads, dresses, sweaters, and baby garments.

KNITTING – Ages 12-15 (359A)
KNITTING – Ages 16+ (359B)

Non-Performance Event

Machine knitting not allowed. Examples: baby afghans (no dimension smaller than 36 inches and no dimension larger than 48 inches), shawls, tablecloths, bedspreads, dresses, sweaters, baby garment sets (sweater, cap, mittens, or booties).

AFGHANS – Ages 12-15 (360A)
AFGHANS – Ages 16+ (360B)

Non-Performance Event

Afghans can be either crocheted or knitted. Minimum size 50"X 70".

QUILTS – Ages 12-15 (361A)
QUILTS – Ages 16+ (361B)

Non-Performance Event

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

QUILT SQUARE – Ages 12-15 (362A)
QUILT SQUARE – Ages 16+ (362B)

Non-Performance Event

Quilt square may be machine or hand constructed. There is no size requirement. Square must have unfinished edges.

Garments/Needlecraft Judging Criteria (CF40)

AREAS OF EVALUATION / POSSIBLE POINTS

- Pattern submitted / **5**
- Workmanship / **25**
- Degree of Difficulty / **10**
- Suitability of article to its purpose / **10**
- Beauty and originality of design / **20**
- Harmony of color and design / **20**
- Special consideration: Garments - Christian appearance (length, cut modesty) OR Needlecraft & Quilts- Blocking/proportions / **10**

TOTAL POINTS / 100

Hints from the Needle and Thread Judges

The qualities the judges look for are originality and careful attention to details. High points are given for neatness, cleanliness, uniformity, and precision (finishing for presentation).

<u>Garments</u>

Make sure the student reads and understands the guidelines and judge's form of the category before choosing a garment. Garments submitted for judging should fit the criteria of the chosen category.

Have the students select an outfit that would use as many of the areas that are being judged as their ability allows. Garments that use more details as set-in sleeves, zippers, collars, etc. will receive higher points.

Be creative. Fit your pattern to meet your body shape and size, and the color should be appropriate for your personal color palette. It is very important to be modest. Pay close attention to where seams, buttons, decorations, necklines, and hemlines are positioned.

OTHER FAMILY SCIENCE EVENTS

CAKE DECORATING – Ages 12-15 (364A)
CAKE DECORATING – Ages 16+ (364B)

⟶ *Non-Performance Event*

GUIDELINES

Revised December 2025

- Cake may be real or made of Styrofoam. The cake decorating category is not a category to showcase taste of cake but purely cake decorating.

- Cake may not exceed 12 inches in any direction. Cupcakes are not accepted.

- Cake must be brought to ASCEND Student Convention in complete form. No baking or decorating is to be done while at convention.

- All icing and décor must be edible. On the cake, the only thing that does not have to be edible are the tiers or toothpicks used in creating décor.

- Cakes will receive more points for increased level of difficulty. Fondant or buttercream icing may be used or a mixture thereof.

- All contestants must sign and include with their entry Family Sciences Report (CF49).

- Cake Decorating entries are judged electronically. Printed judge's forms are not needed.

Cake Decorating Judging Criteria (CF113)

AREAS OF EVALUATION / POSSIBLE POINTS

Choice
- Selection of piece / **5**
- Selection of color / **10**
- Selection of finishing / **10**

Workmanship
- Color expression thoughtfully planned / **5**
- Neatness / **20**
- Expression portrayed / **20**
- Uniformity of color / **10**

Technique
- Craftsmanship confidently expressed / **10**
- Proper finish / **5**
- Textural effects / **5**

TOTAL POINTS / 100

FLORAL TABLETOP ARRANGEMENT – Ages 12-15 (367A)
FLORAL TABLETOP ARRANGEMENT – Ages 16+ (367B)

⟶ *Non-Performance Event*

GUIDELINES

- Arrangement is to be artificial flowers, a maximum of 27 pieces, within 24" in any direction, and brought to ASCEND Student Convention in complete form.

- All contestants must sign and include with their entry Family Sciences Report (CF49).

- Floral Tabletop Arrangement entries are judged electronically. Printed judge's forms are not needed.

Floral Tabletop Arrangement Judging Criteria (CF115)

AREAS OF EVALUATION / POSSIBLE POINTS

Meets Guidelines

- Max of 27 pieces / **5**
- Within 24" in any direction / **5**
- Creativity / **15**
- Balance/overall appearance is pleasing to the eye / **15**
- Line and depth used effectively / **10**
- Textures combined well and with purpose / **10**
- Effective use of color / **15**
- Mechanics are not visible / **5**
- Container compliments/enhances arrangement / **5**
- Overall neatness / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints from the Floral Tabletop Arrangement Judges

To make arrangement pleasing to the eye, start with a good form (the skeleton of the arrangement). Start with the middle, then sides, then fill in. Greenery makes a good filler. Since it is a tabletop arrangement, it should look pleasing to the eye from all sides. Be sure that the mechanics (foam, tape, wire) of the arrangement are not visible. Does the container (basket, vase, mug, etc.) compliment or enhance the arrangement? An arrangement should be about 1.5 to 2 times taller than the container it is in. The use of color is a visual sensation. Good color combinations develop harmony in an arrangement. Different textures can create dramatic results. Use texture to your advantage. Line and depth (differing heights), balance – symmetrical (overall appearance is pleasing to the eye), and creativity are all areas that the judges are looking at. A tabletop arrangement can be anything that you would set on a table, from a vase of flowers to a mug arrangement to a spread of flowers. Use your imagination and creativity! Think "outside the vase!"

ATHLETIC DIVISION

GUIDELINES FOR ALL ATHLETIC COMPETITION

Implementing a sports program can be of tremendous benefit to the Christian school. Godly coaches can use sports to teach character and self-control. Sports can also be used as an instrument to create and promote school spirit.

On the other hand, a sports program has the potential of becoming an end in and of itself. Students and staff who hold sports above all else do themselves a disservice and do not honor the Lord.

The ASCEND Student Convention is not to be used as tournaments to determine state and national championships. Schools that enter competition solely to compete in sports are missing a tremendous opportunity for their students to broaden their talents and abilities in other areas. The ASCEND Student Conventions may refuse to accept teams or individuals:

1. Who are only interested in sports competition.

2. Whose coaches or players have demonstrated disrespect for officials and/or other teams and coaches.

3. Who have repeatedly displayed a negative attitude.

Schools desiring to enter any athletic competition will, by their registration, agree to abide by the rules as outlined in these guidelines.

All students entering athletic events MUST enter at least two other non-athletic events.

TRACK AND FIELD

GUIDELINES

- Appropriate athletic clothing must be worn. (See athletic dress code in these guidelines.) All track and field contestants must wear athletic numbers during competition.

- A contestant may enter no more than three events in the Athletic Division.

- It is the responsibility of the contestant to be present when his event is run. He will be disqualified if he misses his event.

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- Substitutions in relay teams are allowed only in case of sickness or family emergency. The Track Head Judge must approve all substitutions.

- Contestants must compete with shoes on both feet.

- In all field events, it is the contestant's responsibility to check in with the Chief Judge before competition begins.

- Any contestant performing in both field events and running events must immediately report to the starting place for his race when his running event is announced. However, he must tell the field event Chief Judge of his whereabouts and report back to the same judge when his running event is completed; each contestant shall resume field competition where he left off.

- Qualifiers for the final heats will be the eight contestants or teams with the fastest qualifying times. Eighteen contestants qualify for fastest times for the 1600-Meter Run and twelve for the 800-Meter Run. NOTE: where lanes permit.

- A heat shall consist of up to eight runners, with each man assigned his own lane.

- Winners of heats shall be placed in lanes accordingly:
  - Fastest time Lane 3
  - Second fastest time Lane 4
  - Third fastest time Lane 2
  - Fourth fastest time Lane 5
  - Fifth fastest time Lane 1
  - Sixth fastest time Lane 6
  - Seventh fastest time Lane7
  - Eighth fastest time Lane 8

- In the 100-Meter Dash, 200-Meter Dash, 400-Meter Dash, 400-Meter Relay, and the first lap of the 1600-Meter Relay, a runner shall run within his assigned lane and shall not step over his lane line for three or more consecutive steps with either one or both feet.

- In the 800-Meter Run, the 1600-Meter Run, and the second lap of the 1600-Meter Relay, a runner must be one full stride ahead of another runner before he can cut over to the latter's course.

- All field measurements are to be recorded to the nearest 1/4 inch except in the High Jump where the measurements will be recorded, by the judges, to the nearest 1/2 inch. Times are to be recorded to the nearest 1/10 second. Pentathlon measurements are more precise for scoring purposes. See Scoring Tables pages in this section.

- Starting blocks may be used for any race. It is the responsibility of a fellow teammate to remove the blocks immediately after the race has begun.

- In all events that involve measuring (except the High Jump), ties by identical measurements shall be separated by the second-best performance of the tying contestants. If a tie still exists, it shall be decided by the third performance.

- Contestants should select events carefully so they will not be competing in a back-to-back situation, i.e., 400-Meter Relay followed by 1600-Meter Run.

- Spectators and coaches are not allowed on the track field.

For more specific rules for track and field, please refer to the **National Federation Handbook for Track and Field**.

https://www.nfhs.org/activities-sports/track-fieldcross-country/

In case of a conflict of rules, the ASCEND Student Convention guidelines have precedence.

TRACK

Performance Events

100–METER DASH - MALE (401)	**100–METER DASH - FEMALE (411)**
200–METER DASH - MALE (402)	**200–METER DASH - FEMALE (412)**
400–METER DASH - MALE (403)	**400–METER DASH - FEMALE (413)**
800–METER RUN - MALE (404)	**800–METER RUN - FEMALE (414)**
1600–METER RUN - MALE (405)	**1600–METER RUN - FEMALE (415)**
400-METER RELAY - MALE (406)	**400–METER RELAY - FEMALE (416)**
1600–METER RELAY - MALE (407)	**1600–METER RELAY – FEMALE (417)**

Relay Rules

1. Each relay team must consist of four members.

2. Relay runners must be dressed in uniformity; all four runners must be dressed alike but have different identification numbers.

3. Each member must run at least one, but no more than one, leg of the relay.

4. A baton must be carried and passed, not thrown, in succession to each runner.

5. In each relay, a runner must pass the baton to the next runner inside the 20-meter passing zone. Passing of the baton before the baton reaches the zone or after it goes beyond the zone, disqualifies that team.

FIELD

HIGH JUMP - MALE (420)

Performance Event

High Jump Rules

1. Before competition, each contestant may take one trial jump at the starting height (4'6") for all contestants.

2. Each contestant is allowed 3 attempts at each height to try and clear that height. A third failed attempt eliminates the contestant from any other activity.

3. A successful jump is one in which a jumper clears the crossbar without knocking the crossbar off the uprights. An unsuccessful attempt is one in which the contestant knocks the crossbar off with any part of his body or clothing.

4. A legal jump is one in which the jumper takes off or jumps from one foot.

5. A high jump crossbar shall be raised two inches at a time until the height of 4'10" is reached. From then on, the height shall be raised one inch at a time until six contestants remain. At that point, the height shall be raised one-eighth (1/8) inch at a time. **Exception:** Pentathlon.

6. A contestant may pass at any height. Once he has begun his jumping at any height, he may not pass that height.

7. A record of failures and successes shall be marked for all contestants. A zero will stand for a miss, an X will stand for a successful attempt, and a P will stand for a pass. (See example below.)

Example:	5'0"	5'2"	5'4"	5'6"
William Harrison	X	00 X	P	000

8. A try at a height shall be scored when any contestant touches the crossbar, upright supports, or landing area on an official run.

9. The winner shall be the person who has made the highest jump. In the case of a tie, the person with the least misses shall be declared the winner. If any contestants remain tied, a jump-off shall occur and be judged again on fewest misses or highest height.

10. After all other contestants have failed; the one contestant left has the right to continue jumping until he has three consecutive misses.

Revised December 2025

RUNNING LONG JUMP – MALE (421)

Performance Event

Running Long Jump Rules

1. Each contestant is allowed three jumps.

2. Before competition starts, each contestant is allowed two practice jumps.

3. A foul jump occurs when the take-off extends past the scratch line. The edge of the take-off board nearest the landing pit shall be the scratch or foul line.

4. A foul jump occurs if the contestant touches any area outside the landing pit during his jump or runs through or past the pit after having begun his approach.

5. Measurements shall be made at right angles to the scratch line from the nearest break in the landing pit made by the contestant's feet, hands, body, or clothing.

6. The landing must be raked smooth by an official following each jump.

7. All jumps are to be recorded by the Head Judge.

SHOT-PUT - MALE (422)

Performance Event

Shot-Put Rules

1. The Track Head Judge will provide the twelve-pound shot.

2. Before competition starts, each contestant is allowed two practice puts.

3. The contestant with the longest put shall be declared the winner.

4. Each contestant is allowed three puts. They are to be taken in succession or in the order recorded by the judge. The Head Judge may choose one of these two ways.

5. A legal put must be made with one hand. During the attempt, the shot must not drop to the shoulder and must be kept in close proximity to the jaw.

6. A legal put must land in the designated area. The contestant's foot must not touch the out-of-bounds circle or, if using a stop-board, the top surface area of such stop-board. Any area outside the circle is also illegal until the officials have marked the put.

7. All puts by each contestant are to be recorded.

8. It is not a foul if any part of the contestant swings outside the circle without touching the ground.

9. See the <u>National Federation Handbook</u> for Track and Field for the correct way to measure a put (link on page 89).

DISCUS - MALE (423)

➡️ *Performance Event*

Discus Rules

1. The Track Head Judge will provide the standard size (3 lb. 9 oz. and 8 $\frac{1}{4}$"-8 $\frac{5}{16}$" diameter) rubber discus.

2. Each contestant is allowed two practice throws.

3. The contestant with the longest of the three throws will be declared the winner.

4. The contestant may not leave the designated throw circle.

5. Items 6, 7, 8, and 9 under "Shot-Put" as applicable.

ARCHERY

Students may enter no more than two archery events.

UNLIMITED FREE STYLE - MALE (436)
UNLIMITED FREE STYLE - FEMALE (445)

➡️ *Performance Events*

This class will be reserved for the top archers. Equipment for this class may vary as listed. A bow (compound or recurve) may be used. This bow must meet all general guidelines for equipment. A release aid, adjustable sights (with non-magnifying dot, cross hair, or pins), stabilizer over twelve inches, and wings will be allowed. Sights may be adjusted at will; however, no extra time will be allowed for setting sights. Anyone or all of these added to a bow will move it to this class.

LIMITED FREE STYLE - MALE (437)
LIMITED FREE STYLE - FEMALE (446)

➡️ *Performance Events*

Equipment for this class is as listed. A bow (compound or recurve) may be used. This bow must meet all general guidelines for equipment. Sights on this bow must be fixed pin type. Archers will not be allowed to adjust their sights at the shooting line. Any stabilizer used must be twelve (12) inches or less. Wings

are not allowed. Arrows must be released by fingers without the help of any mechanical device (no release aid).

BARE COMPOUND BOW - MALE (438)
BARE COMPOUND BOW - FEMALE (447)

Performance Events

This class is restricted to compound bows. Bows must meet all general guidelines for equipment. No sights, stabilizers, or wings allowed in this class. An arrow rest and nock are the only items allowed on a bow.

TRADITIONAL INSTINCTIVE - MALE (439)
TRADITIONAL INSTINCTIVE - FEMALE (448)

Performance Events

This class is restricted to recurve, long bows, and self-made bows. Bows must meet all general guidelines for equipment. No sights, stabilizers, or wings allowed in this class. An arrow rest and nock are the only items allowed on a bow. The bow may be shot off the shelf.

Equipment

Bows

All bows must be in good condition with no frayed strings or cracks in the riser or limbs. No bow will be used that is considered unsafe. No overdraws **or** bows with a built-in overdraw will be allowed. The maximum draw weight for any bow will be 60 pounds. All compound bows will be checked for proper draw weight at equipment check. No shooter will be allowed to compete with a bow that is set over 60 pounds. (Please read safety guidelines.) The minimum draw weight will be 20 pounds. Crossbows are not allowed.

Arrows

Each participant should have at minimum 6 scoring arrows that are the same and 2 practice arrows marked as such.

Arrows must be selected to match the draw weight of the bow. Arrows should be used that will spine correctly and weigh at least 5 grains for each pound of draw weight. (Example: A 50-pound bow should use at least a 250-grain arrow.) Your local archery shop will be glad to help with arrow selection and setup.

Arrows will be equipped with target or field tips only. No hunting tips or broadheads of any kind are permitted. A contestant should take at least eight (8) arrows to the shooting line. Six arrows wil1 be shot at each target. All arrows should be of identical length and weight. Arrows can be made of aluminum, carbon, or aluminum/carbon composite. Good wood arrows may be used in the traditional class. Wood arrows will not be allowed with compound bows.

Arrow Nocks

Bow strings must be fitted with no more than two standard metal nocks. If two are used, they may be no more than one-half inch apart.

Strings

Bow strings in the Unlimited and Limited Free Style classes may contain any type of sighting mechanism, except those that are electrically powered or use any type of magnifying lens. String walking is not allowed in any class.

Targets

All targets will be round 48" ten-ring targets. The distances will be as follows: 20, 30, 40, and 50 yards.

Safety

The utmost care will be given to safety. A bow is a deadly weapon, not a playroom toy. **Any student who does not follow all safety rules will be removed from the firing line.**

1. Never point your bow in a direction other than downrange.

2. No horseplay!

3. Never run with an arrow in your hand.

4. Don't nock an arrow until instructed to do so.

Any student who cannot safely pull his/her bow will be asked to lower the poundage. The person should be able to pull the bow to full draw without having to reach to the sky or ground. A good way to check this is to have the student sit on a bucket and pull the bow. If he cannot pull it without reaching up or down, lower the poundage.

Rules of Competition

1. Each student will comply with all orders given by the judges.

2. No coaching from the sidelines.

3. Once on the line, shooters may talk only to the judge.

4. Shooters may not distract other archers.

5. The decision of the judges is final.

Order of Competition

1. Each participant will be allowed to shoot 2 practice arrows from each distance followed by their 6 scoring arrows (it is not required to shoot their practice arrows but is recommended).

2. When advancing to the firing line, each archer will place the bow on the ground or place it in a bow holder (archer provides own holder).

3. On the order, "The line is clear. You may pick up your bow," archer picks up the bow. Next, "The firing line is no longer clear. Commence firing." At this command archer will shoot arrows. When each archer finishes shooting arrows, the bow is placed on the ground or in a bow holder. When all bows are on the ground or time has run out, the Line Judge will say, "Cease firing." At this point, anyone not finished will place his bow on the ground. The Line Judge will then say, "Is the firing line clear?" Each judge will respond by raising his or her hand. When the Line Judge is satisfied that the line is clear, he will say, "The firing line is clear. Advance to your target score and remove your arrows." When all archers and judges have returned to the line, the Line Judge will say. "Advance to the next target." These steps will be repeated until each archer has completed the course.

Scoring

Scoring will be from ten to zero with bull's-eye being "10". Any arrow that touches the next higher score will be scored at the higher score. If more than six arrows are shot at any one target, the highest score will be dropped. The highest possible score will be 240 points.

Time

There will be a time limit of five minutes on each target for the archer to shoot all six of his/her arrows. Two minutes will be allowed to score the archer's arrow. If lost arrows are not retrieved in this time limit, the student may come back after competition is over and search for lost arrows.

OTHER ATHLETIC EVENTS

SOCCER KICK - FEMALE (450)
SOCCER KICK - MALE (451)

Performance Event

Soccer Kick Rules

1. All contestants must use a standard #5 soccer ball. The Track Head Judge shall provide a regulation ball and net.

2. The ball must be properly inflated and will be checked by the event Judge.

3. Approved athletic wear via the ASCEND handbook must be worn. Athletic shoes without hard toes are required.

4. A kicking tee must not be used.

5. A successful kick is one that passes into the net without touching the ground. It must be in flight when it passes over the goal line.

6. Contestants are permitted two "warm-up" kicks.

7. All contestants start at 10 yards. Each contestant will kick three times at each line and be marked down for each kick as X(make) or O(miss). If the contestant makes any of the three kicks, they progress to the next line. After the initial 10-yard line, each line will increase by 5 yards, and they will continue until they miss three attempts at a line.

8. Contestants can take no more than two approach steps.

9. Each contestant is permitted three attempts at each distance.

10. Contact with the ball constitutes a kick.

11. All contestants must schedule a time with the head judge. If a contestant is in the lead for furthest kick, they must stay or report back if another performance requires them to leave.

12. Contestants are permitted to move the ball in no less than five-yard intervals.

13. Once a ball is kicked from a specific yardage point, it cannot be moved closer toward the goal posts.

14. The contestant who earns the highest number of cumulative points from all their kicks is declared the winner. In case of a tie, contestants shall move the ball in five-yard intervals, each kicking in turn until one kicks the ball through the uprights from the farthest distance.

15. After all other contestants have failed, the one contestant left has the right to continue kicking until she has three consecutive misses.

Scoring

Points shall be earned as follows:

10-yard line - 10 points

15-yard line - 15 points, etc.

A record of failures and successes shall be marked for all contestants. A zero will stand for a miss, an X will stand for a successful attempt, and a P will stand for a pass. (See example below.) Example:

	20 Yds	25 Yds	30 Yds	35 Yds
Kati Harrison	X	0 0 X	P	0 0 0

PHYSICAL FITNESS - MALE (452)

⟶ *Performance Event*

Revised December 2025

Physical Fitness Rules

1. The contestant must do the exercises <u>in the following order:</u>

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1st Pull-Ups
2nd Push-Ups
3rd Sit-Ups

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1. Only 60 seconds will be allowed between exercises.

2. A judge will count the number of correct exercises performed. The judge will "warn" the contestant of the first improper movement; count will stop at the second improper movement or when time is up.

3. The contestant with the highest total points shall win first place. Subsequent places will be determined by total points of each contestant.

4. Physical Fitness competition is counted as one of the three athletic events in which a male contestant is allowed to compete.

Scoring

Pull-Ups: 1 point each
Push-Ups: 1/2 point each
Sit-Ups: 1/3 point each

Sit-Up

1. Back lying, legs bent at least 90º angle, feet together flat on floor, arms folded across the abdomen without holding shirt.

2. Sit up and touch the knees with the folded arms without holding shirt.

3. Keep arms folded across the abdomen. Buttocks must stay in contact with ground.

4. The event judge will assign a "buddy" who will hold the contestant's feet against the floor by holding the contestant's ankles.

5. The contestant will be allowed ten minutes to perform as many sit-ups as possible without stopping.

Push-Up

1. Front lying, palms of hands flat on floor and approximately 1 foot from ears directly to side of head.

2. Straighten arms to lift body.

3. Chest must touch floor for each completed movement.

4. Body must remain in a rigid position during the upward push and downward motion.

5. The contestant will be allowed five minutes to complete as many push-ups as possible without stopping.
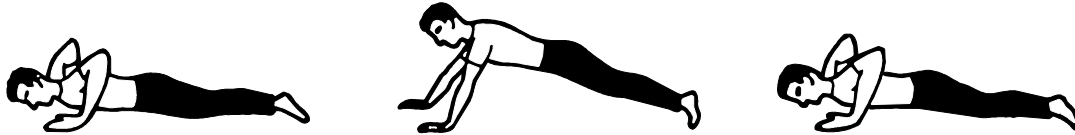
Pull-Up

1. Standing with the bar adjusted to at least eight (8) inches beyond extended arm, grasp bar with back of the hand toward the contestant.

2. Flex arms, raise body, touch chin to bar; return to starting position.

3. Move upward and downward with body in extended position.

4. The contestant will be allowed five minutes to perform as many pull-ups as possible without stopping.

BASKETBALL - MALE (453)

Performance Event

Team

A team shall consist of 5 players minimum. A team will not be permitted to start a game with less than 5 members.

Uniform

Each team is to be in a standard uniform (every member dressed alike). Each player's shirt is to be numbered on the front and back with a solid color number contrasting with the color of the shirt. The number on the back shall be at least 6" high and the number on the front should be at least 4" high. (Please refer to pages 15-16 for guidelines on athletic attire.)

Choice of Ends

The team representing the smaller school (12 and up students) shall have the first choice of ends. Teams shall change ends at the half.

Warm-ups

Warm-ups will be 3 minutes.

A Game

A game shall consist of two twelve-minute periods separated by a three-minute half time. A game shall be won by the team scoring the most points at the end of twenty-four minutes of playing time.

A Match

A match shall consist of one game. Winning teams advance. Losing teams are eliminated.

Time-Outs

Each team is awarded 4 thirty second time-outs per game.

Overtime

Two minutes duration, each team allowed one additional time-out of thirty seconds.

Fouls

Five personal fouls per game disqualify a player.

Championship Game

The Championship game will be 4 eight-minute quarters with 3 one-minute time-outs and 2 thirty-second time-outs.

Additional Information

- Each team may need to provide one person for the score table.
- Teams are not permitted to have cheerleaders on the sidelines.
- See the assigned judge for more information.

Rules

For general rules, see the National Federation of High School Associations basketball rules: https://www.nfhs.org/activities-sports/basketball/

If there is a conflict between the NFHSA handbook and the ASCEND Student Convention guidelines, the ASCEND guidelines will have precedence.

TABLE TENNIS SINGLES - MALE (454)
TABLE TENNIS SINGLES - FEMALE (455) ELIMINATION

→ *Performance Events*

Table Tennis Uniforms

Male and Female -Appropriate dark-colored, solid clothing must be worn for all games. The dress codes will be strictly enforced. (see athletic dress codes on pages 15-16 of this manual for male and female.)

The Racket

The racket may be any commercially produced paddle with rubber sheets. The rubber sheets must completely cover the side or sides being used to strike the ball. There can be no holes or damaged portions on the rubber sheets. (Sandpaper, cloth, or bare wooden surfaces are not allowed.)

The Choice of Ends and Service

The choice of ends and the right to be server or receiver in every match shall go to the younger player, provided that if he chooses the right to be server or receiver, the other player shall have the choice of ends, and vice versa. Following the first game, the players then switch sides, and the first server of the game becomes the first receiver of the second game. If a third game is required, the procedure will be the same as the first game.

Warm-Up

Because of limited time, warm-up may be no longer than 2 minutes.

A Game

A game shall consist of 11 points in all preliminary games up to the quarterfinals. From the quarterfinals, the game shall consist of the standard 21 points. If the game becomes tied at 10 or 20 points, the winner of the game shall be the player who first wins two points more than his opponent.

A Match

A match shall consist of the best two of three games to the score of 11 points in all preliminary games up to the quarterfinals. All preliminary games are in single elimination format. From the quarterfinals on, a match shall consist of the best two of three games to the score of 21 points. Losers of quarterfinals matches will fall into another bracket to determine places.

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Coaching is not permitted during a game but may be done between games if it does not delay the next game. Because of the time limitations, play should be continuous.

In the final match, play shall be continuous throughout, except that either opposing player is entitled to claim a repose period of not more than five minutes duration between the second and third games of a three-game finals match. Any other circumstances requiring a delay in play, be it injury, equipment problems, or other, shall be considered and ruled on by the Head Judge.

Rules

For general rules, you should consult those currently adopted by USA Table Tennis at
https://www.teamusa.org/usa-table-tennis/tournaments/rules-of-table-tennis

VOLLEYBALL - FEMALE (456)

Performance Event

- It is recommended that teams learn to play "power volleyball" as opposed to an open-handed "beach ball" type of game.

- Teams may use a libero.

- Each team is responsible to provide one line judge and may need to provide one person for the score table for either the scorebook or scoreboard.

- A good volleyball team is proficient in the bump, set, and spike.

- A powerful serve is not as important as a consistent one. You can't score a point if you don't get the ball over the net.

Team

A team must have a minimum of six members to compete. A team shall consist of six players to begin a match.

Uniforms

Each player is to be identified by a number on the uniform top that is not a duplicate of a teammate's number. A 4-inch number shall be located on the upper front of the uniform top and placed so that the top of the number is no more than 4 inches down from the shoulder seam. The number on the back of the uniform top shall be at least 6 inches high. (Please refer to page 15 for guidelines on attire).

Set and Game

Each game will be the best 2 out of 3 sets. Rally scoring will be used. The first two sets will be the first to 21 (win by 2). The third set will be first to 15 (win by 2). For the championship game, the first two sets will be the first to 25 (win by 2). The third set will be the first to 15 (win by 2).

Playing Area

Before a game begins (and before the third set of a game is necessary to determine the winner of a game), the referee will call for team captains. Choice of serving/receiving will be the winner of the coin toss. The opposite team may choose preferred court side.

Scoring

Rally scoring will be used.

Warm-ups

Each team will receive 5 minutes of personal court time and 2 minutes of joint serving warmup time before their first game. After their first game, warm-up will be 2 minutes of personal court time and 1 minute of shared serve time.

Time-outs

The coach or playing captain shall make requests for time-out only during dead balls but not after the referee has signaled for the next serve. Two 1-minute time outs per team per set will be allowed.

Substitution

The coach may make a request for substitution when the ball is dead. The referee will report the change to the scorer and then signal the substitute to enter the game. The incoming player must take the position in the serving order of the player replaced.

Correct substitution procedure is covered in the National Federation's Volleyball Rules Book. It includes the number of entries a player is allowed; substitution for an injured/ill player before and during a game; and illegal, improper, and abnormal substitutions.

Rotation

When a team loses its serve, the team receiving the serve rotates one position, clockwise.

Rules

For the most recent version of general rules, consult those currently adopted by the National Federation of State High School Associations at https://www.nfhs.org/activities-sports/volleyball/

Read the latest edition of the **National Federation's Volleyball Rules** carefully; many helpful situations are discussed.

However, if there is a conflict between the handbook and ASCEND Student Convention guidelines, the ASCEND guidelines will have precedence.

PICKLEBALL PAIRS - MALE (457)
PICKLEBALL PAIRS - FEMALE (458) ELIMINATION
Performance Events

Pickleball Uniforms

Appropriate dark-colored, solid clothing must be worn for all games. THE DRESS CODE WILL BE STRICTLY ENFORCED. See Athletic dress codes in Section I of these guidelines for male and female.

Pickleball contestants must wear the ASCEND assigned athletic number during competition.

The Paddle

The paddle may be any commercially produced USAPA approved paddle.

Coin Toss

At the start of each game, there will be a coin toss. The winner will elect to choose the option of selecting serve/end/receive OR the option of being the Home Team or Away Team for that match with the following:

If the team chooses option ONE, they can choose to select the end of the court to start that team's game, or they can choose to serve/receive. If they choose to serve/receive, the other team can choose the end. If they choose the end, the other team can choose to serve or receive. If a team chooses to pick serve/end/receive, then the other team will be allowed to choose if they want to be the Home Team or Away Team.

Warm-Up

Because of limited time, warm-up may be no longer than 2 minutes.

A Game

Each game will be played to 11 points (all games must be won by 2 points). Points will only be scored on a serve. Games will have a 20-minute time limit unless a team is not ahead by 2 points. In that scenario, the game will continue until a team is ahead by 2 points.

The serve of odd points will be from the left and even points will be from the right. Players must switch sides after scoring.

Teams will each be allotted 1 one-minute time-out per game.

Any other circumstances requiring a delay in play, be it injury, equipment problems, or other, shall be considered and ruled on by the Head Judge.

Players are responsible to call lines on their end of the court. If a ball cannot be called "out" definitely, it will be called "in." Semi-final games and the finals will have a referee.

For general rules, you should consult those currently adopted by USA Pickleball.
https://usapickleball.org/docs/USA-Pickleball-Official-Rulebook-2023-v2.pdf

A Match

A match shall consist of the best two of three games to the score of 11 points in all preliminary games up to the quarterfinals. All matches are in single elimination format. From the quarterfinals on, a match shall consist of the best three of five games to the score of 11 points.

Coaching is not permitted during a game but may be done between games if it does not delay the next game. Because of the time limitations, play should be continuous.

In the final match, play shall be continuous throughout, except that either opposing player is entitled to claim a repose period of not more than five minutes duration between the second and third games of a three-game finals match.

Rules

For general rules, you should consult those currently adopted by USA Pickleball.
https://usapickleball.org/docs/USA-Pickleball-Official-Rulebook-2023-v2.pdf

GOLF SCRAMBLE (460)

Performance Events

Competition will be a 4-person scramble (male and/or female).

To help with time and flow, each team will be randomly selected to begin on a different hole.

Each foursome will play 9 holes. All members of the group will hit from the tee. The team will then select the best drive. From that point, all members of the group will hit a second shot. Again, the team will select the shot providing the most advantageous lie. This procedure will continue until the ball is holed out. Only one score per hole per team is to be recorded. **Scorecards must be signed, attested, and turned in at the conclusion of the round.**

A player's lie may be improved by one club length (no closer to the hole) through the green with the exception of hazards. For example, if you elect to play a ball from a sand trap, the player whose ball you have chosen to play must play the ball as it lies and then the other team members will be allowed to place the ball (no closer to the hole). Once players have reached the green, the ball may not be placed to improve a player's lie (must be placed at spot where it lies).

All putts must be holed out. **No gimmies.**

No Mulligans.

In the event of a tie in score, a hole's number will be drawn at random and the team recording the lowest score on that hole will be declared the winner. In the event the score is still tied, a progression will begin from that hole until the tie is broken. For example, if hole number 6 is drawn and the score is still tied, scores on hole number 7 will be used to break the tie, and so on.

MUSIC DIVISION

Please refer to the Appearance and Platform Guidelines before preparing for this division.

OFFICIAL STATEMENT OF ACCEPTABLE MUSIC FOR ASCEND STUDENT CONVENTION COMPETITION

ASC desires to have the highest quality music competition possible. The intent of music competition is to encourage students to apply their musical talents to Christian values. Competition arrangements are to be Christian, patriotic, or traditional classical (traditional classical music from the 1700-1800s) rather than secular. Music must be appropriate for a typical Apostolic church service or program.

ASCEND does not necessarily endorse music performed during competition. A panel of judges selected to evaluate contestant compliance with criteria on the judges' form without prejudice toward a particular style of Christian music will judge competition entries.

GUIDELINES

- **All copies of music must have a cover sheet clearly labeled with the following information: song title, song writer, contestant's name, school name, and school address.**

- Three copies of the Judge's forms, properly filled out, must be given to the judges prior to performance.

- For music selection, follow guide above. When selecting music for vocal music competition, careful attention should be given to level of difficulty. **Songs with too much unison or lack of distinct, individual parts do not usually place well**. All members (duet, trio, quartet, etc.) or sections (ensemble, choir) should demonstrate an ability to "carry" their individual parts with proper pitch, tone, and blend.

- Three copies of the arrangement, as performed, must be given to the judges before a performance. Music must be performed exactly as it appears on the score. If there are changes to music, the changes must be written in. (Example: if music is played or sung in a different key than it's written in, music does not need to be rewritten; however, the new key must be written at the top of the music page.) The judges must receive copies of the corrected/changed scores.

EXCEPTIONS:

- o The **Free Style Solo, Free Style Duet, Choir, Small Ensemble, and Large Ensemble** categories are not required to present sheet music for their performance. **However, they must provide 3 copies of a lead sheet showing the chords of the song and all the words to the song.** Please list the order you are doing the song in (i.e. verse 1, chorus, verse 2, chorus (repeat twice), bridge, chorus, etc.).

- o The **Free Style Piano, Free Style Acoustic Guitar, Free Style Bass, Free Style Electric Guitar, Free Style Instrumental**, and **Free Style Worship Band** categories are not required to present sheet music for their performance. **However, they must provide 3 copies of a lead sheet showing the chords of the song and all the words to the song.** Please list the order you are doing the song in (i.e. verse 1, chorus, verse 2, chorus (repeat twice), bridge, chorus, etc.).

- Vocal contestants may sing acapella, be accompanied by an adult, sponsor, student (of Convention age) playing a piano supplied by the Convention, or use accompaniment recording. Accompaniment recordings may be piano only or a professionally orchestrated soundtrack.

- One piano will be provided.

- All other instruments must be provided by the performing school.

- No electrical instruments or amplification may be used, except for Free Style Bass, Free Style Electric Guitar, and Free Style Worship Band

- A student may not use the same song two years consecutively in the same event if he/she (or group) placed in the top three places at ASCEND Student Convention the previous year with that song in that event.

- In some categories, competition is divided between male and female contestants. Where designated, schools may have groups made up of males, females, or both.

- **Important:** See Appearance and Platform Guidelines for poise and appearance.

- All vocal music is to be memorized.

- Instrumental music does not have to be memorized.

- There should be a pre-selected spokesman for each group who will introduce the group, the school represented, and the title of the song to be performed. (This is not counted against performance time.)

VOCAL MUSIC

→ ***Performance Events***

TIME LIMIT FOR ALL VOCAL COMPETITION IS 5 MINUTES

MALE TRADITIONAL SOLO – AGES 12-15 (501)
MALE TRADITIONAL SOLO – AGES 16+ (502)
FEMALE TRADITIONAL SOLO – AGES 12-15 (503)
FEMALE TRADITIONAL SOLO – AGES 16+ (504)

Traditional Vocal Solo Judging Criteria (CF70)

AREAS OF EVALUATION / POSSIBLE POINTS

Appearance and Stage Presence
- Posture - Upright look / not slumped / **3**
- Eye contact - Scanned the audience - not stared / **3**

Interpretation
- Memory – Lyrics / **3**
- Tempo - Flowing / not too fast or too slow / **3**
- Intensity - Too weak, too strong, not enough power, etc. / **4**
- Style - Presentation in context / **4**
- Phrasing - The feeling of motion or rest / **4**
- Climax - Handled well / **4**
- Dynamics - Volumes changed correctly / **4**
- Communication - Did they deliver the message well / **3**
- Word emphasis - Each word received right emphasis / **4**

Musicianship
- Projection - Each part of the music could be heard / **5**
- Proper diction - Correctly pronounced, articulated, enunciated / **5**
- Proper breathing - Breathed at the right places, the right way / **5**
- Correct rhythm/notes - Performed like the printed page / **8**
- Tone quality - Full rich sound / **7**
- Intonation - Correct pitch / **7**

Appropriateness of selection
- Degree of difficulty - Complexity of melody / **7**
- Vocal Range - How wide a range is required, one/two octave / **7**
- Vocal Style – Matches song style / **5**

Proper documentation submitted / 5

TOTAL POINTS / 100

MALE FREE STYLE SOLO – Ages 12-15 (505)
MALE FREE STYLE SOLO – Ages 16+ (506)
FEMALE FREE STYLE SOLO – Ages 12-15 (507)
FEMALE FREE STYLE SOLO – Ages 16+ (508)

Free Style Vocal Solo Judging Criteria (CF106)

AREAS OF EVALUATION / POSSIBLE POINTS

Appearance and Stage Presence
- Posture - Upright look / not slumped / **3**
- Eye contact - Scanned the audience - not stared / **3**

Interpretation

- Memory – Lyrics / **3**
- Tempo - Flowing / not too fast or too slow / **3**
- Intensity - Too weak, too strong, not enough power, etc. / **4**
- Style – Appropriate runs/licks added; presentation in context / **8**
- Climax - Handled well / **4**
- Dynamics - Volumes changed correctly / **4**
- Communication - Did they deliver the message well / **4**
- Word emphasis - Each word received right emphasis / **4**

Musicianship
- Projection - Each part of the music could be heard / **5**
- Proper Diction - Correctly pronounced, articulated, enunciated / **5**
- Proper Breathing - Breathed at the right places, the right way / **5**
- Control - Proper use and execution of licks/tricks / **7**
- Tone Quality - Full rich sound / **7**
- Intonation - Pitch in tune / **7**

Appropriateness of selection
- Degree of Difficulty - Complexity of melody / **7**
- Vocal Range - How wide a range is required, one/two octave / **7**
- Vocal Style - Matches Song style / **5**

Proper documentation submitted / 5

TOTAL POINTS / 100

FREE STYLE MALE DUET (509)
FREE STYLE FEMALE DUET (510)
FREE STYLE MIXED DUET (511)

There are three different entries available in the duet category: male, female, and mixed. **NOTE: This must include harmony in the singing.**

Free Style Group Vocal Music Judging Criteria (CF 76)

AREAS OF EVALUATION / POSSIBLE POINTS

Appearance and Stage Presence
- Posture - Upright look / not slumped / **3**
- Eye contact - Scan the audience - not stared / **3**

Interpretation
- Memory – Lyrics / **3**
- Tempo - Flowing / not too fast or too slow / **3**
- Intensity – Not too weak, not too strong, not enough power, etc. / **4**
- Style – Runs and licks added/presentation in context / **8**
- Climax - Handled well / **4**
- Dynamics - Volumes changed correctly / **4**
- Communication - Correctly pronounced, articulated, enunciated / **4**
- Word Emphasis - Each word received right emphasis / **4**

Musicianship
- Projection - Each part of the music could be heard / **5**
- Proper Breathing - Breathed at the right places, the right way / **5**
- Control – Proper use and execution of licks/tricks **/ 7**
- Tone Quality - Full rich sound / **7**
- Intonation - Pitch in tune for solos or groups / **5**
- Balance of voices - All parts can be heard / **7**

Appropriateness of Selection
- Harmony - Balance in the use of Vocal Parts vs. Unison (Unison is OK in verses, but group harmony should be projected in all other parts of the song.) / **5**
- Degree of Difficulty - Complexity of melody / **7**
- Vocal Range - How wide a range is required, one/two octave / **7**

Proper documentation submitted / 5

TOTAL POINTS / 100

TRADITIONAL MALE TRIO (512)
TRADITIONAL FEMALE TRIO (513)
TRADITIONAL MIXED TRIO (514)

There are three different entries available in the trio category: male, female, and mixed. **NOTE: This must include three-part harmony in both the written music and in the singing.**

TRADITIONAL MALE QUARTET (515)

TRADITIONAL FEMALE QUARTET (516)

TRADITIONAL MIXED QUARTET (517)

There are three different entries available in the quartet category: male, female, and mixed. **NOTE: This must include four-part harmony in both the written music and in the singing.**

Traditional Small Group Vocal Music Judging Criteria (CF105)

AREAS OF EVALUATION / POSSIBLE POINTS

Appearance and Stage Presence
- Posture - Upright look / not slumped / **3**
- Eye contact - Scan the audience - not stared / **3**

Interpretation
- Memory – Lyrics / **3**
- Tempo - Flowing / not too fast or too slow / **3**
- Intensity - Too weak, too strong, not enough power, etc. / **4**
- Style - Presentation in context / **4**
- Phrasing - The feeling of motion or rest / **4**
- Climax - Handled well / **4**
- Dynamics - Volumes changed correctly / **4**
- Communication - Correctly pronounced, articulated, enunciated / **4**
- Word Emphasis - Each word received right emphasis / **4**

Musicianship
- Projection - Each part of the music could be heard / **5**
- Proper Breathing - Breathed at the right places, the right way / **5**
- Correct Rhythm/notes - Performed like the printed page / **5**
- Tone Quality - Full rich sound / **7**
- Intonation - Pitch in tune for solos or groups /**7**
- Balance of voices - All parts can be heard / **7**

Appropriateness of Selection
- Harmony - Balance in the use of Vocal Parts vs. Unison (Unison is OK in verses, but group harmony should be projected in all other parts of the song.) / **5**
- Degree of Difficulty - Complexity of melody / **7**
- Vocal Range - How wide a range is required, one/two octave / **7**

Proper documentation submitted / 5

TOTAL POINTS / 100

FREE STYLE VOCAL SMALL ENSEMBLE – 5-12 Contestants (518)

There can be only **one school entry** under the designation "Small Ensemble." Your ensemble may be male, female, or mixed, but it will be judged with all the other small ensembles. It may have an adult directing. If a student plays accompaniment, he/she is not included in the 12 total allowable contestants.

FREE STYLE VOCAL LARGE ENSEMBLE – 13-19 Contestants (519)

There can be only **one school entry** under the designation "Large Ensemble." Your ensemble may be male, female, or mixed, but it will be judged with all other large ensembles. It may have an adult directing. If a student plays accompaniment, he/she is not included in the 19 total allowable contestants.

FREE STYLE CHOIR – 20 and Up Contestants* (520)

There can be only **one school entry** under the designation "Choir." It may be male, female, or mixed, but it will be judged with all other choirs. It may have an adult director. If student plays accompaniment, he/she is not included in the total allowable contestants.
(*The adult director is not considered a contestant.)

Note: Contestants may not use sound equipment during competition. Vocals selected to perform in church service will be provided with appropriate microphones.

Free Style Duet/Group Vocal Music Judging Criteria (CF 76)

AREAS OF EVALUATION / POSSIBLE POINTS

Appearance and Stage Presence
- Posture - Upright look / not slumped / **3**
- Eye contact - Scan the audience - not stared / **3**

Interpretation
- Memory – Lyrics / **3**
- Tempo - Flowing / not too fast or too slow / **3**
- Intensity - Too weak, too strong, not enough power, etc. / **4**
- Style – Runs and licks added/presentation in context / **8**
- Climax - Handled well / **4**
- Dynamics - Volumes changed correctly / **4**
- Communication - Correctly pronounced, articulated, enunciated / **4**
- Word Emphasis - Each word received right emphasis / **4**

Musicianship
- Projection - Each part of the music could be heard / **5**
- Proper Breathing - Breathed at the right places, the right way / **5**
- Control – Proper use and execution of licks/tricks **/ 7**
- Tone Quality - Full rich sound / **7**
- Intonation - Pitch in tune for solos or groups / **5**
- Balance of voices - All parts can be heard / **7**

Appropriateness of Selection
- Harmony - Balance in the use of Vocal Parts vs. Unison (Unison is OK in verses, but group harmony should be projected in all other parts of the song.) / **5**
- Degree of Difficulty - Complexity of melody / **7**
- Vocal Range - How wide a range is required, one/two octave / **7**

Proper documentation submitted / 5

TOTAL POINTS / 100

INSTRUMENTAL MUSIC

⟹ *Performance Events*

TIME LIMIT FOR ALL INSTRUMENTAL COMPETITIONS IS 5 MINUTES

SOLO – TRADITIONAL PIANO – MALE (560)
SOLO – TRADITIONAL PIANO - FEMALE (561)

DUET – TRADITIONAL PIANO (562)
Two people playing the same piano or two pianos. (Pianos will be supplied by Convention.)

Traditional Piano Judging Criteria (CF72)

AREAS OF EVALUATION / POSSIBLE POINTS

- Appearance and deportment / **5**
- Difficulty / **10**

Musical features

- Accuracy and precision / **10**
- Phrasing / **10**
- Rhythm / **10**
- Pedaling / **10**
- Tempo / **10**
- Dynamics and performance indications / **10**
- Smoothness of execution / **10**
- Conveys the spirit of the music / **10**

Proper documentation submitted / **5**

SOLO - FREE STYLE PIANO - MALE (563)
SOLO - FREE STYLE PIANO - FEMALE (564)

Free Style Piano Judging Criteria (CF522)

AREAS OF EVALUATION / POSSIBLE POINTS

- Appearance and deportment / **5**

130

- Difficulty / **10**

Musical features

- Melody--clearly heard / **10**
- Phrasing and pedaling/ **10**
- Rhythm / **10**
- Freestyle runs and licks added / **15**
- Tempo / **5**
- Dynamics and performance indications / **10**
- Smoothness of execution; proper runs and licks / **10**
- Conveys the spirit of the music / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

SOLO – TRADITIONAL WOODWIND (567)

SOLO – TRADITIONAL STRING PLUCKED (568)
Harp, classical guitar, banjo, mandolin

SOLO – TRADITIONAL STRING BOWED (569)
Violin, viola, cello, string bass

SOLO – TRADITIONAL BRASS (570)

SOLO - TRADITIONAL MISCELLANEOUS (571)
Includes such instruments as accordion, marimba, xylophone, handbells, bagpipe, etc. Amplified instruments are not permitted. Accompaniment is limited to piano.

DUET – TRADITIONAL INSTRUMENTAL (572)
An Instrumental Duet is a combination of any two different instruments (woodwind, string, brass, etc.) played together with or without accompaniment. Piano accompaniment is permissible and may or may not be counted as one of the two instruments. If piano is accompaniment only, please note such on the Judge's Form (e.g., two guitars playing two separate parts with piano accompaniment, one guitar and piano playing separate parts).

TRIO – TRADITIONAL INSTRUMENTAL (573)
An Instrumental Trio is a combination of any three different instruments (woodwind, string, brass, etc.) played together with or without accompaniment. Piano accompaniment is permissible and may or may

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not be counted as one of the three instruments. If piano is accompaniment only, please note such on the Judge's Form.

QUARTET – TRADITIONAL INSTRUMENTAL (574)

An Instrumental Quartet is a combination of any four instruments (woodwind, string, brass, etc.) played together with or without accompaniment. Piano accompaniment is permissible and may or may not be counted as one of the three instruments. If piano is accompaniment only, please note such on the Judge's Form.

Traditional Instrumental Music (excluding Small and Large Ensemble and all Free Style Instrumental) Judging Criteria (CF71)

AREAS OF EVALUATION / POSSIBLE POINTS

Tone
- Beauty/clarity/color / **8**
- Strength, control, embouchure, intonation / **8**

Technique and musicianship
- Meter / **4**
- Melody / **4**
- Fingering and hand positions / **4**
- Accents / **4**
- Precision and Accuracy / **13**
- Slurs / **4**
- Bowing (strings), tonguing (wind instruments) / **4**
- Attacks / **4**
- Cutoffs / **4**

Interpretation
- Tempo / **4**
- Style / **4**
- Phrasing / **4**
- Dynamics / **4**

Presentation
- Deportment / **3**
- Posture / **3**
- Balance and integration of accompaniment / **4**

Selection

- Message/ministry – Does it minister to the listener as performed? / **4**
- Degree of difficulty / **4**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

SOLO - FREE STYLE INSTRUMENTAL

The free style instrumental category is designed to allow instrumental players to showcase their creativity, technical skills, and musical expression. This category emphasizes the musician's ability to incorporate diverse techniques, and showcase their own unique playing style to deliver a captivating performance.

In this category, a musician may play solo or have accompaniment. If accompaniment is used, it should be limited to a piano, or a prerecorded sound track. While the melody should be prevalent in the performance, times of harmonization and different musical techniques are encouraged.

Students must include a lead sheet with chords and the order the song will be played in (i.e., verse 1, chorus, verse 2, chorus two times, bridge, chorus) for all instrumental free style categories.

SOLO – FREE STYLE WOODWINDS (575)

SOLO – FREE STYLE STRING PLUCKED (576)

SOLO – FREE STYLE STRING BOWED (577)

SOLO – FREE STYLE BRASS (578)

Free Style Instrumental Music (excluding Free Style Worship Band) Judging Criteria (CF 528)

AREAS OF EVALUATION / POSSIBLE POINTS

- Appearance and deportment / **5**
- Difficulty / **10**

Musical features

- Melody--clearly heard / **10**
- Intonation/style (bowing, tonguing, pitch, breathing)/ **10**
- Rhythm / **10**
- Freestyle runs and licks added / **15**
- Tempo / **5**
- Dynamics and performance indications / **10**
- Smoothness of execution; proper runs and licks / **10**
- Conveys the spirit of the music / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

SOLO – FREE STYLE ACOUSTIC GUITAR – (579)

The free style acoustic guitar category is designed to allow acoustic guitar players to showcase their creativity, technical skills, and musical expression. This category emphasizes the player's ability to incorporate diverse techniques and showcase their own unique playing style to deliver a captivating performance.

In this category, an acoustic guitar player can play their acoustic guitar with or without accompaniment. If accompaniment is used, make sure that it does not detract from the solo.

Students must include a lead sheet with chords and the order the song will be played in (i.e., verse 1, chorus, verse 2, chorus two times, bridge, chorus) for all instrumental free style categories.

Free Style Acoustic Guitar Judging Criteria (CF 523)

AREAS OF EVALUATION / POSSIBLE POINTS

- Appearance and deportment / **5**
- Difficulty / **10**

Musical features

- Melody--clearly heard / **10**
- Strumming / **10**
- Rhythm / **10**
- Variety of freestyle runs and licks added / **15**
- Tempo / **5**
- Dynamics and performance indications / **10**
- Smoothness of execution; proper runs and licks / **10**
- Conveys the spirit of the music / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

SOLO – FREE STYLE BASS GUITAR (580)

The free style bass guitar category is designed to allow bass players to showcase their creativity, technical skills, and musical expression. This category emphasizes the player's ability to incorporate diverse techniques and showcase their own unique playing style to deliver a captivating performance.

In this category, a bass player can play their bass with or without accompaniment. If accompaniment is used, make sure that it does not detract from the solo. Players are free to use effect pedals, loop stations, or other equipment as long as the bass guitar remains the central instrument.

Students must include a lead sheet with chords and the order the song will be played in (i.e., verse 1, chorus, verse 2, chorus two times, bridge, chorus) for all instrumental free style categories.

Amplified instruments are permitted in this event.

Free Style Bass Guitar Judging Criteria (CF 524)

AREAS OF EVALUATION / POSSIBLE POINTS

- Appearance and deportment / **5**

- Difficulty / **10**

Musical features

- Fingerings / **10**
- Rhythm / **10**
- Variety of freestyle runs and licks added / **20**
- Tempo / **10**
- Dynamics and performance indications / **10**
- Smoothness of execution; proper runs and licks / **10**
- Conveys the spirit of the music / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

SOLO – FREE STYLE ELECTRIC GUITAR (581)

The free style electric guitar category is designed to allow electric guitar players to showcase their creativity, technical skills, and musical expression. This category emphasizes the player's ability to incorporate diverse techniques and showcase their own unique playing style to deliver a captivating performance.

In this category, an electric guitar player can play their electric guitar with or without accompaniment. If accompaniment is used, make sure that it does not detract from the solo. Players are free to use effect pedals, loop stations, or other equipment as long as the electric guitar remains the central instrument.

Students must include a lead sheet with chords and the order the song will be played in (i.e., verse 1, chorus, verse 2, chorus two times, bridge, chorus) for all instrumental free style categories.

Amplified instruments are permitted in this event.

Free Style Electric Guitar Judging Criteria (CF 525)

AREAS OF EVALUATION / POSSIBLE POINTS

- Appearance and deportment / **5**
- Difficulty / **10**

Musical features

- Melody--clearly heard / **10**
- Fingerings / **10**
- Rhythm / **10**
- Variety of freestyle runs and licks added / **15**
- Tempo / **5**
- Dynamics and performance indications / **10**

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- Smoothness of execution; proper runs and licks / **10**
- Conveys the spirit of the music / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

SMALL TRADITIONAL INSTRUMENTAL ENSEMBLE - 5-10 Contestants (582)

This category allows 5-10 contestants with any variety of instruments to compete. The time limit for the entire setup and performance will be twenty (20) minutes. There may be an adult directing. Piano accompaniment is permitted and may or may not be counted as one of the instruments. If piano is accompaniment only, please note such on the Judge's Form.

There can only be **one entry from each school** in this category.

LARGE TRADITIONAL INSTRUMENTAL ENSEMBLE – 11+ Contestants (583)

This category allows 11+contestants with any variety of instruments to compete. The time limit for the entire setup and performance will be twenty (20) minutes. There may be an adult directing. Piano accompaniment is permitted and may or may not be counted as one of the instruments. If piano is accompaniment only, please note such on the Judge's Form.

There can only be **one entry from each school** in this category.

Traditional Small and Large Instrumental Ensemble Judging Criteria (CF74)

AREAS OF EVALUATION / POSSIBLE POINTS

Tone
- Beauty/clarity/color / **8**
- Strength, control, and intonation / **8**

Technique and musicianship
- Meter / **4**
- Melody / **4**
- Accents / **4**
- Precision and Accuracy/ **8**
- Slurs / **4**
- Bowing (strings), tonguing (wind instruments) / **4**
- Attacks / **4**
- Cutoffs / **4**

Interpretation
- Tempo / **4**
- Style / **4**
- Phrasing / **4**
- Dynamics / **4**

Presentation
- Deportment / **3**
- Posture / **3**
- Balance of instruments / **7**

Selection
- Message/ministry – Does it minister to the listener as performed? / **4**
- Degree of difficulty / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

FREE STYLE INSTRUMENTAL WORSHIP BAND – 3-7 Contestants (584)

A free style worship band is a group of musicians dedicated to leading worship through instrumental music. The melodies, harmonies, and rhythms crafted by the band are designed to usher the congregation into a contemplative, meditative, or celebratory experience of God's presence.

This category may consist of three to seven students from the same school, each playing an individual instrument. Judging will be based upon the ability of these students to create a balanced blend of instruments, styles, and techniques to create an atmosphere conducive to praise and worship.

There can be only **one free style worship band entry** from a school

Free Style Instrumental Worship Band Judging Criteria (CF 526)

AREAS OF EVALUATION / POSSIBLE POINTS

- Appearance and deportment / **5**
- Difficulty / **10**

Musical features

- Melody--clearly heard / **10**
- Balance of instruments / **10**
- Rhythm / **10**
- Appropriate runs and licks added / **15**
- Tempo / **5**
- Dynamics and performance indications / **10**
- Smoothness of execution / **10**
- Conveys a spirit of worship / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

HANDBELL/HAND CHIME TRADITIONAL CHOIR – 5-18 contestants (585)

There may be an adult directing. Piano accompaniment is permitted but is not counted in the number of contestants.

Handbell/Hand Chime Choir Judging Criteria (CF73)

AREAS OF EVALUATION / POSSIBLE POINTS

- Approach/departure / **5**
- Musicianship / **10**
- Appearance/poise / **5**
- Interpretation / **10**
- Blend—how bells/chimes are struck together / **10**
- Appropriateness of selection / **10**
- Rhythmic accuracy / **20**
- Tone—consistency of strike, form / **10**
- Technique—damp, trills, vibrato, etc. / **15**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

PREPARING FOR CONVENTION - INSTRUMENTAL MUSIC

TONE QUALITY

General

Beauty of Tonal Color

Each instrument or ensemble group possesses a unique characteristic tone quality (color). Performers are expected to achieve this tonal color in performance. Listen to quality recordings of professionals and strive to match their tonal color as you play. Do not emulate the tonal production of jazz performers or stage bands, or the projection of performers in marching bands. Listen to classical soloists or chamber groups to develop a refined sound. Poor tone quality is usually an indication of improper air concepts on winds, poor bow control on strings, or improper stroking on percussion instruments.

Control and Stability
These terms refer to evenness of tone and ease of tonal production. These are best achieved ~ by daily, thoughtful practice of long tones and scales throughout the instrument's range over a long period of time. Be prepared to spend many years of consistent practice developing control and stability of a beautiful tonal color.

Solo

Range Development
Choose a solo that demonstrates your full note range. Solos that require tones that are too high or low, and solos that do not demonstrate the performer's full range should be avoided or modified.

Embouchure (Winds)
The embouchure (lip and jaw function) should work freely to allow the air stream *to* cause a proper vibration. Secure the services of a professional private instructor to develop proper embouchure habits.

Ensemble

Balance of Parts
Keep in mind that the melody line must predominate, and that accompanying parts must present a unified foundation for the melody whenever it is present.

Group Blend
Blend the voices of the ensemble so that they present a unified tonal color, one that is characteristic for the type of group that you are presenting. Strive to develop a classical chamber sound.

INTERPRETATION AND MUSICIANSHIP

Phrasing

This element, more than any other, separates maturity levels in performance. Only a small percentage of the dynamic and tempo variations are actually indicated in the score. Identify each phrase. Then, identify the highest point of intensity within each phrase. Finally, use the tools of expression, tempo, and dynamics to enhance that point of intensity within each phrase.

Expression, Tempo, Dynamics, and Spirit

Strive to present the emotional intent of the composer/arranger, and the spiritual qualities of the song's message (when applicable).

Tradition

Some pieces, especially sacred classics, require some understanding of the musical period during which they were written (Renaissance, Baroque, etc.). Listen to several professional recordings of your piece and other similar pieces from that musical period, then match the traditional styles that you hear on the recordings.

TECHNIQUE

General (All Instruments)

Demonstrated Fluency and Overall Technical Ability

Choose a piece that emphasizes your strengths. Fluency refers to technical freedom on the instrument. Many years of faithful practice under the direction of a good teacher are required to develop fluency and a wide-ranging technical ability.

Articulations/Fingering/Hand Positions/Posture
Specific (Instrument Categories)

Bells and Chimes

Efficiency of stroke technique/Individual stroke consistency/Group stroke consistency, choose the stroke patterns that produce the styles and expressions that the piece requires. Then practice those patterns carefully under the watchful eye of an instructor to develop consistency. Remember-PRACTICE MAKES PERMANENT.

Mallets

Hand positions/Wrist Technique/Stroke Placement on Bars or Strings
A private instructor will be necessary to develop proper hand positions and wrist technique. The goal is to be able to play easily and efficiently. Each bar or string possesses a live spot or a heart which produces the optimum sound for that instrument. Bars also possess a secondary spot that may be utilized for efficiency of movement during fast passages. Learn these spots and practice slowly until you can strike the string or bar on its live spot every time.

Strings

Bowing Choice and Execution
While some bowings are marked, most require a decision on the part of the player. Secure the services of a private instructor or a professional teacher to assist with bowing decisions. Bowing decisions will affect many other areas of your performance.

Winds

Breath Control and Tonguing
Proper breath control is evidenced by pure tone quality and freedom in performing many styles of articulations (slurs, staccatos, and a wide variety of accents) at every conceivable dynamic level. The tongue can only produce proper articulations within the context of a well-controlled stream of air.

RHYTHM

Precision

Rhythmic precision refers to the accurate execution of each written rhythmic figure. Any variation to the written rhythms should be noted on every judge's copy.

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Meter

Each time signature receives its own characteristic pulsation within every measure. This pulsation seldom varies throughout the piece unless it is interrupted by special articulations. The performer must learn the metrical pattern of each time signature so that the pulsation and variations in that pulsation can achieve the intended effects.

Rhythmic Figure Interpretation

Not only is rhythmic precision important, but it is also important to achieve the interpreted style of unique rhythmic figures. For instance, in a march the dotted eight and sixteenth figure must be treated differently than that same figure when it is found in a fanfare. Likewise, a triplet across two beats is likely to be performed two different ways in a classical minuet and in a lullaby. It is also likely to be treated differently at the height of a phrase than at the end of a musical section. Again, listen to recordings and secure the assistance of a professional instructor to assist in this area.

Accents

Give special attention to every accent (both written accents and accents that are implied by the metre). There are several types of accents, and each style of piece requires is own special treatment of accents. Also, accents are performed at different intensities depending on the dynamic level at the time.

INTONATION

Winds and Strings

Individual (Solo/Group/Ensemble)
Winds must be aware that many notes on even the most carefully manufactured instruments are out of tune. These tones must be found (a portable tuner is a great help) and humored into tune. String players must learn accurate pitch placement and must adjust out-of-tune pitches quickly. Groups must practice slowly and carefully to achieve unity of pitch. Practice unison or octave scales in pairs, carefully tuning every tone before moving on, to develop good group intonation skills.

Pre-tuned Instruments in Lieu of Intonation (Bells, Chimes, and Mallets)

Execution/Consistency/Stability of Stylistic and Dynamic Contrasts
Every consecutive percussive stroke at a dynamic level must achieve a consistent volume level. Also, consecutive strokes in a crescendo or decrescendo must produce smooth dynamic variation.

Correct Choice of Mallets' for Each Style/Dynamic (Mallets)
Mallets come in many different materials and tensions to produce different tone qualities and dynamics. Most performances benefit when the mallets are selected according to the musical needs.

PRESENTATION

Suitability to Ability

Choose a piece that clearly shows your ability, keeping in mind that a piece does not need to be difficult to be musically excellent and to minister to fellow believers.

Suitability to Musical Style

Follow the suggested guidelines carefully. Keep in mind that the music itself will develop an atmosphere. That atmosphere should be consistent with the spirit of the song and the spirit of the service in which the piece is being played.

Stage Presence (Soloist)/Stage Appearance (Ensemble)

Soloists should try to present a spirit of quiet confidence. (Hint: the more you practice; the more confident you will be.) Simply concentrate on the music. Ensembles should try to sit or stand in an attractive formation. Give each instrument plenty of room. Take whatever time is needed to set up your performance area to give an attractive and orderly appearance. Do not look at the judges or audience while singing. You may look at each other if doing so enhances musical communication and performance. Develop a simple, silent, hidden (if possible) starting signal.

Entrance/Exit

Take some time to develop an orderly entrance and exit. Look positive from the time that you enter the performing area to the time that you leave.

Clothing

Follow ASCEND guidelines regarding platform attire. A special uniform for large groups lends much to the overall effect of the presentation.

Time Limit

Time your piece when you are selecting it. Choose a piece that fits easily into the time limit (5 minutes). Cuts and tempo variations to make the time limit are often quite distracting.

Hints From the Music Judges

Most of the music judges' comments deal with intonation and rhythmic accuracy, that is, the ability to sing and play on pitch and to perform the music exactly as written, giving all value to each note and

dynamic marking. While poise, polish, and appearance contribute to a good performance, nothing can compensate for failures in intonation or rhythm, which are the heart of musicianship.

Vocalists can improve their ability to sing on pitch by practicing good support. Instrumentalists need to practice proper playing with deep breathing, good embouchure, correct fingering, etc.

The accompaniment is a vitally important part to a musical entry, so be sure the ability of the accompanist or the quality of the recording is as high as possible. The accompanist may improvise to enhance the performance, if desired.

CAUTION: Choose music that is not overly difficult for the experience and capabilities of the singer or player. It is better to choose music that is simpler than to attempt to perform music that is beyond the reach of the student.

MUSIC PRACTICE CHECK LIST

This form is not a required form by any means.
It is provided in this manual as an aid to help students.

Student's Name	
Category	
Song Title	

	Supervisor	Student

Definitions and helps to consider:

I. **Tone** - The pure clear sound of a pitch

    A.   Beauty (intonation) a sound that is the correct pitch   _____   _____

        (beautiful and pleasant to hear)

    B.   Color - the brilliance of tone with variety   _____   _____

    C.   Strength and Control - both restraint and power   _____   _____

II. **Accuracy -** The correct notes and timing

    A.   Meter - the unit of a rhythmic pattern (3/4, 4/4, 6/8, etc.)   _____   _____

    B.   Chords - the putting together of tones (they should be pleasant)   _____   _____

    C.   Accents - to emphasize (play or sing louder) a note or group of notes   _____   _____

    D.   Precision-specifically accurate, strictly as the music indicates   _____   _____

III. **Articulation -**The playing or pronouncing with understandable sound

    A.   Slurring - connecting notes smoothly   _____   _____

    B.   Bowing (strings) - making sounds clearly with a bow   _____   _____

    C.   Embouchure (wood instruments) the correct lip or mouth position   _____   _____

D.   Fingering - the right finger on the right note or in the right position   _____   _____

E.   Ensemble - the clarity of the combined sounds   _____   _____

F.   Attacks - the starting sound without NOISE   _____   _____

G.   Cut-offs - the quality of the ending part of the sound   _____   _____

H.   Clarity - especially the words: **understandable, vowels and consonants produced accurately.**   _____   _____

IV. **Interpretation -** The expression of the message during the performance

A.   Tempo-the speed of the song that best fits that selection   _____   _____

B.   Style-the kind of music, march, soft hymn, etc.   _____   _____

C.   Phrasing-expressing a FEELING created by the way a group of notes is played, **excitement, calmness, sadness, changes coming faster or slower**   _____   _____

D.   Dynamics - the overall changing of volume: louds, softs, etc.   _____   _____

V. **Presentation -** The act of performing a musical piece for a person or group

A.   Musicianship - the quality and flow of the selection   _____   _____

B.   Deportment - the actions or gestures from the second the student is visible, during the performance, and while leaving the area   _____   _____

C.   Posture - the physical stance and position of body, feet, shoulders, and hands of the performer   _____   _____

VI. **Appropriateness of Selection** - Stated in the OFFICIAL STATEMENT OF ACCEPTABLE MUSIC

Revised December 2025

PERSUASIVE/DRAMATIC DIVISIONS

GUIDELINES FOR ALL PERSUASIVE/ DRAMATIC

- Refer to Appearance and Platform Guidelines in this manual before preparing for this division.

- Students who attain their sixteenth birthday by the week of the Convention must participate in the 16+ age events.

- Three copies of the outline, script, speech, sermon outline, play, song, or story must be brought to Convention. Each copy is to be in a clear plastic folder with the title, author (if using another's work), student's name, school name, and address visible on the front of EACH copy.

- Persuasive and Dramatic entries are judged electronically. Printed judge forms are not needed.

- All authors/writers for all Persuasive/Dramatic scripts must be given proper credit.

- A student may not enter the same content in a Persuasive/Dramatic event that they performed in a prior year. (They may do a poetry recitation each year but may not present the same poem.)

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Hints from Dramatics Judges

In public speaking, the key word is CONVINCING! Whether you present a dramatic monologue, a famous speech, or a recitation, your task is to convince the listener that these are your words, your thoughts, and your feelings. If you are portraying a specific character, you should make the audience believe you really are that person. Many factors contribute to a convincing performance: costuming (if allowed), gestures, posture, voice inflection, and emotion. Match each carefully to your script and character.

Perhaps the most frequent comments from the judges deal with "emotion." Emotion should be carefully balanced. If you portray too little emotion, your performance will appear bland and colorless. If you portray too much emotion, you will appear harsh, phony, and overbearing. Be careful that your emotion does not detract from clear, crisp, easily understood diction.

The key: preparation and practice! Practice in front of a mirror and use every opportunity to perform before others.

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FAMOUS SPEECH – Ages 12-15 (600)
FAMOUS SPEECH – Ages 16+ (601)

→ *Performance Event*

The contestant chooses a speech, sermon, or article written or delivered by another person, usually of public significance.

GUIDELINES

- Male contestants must present speeches, sermons, or articles originally given by men. Female contestants must present speeches, sermons, or articles originally given by women.

- In the event that a selection would exceed the event time limit if delivered in its entirety, the contestant should choose an excerpt to present in competition. The excerpt must be presented exactly as delivered by the original speaker.

- The contestant is not allowed to edit the excerpt in his/her own words. The excerpt must be within the time limit.

- Suggested speakers for male contestants: George Washington, Patrick Henry, Jonathan Edwards, William Jennings Bryan, Charles H. Spurgeon, J. Harold Smith, General Douglas MacArthur, Winston Churchill, Ronald Reagan, S. M. Lockridge, Jess Hill, Charlie Mims, Johnny Johnson.

- No singing allowed during the speech.

- The speech is to be memorized.

- Contestant may wear costume but <u>no</u> props.

- Age groups compete in separate events.

- Time limit for performance is 8 minutes.

Famous Speech Judging Criteria (CF83)

AREAS OF EVALUATION / POSSIBLE POINTS

Mechanics
- Approach/departure / **5**
- Appearance / **5**
- Poise/self-confidence / **5**
- Voice projection/inflection / **5**
- Diction/enunciation / **5**

Characterization
- Facial expressions / **5**
- Gestures / **5**
- Eye contact / **5**
- Memory / **10**
- Persuasiveness / **10**

Script Content

- Degree of difficulty / **10**
- Interpretation of author's idea / **15**
- Worthwhile message / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

DRAMATIC MONOLOGUE – Ages 12-15 (602)
DRAMATIC MONOLOGUE – Ages 16+ (603)

→ *Performance Event*

A literary work in which the character of a protagonist is vividly revealed in a monologue addressed to another person or group of persons. The actor may assume the role of one or more persons, and by actions and gestures convey communication expressed or assumed to be expressed by another person.

GUIDELINES

- Contestant writes and performs an original dramatic presentation. It must be the original work of the contestant, who may depict historical or contemporary persons and settings.

- Plagiarism of any kind may disqualify the entry.

- Judges will use AI Checkers to check for originality.

- The contestant may choose:
  - Historical character(s)
  - Biblical character(s)
  - Fictional character(s)

- The monologue may be based on how the actor's character(s) might have responded to a particular event or occurrence. Various characters may be depicted by changes in posture, gestures, facial expressions and/or voice inflections. The intent is to convey dramatic skills in which the contestant demonstrates ability and training in acting and script writing.

- Contestant is encouraged to wear a costume or garment that helps create a mood; furniture, props, hand-held objects, or a set are not permitted.

- The monologue must be memorized.

- Age groups compete in separate events.

- Time limit for performance is 6 minutes.

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Dramatic Monologue Judging Criteria (CF82)

AREAS OF EVALUATION / POSSIBLE POINTS

Mechanics
- Voice projection/inflection / **5**
- Approach/departure / **5**
- Diction/enunciation / **5**
- Poise/self-confidence / **5**
- Memory **/ 10**

Characterization
- Posture/movement/gestures / **5**
- Facial expressions / **5**
- Costume / **5**
- Variety of dramatic skills displayed / **10**
- Overall quality of characterization / **10**
- Audience rapport / **5**

Script
- Originality, creativity (writing skills) / **15**
- Worthwhile message / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

EXPRESSIVE READING – Ages 12-15 (604)
EXPRESSIVE READING – Ages 16+ (605)

Performance Event

An expressive reading is a memorized interpretation by an individual of a selection which consists of a dialogue between two or more characters, or a reading in the first person. Original works by the student presenting are accepted and encouraged as the selection for expressive reading. (Poems may *NOT* be included.)

GUIDELINES

- Suggested Scripture accounts might include:
    - Paul before Agrippa (Acts 26)
    - Elijah on Mt. Carmel (I Kings 18)
    - Eli and Samuel (I Samuel 3)

- Convey an observer or narrator who is reporting the material written by an author directly to an audience.

- Create an atmosphere by tone of voice, inflections, pauses, and gestures.

- Expressive readings <u>must be memorized.</u>

- Costumes, props, or sets may not be used; singing is not allowed.

- Age groups compete in separate events.

- Time limit for performance is 6 minutes.

Expressive Reading Judging Criteria (CF79)

AREAS OF EVALUATION / POSSIBLE POINTS

Mechanics
- Approach/departure / **5**
- Voice projection and inflection / **5**
- Diction/enunciation / **5**
- Poise/self-confidence / **5**
- Memory / **10**

Characterization
- Posture, movement, gestures / **5**
- Facial expressions / **5**
- Appearance / **5**
- Variety of dramatic skills displayed / **10**
- Interpretation of author's ideas / **15**
- Audience rapport / **5**

Script
- Degree of difficulty / **10**
- Worthwhile message / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

POETRY RECITATION – Ages 12-15 (607)
POETRY RECITATION – Ages 16+ (608)

→ ***Performance Event***

The contestant chooses a poem to recite.

GUIDELINES

- The poem should be appropriate to the Christian audience.

- Costumes are not allowed.

- No singing allowed.

- Poems must be memorized.

- Age groups participate in separate events.

- Time limit for performance is 6 minutes.

Poetry Recitation Judging Criteria (CF84)

AREAS OF EVALUATION / POSSIBLE POINTS

Mechanics
- Approach/departure / **5**
- Voice projection and inflection / **5**
- Diction/enunciation / **5**
- Poise/self-confidence / **5**
- Memory / **10**

Characterization
- Posture, movement, gestures / **5**
- Facial expressions / **5**
- Appearance / **5**
- Variety of dramatic skills displayed / **10**
- Interpretation of author's ideas / **15**
- Audience rapport / **5**

Script
- Degree of difficulty / **10**
- Worthwhile message / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

DRAMATIC DIALOGUE (617)

Performance Event

(Contestants Judged Together)

Two contestants present an original dialogue or an adaptation of a written dialogue between two individuals. Script may be fact or fiction. The primary emphasis of this event is on the verbal interchange between two characters. The dialogue must leave a clear, positive message in the minds of the audience. This event should employ all the skills of a good dramatic presentation.

GUIDELINES

- Girls portray females; boys portray males.

- Only two characters may be portrayed.

- Conversation must focus on: (a) soul winning, (b) Scriptural truths, (c) Christian heritage, (d) Defense of Christian faith. (Examples: an individual witnessing to another, a discussion between a parent, a child, two friends discussing current affairs, etc.).

- Costumes and one prop per character are permissible.

- No recorded speaking, singing, or sound effects are permitted.

- Time limit for performance is 6 minutes.

Dramatic Dialogue Judging Criteria (CF93)

AREAS OF EVALUATION / POSSIBLE POINTS

Mechanics
- Approach/departure / **5**
- Voice projection/inflection / **5**
- Diction/enunciation / **5**
- Poise/self-confidence / **5**
- Memory / **10**

Characterization
- Posture, movement, gestures / **5**
- Facial expressions / **5**
- Costume/effective use of props / **10**
- Variety of dramatic skills displayed / **10**
- Effective interaction of characters, quality of   characterization / **15**

Script
- Message came across effectively / **10**
- Worthwhile message / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

CLOWN ACT (619)

Performance Event

This is a **one-person** act. The category is not intended to be "White Face," but rather the traditional "Circus Clown" appearance.

GUIDELINES

- A costume is required and may be commercially made or homemade. It must be loose-fitting and meet the ASCEND Student Convention modesty standards. Males must wear male garments. Females must wear female garments.

- Facial makeup must be pleasant – not satanic/demonic/horror/white face images permitted. Special attention should be given to the eyes, eyebrows, nose, cheeks, and mouth.

- A typed (double-spaced) description of the act must be provided for judges. It must be positive, teach a Biblical principle/moral, and be void of sexual implications or ethnic ridicule. Focus should be on concepts such as strengthening traditional family values, love of God, exercise of faith, wisdom, defense of freedom, getting along with others, service, and/or commitment to virtuous living.

- The script must address a children's audience.

- The script may be the original work of the student or may be the work of another person. Note: Clown Act is **not** stand-up comedy. It is an act with a lesson.

- It may be mute or vocal.

- Electronic sound effects are permitted.

- The student must provide all necessary equipment.

- No off-stage assistance is permitted.

- At least four hand-held props are required (balls, books, balloons, bats, hats, mirrors, puppets, stuffed animals, mops, etc.) and must be included in the act.

- Contestants will have 2 minutes to set up.

- Time limit is 6 minutes.

Clown Act Judging Criteria (CF92)

AREAS OF EVALUATION / POSSIBLE POINTS

Costume
- Color / **5**
- Appropriateness / **5**
- Quality / **5**

Presentation
- Entrance/departure / **5**
- Stage presence / **10**
- Age appropriateness / **5**
- Facial expressions / **10**
- Moral lesson / **10**
- Character impersonation / **5**

Makeup

- Quality / **5**
- Colors / **5**
- Design / **5**

Props (bats, balls, balloons, rope, fiddle, puppets, broom, bucket)
- Physical manipulation / **5**
- Significance to lesson / **5**
- Integration to presentation / **5**
- Complement to costume / **5**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints From the Clown Act Judges

Judges will be looking for evidence that the student has carefully woven the entire presentation into a clear message in which costume, props, gestures, facial expression, characterizations, makeup, and "the lesson" are integral: transition, flow, relevance, timing, dexterity, agility, and motions are important components of the presentation. Does the act draw and maintain audience attention? Is the lesson clear? Does the student use props well? Is there "dead" time (awkward periods of inactivity)? The costumes and makeup are vital for impression; if these are weak, the entire presentation is diluted. They do not have to be elaborate, but they do need to be appropriately selected and applied to reveal and sustain the character of the clown. Careful attention should be given to hair (wig), hat, bows, shoes, gloves, eye and mouth makeup, and costume adornments: badges, buttons, suspenders, etc.

ONE-ACT PLAY (620)

Performance Event

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

GUIDELINES

- The play must include two scenes.

- Three to five players may be involved.

  - Each player may be used to portray more than one character.

  - Technicians, musicians, and all personnel needed for production will be counted in the five-contestant limit.

  - The writer is NOT required to be a part of the cast.

  - Girls must play female roles; boys must play male roles.

- The play should depict or illustrate:

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- o Soul winning

- o Scriptural truths

- o Our Christian heritage

- o Defense of the Christian faith

- The play may NOT be:

    - o Musical

    - o Reader's Theatre

    - o Choral Speaking

- The students' school must provide all props and equipment (i.e., extension cords, spots, sound effect equipment, furniture).

    - o The use of firearms is not allowed. A toy gun with a yellow or orange tip may be used.

    - o Discharge of blanks, caps, or any explosive in connection with a contest play is NOT permitted.

- No recorded speaking or singing will be permitted in play production.

- Recorded sound effects WILL be accepted (background music, storms, animals, guns, etc.).

- Scripts are to be memorized.

- A five-minute limit is permitted for stage setting UNLESS other arrangements are made with the Chief Judge.

- The time limit for performance is 10 minutes.

- Backdrops and equipment should be able to fit in an area ten feet deep by sixteen feet wide.

One-Act Play Judging Criteria (CF86)

AREAS OF EVALUATION / POSSIBLE POINTS

Stagecraft
- Costuming and makeup / **10**
- Scenery and props / **10**
- Lighting / **5**
- Sound effects / **5**

Characterization
- Lines (memorized and delivered) / **10**
- Voice quality (inflection and projection) / **10**
- Movement (body language, facial expression) **/ 5**
- Blocking (direction of actors on stage) / **5**

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Production quality

- Selection of material (worthwhile message) / **10**
- Characterization (believable characters) / **10**
- Dramatic impact (message comes across effectively) / **15**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints From the One-Act Play Judges

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

ILLUSTRATED STORYTELLING – Ages 12-15 (621)
ILLUSTRATED STORYTELLING – Ages 16+ (622)

Performance Event

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

GUIDELINES

- The contestant must indicate to judges to which age group he/she is speaking.

- Contestant must use at least two hand-held illustrations (picture, tools, books, etc.), no puppets.

- Costumes add impact.

- Do not record your own voice in place of live speaking.

- No other person may assist. Recorded material must be compiled, arranged, and operated by the contestant.

- This is NOT a one-act play. The emphasis is on telling an effective story.

- There are separate categories for age groups.

- Set-up time is limited to 2 minutes.

- The time limit for performance is 6 minutes.

- High value will be given to the originality the performer used to make the story "live" for the audience.

Illustrated Storytelling Judging Criteria (CF87)

AREAS OF EVALUATION / POSSIBLE POINTS

Mechanics
- Approach/departure / **5**
- Voice projection and inflection / **5**
- Diction/enunciation / **5**
- Poise/self-confidence / **5**
- Memory / **5**

Characterization
- Posture, movement, gestures / **5**
- Facial expressions / **5**
- Use of dramatic accessories (music, costume, easel, etc.) / **15**
- Effectiveness of overall narrative / **10**
- Audience rapport / **10**

Script
- Worthwhile message / **10**
- Flow of story (beginning, plot, climax, conclusion) / **15**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints From the Illustrated Storytelling Judges

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

PUPPETS (623)

Performance Event

A

GUIDELINES

- Contestants must provide their own stage and background. (All puppet shows must have a background to screen the puppeteer(s) from the audience.)

- No more than two puppeteers may be involved in the act. The team may be male, female, or mixed.

- Homemade and/or professionally made puppets may be used.

- Recorded background music or sound effects may be used, but contestants must perform LIVE all verbal communication.

- Scripts must be tastefully presented, avoiding slang insinuation of questionable language, references to television, and worldly practices such as movies, dancing, or mixed swimming.

- Scripts must be memorized.

- Set-up time is 5 minutes. Please consult with head judge if pre-set up time is available.

- The time limit for performance is 8 minutes.

Puppets Judging Criteria (CF88)

AREAS OF EVALUATION / POSSIBLE POINTS

Spoken material
- Shows preparation and planning, not wholly extemporaneous, and not just a collection of jokes / **10**
- Suitable to occasion, has a basic theme and unity, builds to a message of Christian or patriotic worth / **15**

Staging
- Suitable, personable, well-made characters, props, costumes / 1**0**
- Effective stage, background, props, etc. / **10**

Effective presentation
- Memory / **10**
- Use of variety: singing, laughing, sighing, taped background music, etc. / **5**
- Develops character / **5**
- Variation of voice between characters / **10**
- Arouses audience response / **5**
- Timing: natural movements, posture, lip movement, and entrances and exits / **15**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints From the Puppet Judges

Puppeteers should remember that their primary objective is to minister, not just to entertain. Occasional jokes, in good taste, will help keep your audience interested in your message, but don't waste your time on too many jokes. The message comes first! To make your puppet appear more realistic, manipulate his mouth by moving your thumb, not your fingers. When a human opens his mouth to talk, he drops his bottom jaw; he does not raise his whole head. Similarly, real people rarely stand completely still. Neither should puppets. Keep them alive and moving without overdoing it. Finally, look for creative, realistic ways to get your puppet on stage. Avoid what one judge called the "pop up toaster entrance." You will also be judged on your stage. It should be sturdy and neat. A wrinkled, wobbly stage is very distracting to the audience.

VENTRILOQUISM (624)

Performance Event

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

GUIDELINES

- The dummy's mouth may be controlled by button, lever, string, rod, or by hand. The only part of the dummy required to be movable is its mouth; extra effects may add polish to the performance. The dummy may be a professionally made model or a homemade model.

- The dummy's hairstyle and clothing must be consistent with ASCEND Student Convention Guidelines.

- Do not record your own voice in place of line speaking.

- Do NOT use puppets in this category.

- There will be only one contestant in this category.

- This category is for male and female contestants.

- Script must be memorized.

- The script must have a Scriptural application or principle. It should avoid use of ridicule, criticism, or reference to romance as a form of humor.

- Time limit for performance is 6 minutes.

Ventriloquism Judging Criteria (CF89)

AREAS OF EVALUATION / POSSIBLE POINTS

Spoken material
- Suitable to occasion / **10**

- Shows preparation and planning, not wholly extemporaneous, and not just a collection of jokes / **10**
- Basic theme and unity build to a message of Christian or patriotic worth / **10**

Dummy
- Suitable, personable, well-made / **10**

Skill of ventriloquist
- Use of variety: singing, laughing, sighing, etc. / **5**
- Variation of voice between performer and dummy / **10**
- Absence of lip movement / **10**
- Articulation / **10**

Effective presentation
- Timing / **5**
- Poise of performer / **10**
- Arouses audience response / **5**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints From Ventriloquism Judges

Ventriloquist! Make your dummy come alive. Do not treat the dummy as a doll, but as a real person. The ventriloquist needs to act as if he does not know what the dummy will be saying next. Be spontaneous and react to the dummy. Ventriloquist-be yourself. Practice in front of a mirror. You must practice looking at the audience as well as the dummy. PRACTICE. PRACTICE. PRACTICE.

SKIT (625)

Performance Event

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

GUIDELINES

- The skit consists of one scene.
- Three to five players may be involved.
  - Each player may be used to portray more than one character.
  - Technicians, musicians, and all personnel needed for production will be counted in the five-contestant limit.
  - The writer is NOT required to be a part of the cast.

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- The skit should depict or illustrate:
  - Soul winning
  - Scriptural truths
  - Our Christian heritage
  - Defense of the Christian faith
- The skit may NOT be:
  - Musical
  - Reader's Theatre
  - Choral Speaking
- The students' school must provide all props and equipment (i.e., extension cords, spots, sound effect equipment, furniture).
  - The use of firearms is not allowed. A toy gun with a yellow or orange tip may be used.
  - Discharge of blanks, caps, or any explosive is NOT permitted.
- No recorded speaking or singing will be permitted in skit production.
- Scripts are to be memorized.
- A 5-minute limit is permitted for stage setting UNLESS other arrangements are made with the Chief Judge.
- The time limit for performance is 6 minutes.
- Backdrops and equipment should be able to fit in an area ten feet deep by sixteen feet wide.

Skit Judging Criteria (CF104)

AREAS OF EVALUATION / POSSIBLE POINTS

Stagecraft
- Costuming and makeup / **15**
- Scenery and props / **15**

Characterization
- Lines - memorized and delivered / **10**
- Voice quality - inflection and projection / **10**
- Movement - body language, facial expression / **5**
- Blocking - direction of actors on stage / **5**

Production Quality
- Selection of material - worthwhile message / **10**
- Characterization - believable characters / **10**
- Dramatic impact - message comes across effectively / **15**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints From the Skit Judges

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

ORATORY – Ages 12-15 (629)
ORATORY – Ages 16+ (630)

Performance Event

Speech – Standard Format

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

- The content of the speech must be original and prepared by the contestant. Plagiarism of any kind will automatically disqualify the contestant.

- Each student is to identify what type of oratory (informative, persuasive, or instructional) he/she is presenting, **both in their initial introduction and in their speaker notes**.
- Each student is to speak from an expanded outline set of notes, **from the exact same outline that is presented to the judges**.
- Each student, when he/she is done speaking, presents the outline he/she spoke from to the head judge.
- The outline should be prepared in expanded outline format, which would include the title, thesis statement, introduction, main points, subpoints, and the conclusion.

- Refer to the "Creative Composition" section for suggested topics.

- Age groups compete in separate events.

- Time limit for performance is 6 minutes.

Specific Instructions and Development

It is recognized there are four major types of speeches, three of which concern us here. They are:

1. **INFORMATIVE**, in which the speaker wishes to educate the audience about some topic.
2. **PERSUASIVE**, in which the speaker wishes to convince the audience of the rightness of a position.
3. **INSTRUCTIONAL**, in which the speaker provides the steps necessary to achieve a goal. (Sometimes referred to as a Demonstration Speech.)

Once the speaker has selected the speech type, the next task is to formulate the thesis statement and prepare the speech using the standard speech form which comprises the following:
  A. Introduction
  B. Main Body
  C. Conclusion

Another way of understanding this format, on a very practical level, is to consider the following:
  A. Tell them what you're going to tell them.
  B. Tell them
  C. Tell them what you've told them.

The speaker should never assume this is simply stating the same thing three times over. Rather, it is stating in three different ways what the speaker intends to communicate. The strength of this format is to give the listener an idea of where the speaker is heading in the introduction, allows time for the speaker to develop the main body of the speech, and wraps up in the conclusion with a review of the main points discussed.

The speaker will want to consider the following in preparing and delivering his/her speech:

  A. In the introduction tell the audience the topic, the main thesis, and provide a short overview of the points to be covered. The speaker will want to consider ways in which to gain the audience's interest, such as an applicable short story, an intriguing statement, or a relevant question.
  B. In the main body of the speech, develop fully the ideas introduced in the introduction. Do not rush through this part of the speech. This is the place for the use of illustrations, quotable quotes or stories which contribute to the point.

  C. In the conclusion remind the audience of what has been presented and why a knowledge of this information is important. End the speech with a strong definitive declaration.

  D. A transition is a statement that is used to move the audience from one point to the next. The speaker will need to use transition statements between the introduction and main body, and between the main body and the conclusion. In addition, transition statements will probably need to be used between the points of the main body.
  E. The number of points in the main body should be between two and five. If the speech only has one point in the main body, then it is probably not developed well enough. Generally, a speech of more than five main points becomes too difficult to develop in the time allotted.
  F. The speech can be illustrated in a variety of ways, but make sure the illustration adds to the point being made. Delete any illustrations, no matter how good, that do not meet this test.
  G. Write the introduction and conclusion only after the main body is completed. This ensures the speaker introduces and concludes the speech that has been written, not the one intended to be developed.

Oratory Judging Criteria (CF81)

AREAS OF EVALUATION / POSSIBLE POINTS

Mechanics
- Appearance / **5**

A

- Poise/self-confidence / **5**
- Voice projection/inflection / **5**
- Diction/enunciation / **5**

Outline
- Introduction / **5**
- Major points/facts / **5**
- Illustrations/anecdotes / **5**
- Closing / **5**

Delivery
- Facial expression / **5**
- Gestures / **5**
- Eye contact / **5**
- Enthusiasm / **5**
- Persuasiveness / **10**

Script
- Originality / **10**
- Ideas clearly presented / **5**
- Worthwhile message / **10**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

Hints From the Oratory Judges

- The speaker picks a topic that he/she knows something about, or is willing to learn about in the development process, and for which the audience will be interested in.
- Take ownership of the speech as it is being delivered. For instance, if the speech is to be persuasive, then be genuinely convinced of the argument that is being made.
- Do not rush through the points in the main body. This is a very common error in novice public speakers. The goal is to complete the speech within the allotted time, not finish in the shortest time possible. Develop each point clearly.
- End your speech on a positive uplifting note.
- The speaker will benefit if they practice their speech in a vacant classroom with a stopwatch.
- It is highly recommended you do not read the speech, but rather, use your expanded outline as a guide for what you want to say. Maintain eye contact with the audience.
- Another common mistake is for speakers to speak too softly. **The speaker must project his/her voice so that it can be heard on the back row.**

PREACHING, MALE – Ages 12-15 (631)
PREACHING, MALE – Ages 16+ (632)

PREACHING, FEMALE – Ages 12-15 (633)
PREACHING, FEMALE – Ages 16+ (634)

→ *Performance Event*

GUIDELINES

- A contestant must prepare and deliver an **original** sermon.

- What distinguishes a sermon from a speech is that the sermon's starting point and content are based on a Biblical text(s). Each sermon will be judged on Biblical content, outline, and effective delivery, as well as the general guidelines given under "Platform Guidelines." Grammar is very important!

- Each student is to identify what type of sermon (textual, topical, or expository) he/she is presenting, **both in their initial introduction and in their speaker notes**.

- Each student is to speak from an expanded outline set of notes, **from the exact same outline that is presented to the judges**.

- Each student, when he/she is done speaking, presents the outline he/she spoke from to the head judge.

- Time limit for performance is 8 minutes.

Preaching Judging Criteria (CF85)

AREAS OF EVALUATION / POSSIBLE POINTS

Mechanics
- Appearance / **5**
- Poise/self-confidence / **5**
- Voice projection/inflection / **5**
- Diction/enunciation / **5**
- Outline / **10**

Delivery
- Sincerity and warmth / **5**
- Persuasiveness / **5**
- Overall presentation (facial expression, gestures, eye contact, etc.) / **5**

Message Content
- Introduction / **5**
- Content based on Scriptural text(s) / **15**
- Major points / **10**
- Illustrations/anecdotes / **10**
- Application of life / **5**
- Call for action/closing / **5**
- Proper documentation submitted / **5**

TOTAL POINTS / 100

A

Specific Instructions and Development

It is commonly accepted that there are three types of sermons. They are:

A. Textual
B. Topical
C. Expository

Each is defined in the following manner:

A. A textual sermon takes one specific verse of scripture and bases the message on that text. Ex. Eph. 4:32, for a message on how we should treat other church members.
B. A topical sermon is on a particular subject and is generally based on at least two scriptural texts. Ex. Deut. 6:4; Col. 2:9 for a message on God being one.
C. An expository sermon is based on a range of scriptures in context, from which the main points of the sermon are derived. Ex. Mt. 25:1-13 for a message on the wise and foolish virgins.

The speaker will want to consider the following in developing the sermon:

1. The first step is to determine what scripture or scriptures are to be used. This in turn will dictate what type of sermon (topical, textual or expository) is to be developed.
2. It is paramount that the speaker let the sermon flow from the text; therefore, first determine what the text is saying, then let the sermon develop from it. Avoid, at all costs, writing a sermon, and then going in search of a text to paste on it.
3. Develop a main idea or thesis statement. This concept will govern the development of the main body points in the sermon.
4. The speaker's notes should be developed in **expanded outline format** (not written word-for-word sermon) which will include the following: the subject, scripture text(s), main idea, introduction, main body, and conclusion, as well as illustrations and transition statements. Sermon outline is 20 points of the total for this event.

Hints From the Preaching Judges

- Selecting the right verse(s) is the key to delivering a good sermon. This is done through prayer and spiritual direction as well as personal Bible reading.

- The speaker should select a text he/she is comfortable speaking on, or one that presents a slight challenge to his/her ability. Avoid obscure or difficult passages in the Bible.

- Be passionate in the delivery. The speaker is speaking from the Word of God, as the messenger from God, so speak with authority. At the same time, the speaker is to know his/her place. It is not the speaker's job to correct every problem in the audience.

- Preaching is a spiritual event, which makes it different from the standard speech format. As the speaker delivers the sermon, be guided by the Holy Spirit and declare the Word of God.

- In the sermon development phase, check key words in Bible dictionaries or Bible encyclopedias. The speaker will no doubt want to check some good commentaries as well. Make sure you are interpreting the passage correctly. Do not be afraid to ask your Pastor or teacher if unsure about the text.

- As Paul said to Timothy, "Let no man despise your youth." (I Tim. 4:12) Stand up and give the audience what God has given you.

- It is highly recommended you do not read the sermon, but rather use your sermon outline as a guide for what you want to say. Maintain eye contact with the audience.

- A common challenge for novice preachers is to race through the sermon. Remember the goal is to finish the sermon in the time allotted, not finish it in the shortest amount of time possible. Take care to develop each of your main points fully.

- Speaking at a volume that the person on the back row can hear you, is another challenge often facing new preachers. Remember a great message will benefit no one if it cannot be heard.

DOWEL ROD TEAM – 5-10 Contestants (635 A)
DOWEL ROD TEAM – 11+ Contestants (635 B)
Performance Event

A musical drama interpretation in which the message of a song is vividly portrayed in interpretive and drama form through the use of acting by a team. The interpreters may assume the roles depicted in the song through actions, gestures, and use of dowel rods.

GUIDELINES

- The song chosen must comply with the ASCEND Guidelines Handbook for acceptable music.

- A minimum of 5 players may be involved.
    - Each player may be used to portray more than one character.
    - Females must play female roles; males must play male roles.

- The drama should depict or illustrate: (a) soul winning, (b) Scriptural truths, (c) our Christian heritage, (d) defense of the Christian faith, (e) praise and worship.

- Costumes are permissible.

- A limit of 1 prop per player may be used. The use of firearms is not allowed. A toy gun with a yellow or orange tip may be used.

- A 5-minute limit is permitted for stage setting UNLESS other arrangements are made with the Chief Judge.

- The time limit for the presentation is 8 minutes.

Dowel Rod Team Judging Criteria (CF614)

AREAS OF EVALUATION / POSSIBLE POINTS

Interpreting
- Unity of motion / **10**
- Expression (facial, body) / **10**
- Vocabulary portrayed effectively / **10**
- Difficulty / **10**
- Clear, smooth motions / **5**
- Mouthing of words where needed/desirable / **5**
- Eye Movement (following actions) / **5**

Communication/Script
- Choice of material (worthwhile message) / **5**
- Dramatic impact (message comes across effectively) / **15**

Platform Performance
- Approach/Departure / **5**
- Appearance/Dress / **5**
- Confidence / **5**
- Uniformity/Self-Control / **5**
- Shows enthusiasm / **5**

TOTAL POINTS / 100

Presentation

Stage Presence/Stage Appearance

- Performers should try to present a spirit of quiet confidence. Concentrate on delivering the message of the song being interpreted and acted out.
- Teams should try performing in an attractive formation. Give each interpreter/actor plenty of room. You may look at each other if doing so enhances interpretive communication and performance.

Entrance/Exit

- Take some time to develop an orderly entrance and exit. Look positive from the time that you enter the performing area to the time that you leave.

Memorization

- Do not rely on someone to give your cues. Do not rely on a fellow performer and simply "follow" his or her signing/acting. This allows most people a better opportunity to concentrate on the message of the performance.

Time Limit

- Time your piece when you are selecting it. Choose a song that fits easily into the time limit. Cutting off a song before it is finished to make the time limit is often quite distracting.

Hints From the Dowel Rod Judges

In interpretation, the key word is MESSAGE! Whether you are interpreting or acting, your task is to deliver to the audience the message, emotion, and feeling of the song. It is a form of communication. You are communicating a message. If you are portraying a character, make the audience believe you are that person. Many factors contribute to a moving and convincing performance, such as costuming, gestures, posture, mime, facial expression, and emotion. Match each carefully to the message of the song and/or the characters portrayed in the song. Emotion should be balanced. If you show too little emotion, your performance will appear bland and will not move the audience. On the other hand, do not use so much emotion that you distract the audience from the message of the song. The key is preparation and practice! Use every opportunity to perform before others and receive feedback on how you might improve.

DRAMATIC SONG– 5-10 Contestants (636 A)
DRAMATIC SONG – 11+ Contestants (636 B)

Performance Event

A musical drama interpretation in which the message/meaning of a song is vividly portrayed in drama form through the use of acting by a team without speaking parts. Students will make the song come alive visually through props, costumes, visual aids, and acting. Students will be acting out the meaning and message of the song as they take on character roles to enhance the judges and audience visual perception of the song.

GUIDELINES

- The song chosen must comply with the ASCEND Guidelines Handbook for acceptable music.

- A minimum of 5 may be involved.
    - Each player may be used to portray more than one character.
    - Females must play female roles; males must play male roles.

- The drama should depict or illustrate: (a) soul winning, (b) Scriptural truths, (c) our Christian heritage, (d) defense of the Christian faith, (e) praise and worship.

- Costumes are permissible.

- Props and visual aids may be used (chairs, tables, posters, lights, etc.).

- A 5-minute limit is permitted for stage setting UNLESS other arrangements are made with the Chief Judge.

- The time limit for the presentation is 8 minutes.

- **Hints From the Dramatic Song Judges**

- When you're acting, your task is to deliver to the audience the message, emotion, and feeling of the song. It is a form of communication. You are communicating a message. If you are portraying a character, make the audience believe you are that person. Many factors contribute to a meaningful and convincing performance, such as costumes, gestures, posture, mime, facial expressions, and emotion. Match each carefully to the message of the song and/or characters portrayed in the song.

- Emotions should be balanced. If you show too little emotion, your performance will appear bland and will not move the audience. On the other hand, do not use so much emotion that you distract the audience from the message of the song.

- The key is preparation and practice! Use every opportunity to perform before others and receive feedback on how you might improve.
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DRAMATIC SONG Team Judging Criteria (CF616)

AREAS OF EVALUATION / POSSIBLE POINTS

Drama
- Effectiveness of Props, Visual Aids, and costumes/ **10**
- Expression (facial, body) / **10**
- Message portrayed effectively / **10**
- Flow of acting/drama (beginning, climax, end) / **15**
- Difficulty / **10**

Communication/Script
- Choice of material (worthwhile message) / **5**
- Dramatic impact (message comes across effectively) / **15**

Platform Performance
- Approach/Departure / **5**
- Appearance/Dress / **5**
- Confidence / **5**
- Uniformity/Self-Control / **5**
- Shows enthusiasm / **5**

TOTAL POINTS / 100

Presentation

Stage Presence/Stage Appearance

- Performers should try to present a spirit of quiet confidence. Concentrate on delivering the message of the song being acted out.

- Teams should try performing in an attractive formation. Give each actor plenty of room. You may look at each other if doing so enhances dramatic effects and performance.

Entrance/Exit

- Take some time to develop an orderly entrance and exit. Look positive from the time that you enter the performing area to the time that you leave.

Memorization

- Do not rely on someone to give your cues. Do not rely on a fellow performer and simply "follow" his or her signing/acting. This allows most people a better opportunity to concentrate on the message of the performance.

Time Limit

- Time your piece when you are selecting it. Choose a song that fits easily into the time limit. Cutting off a song before it is finished to make the time limit is often quite distracting.

SIGN LANGUAGE INDIVIDUAL – 1 Contestant (637 A)
SIGN LANGUAGE PAIRS – 2 Contestants (637 B)
SIGN LANGUAGE TEAM – 5-10 Contestants (637 C)
SIGN LANGUAGE TEAM – 11+ Contestants (637 D)

Performance Event

A musical interpretation in which the message of a song is vividly portrayed in interpretive form through the use of sign language by a team of interpreters. The interpreters may assume the roles depicted in the song through enhanced signs. No dowel rods are allowed.

1. The song chosen must comply with the ASCEND Guidelines Handbook for acceptable music.

2. Your team may be all male, all female, or mixed.

3. Time limit for this performance is 8 minutes.

4. Three (3) copies of the song lyrics must be given to the judges in clear plastic folders.

Sign Language INDIVIDUAL Judging Criteria (CF612)

AREAS OF EVALUATION / POSSIBLE POINTS

Interpreting
- Knowledge of signs/choice of motions / **20**
- Ability to portray subject vocabulary / **15**
- Makes complete thoughts / **5**

- Expression (facial, body, mouthing of words, eye contact/parameters) / **15**

Communication/Script
- Proper documentation submitted (song lyrics) / **5**
- Difficulty / **5**
- Clear, smooth motions / **5**

Platform Performance
- Approach/Departure / **5**
- Appearance/Dress / **5**
- Confidence / **5**
- Self-Control / **10**
- Shows enthusiasm / **5**

TOTAL POINTS / 100

Sign Language PAIRS/TEAM Judging Criteria (CF613)

AREAS OF EVALUATION / POSSIBLE POINTS

Interpreting
- Knowledge of signs/choice of motions / **20**
- Ability to portray subject vocabulary / **15**
- Makes complete thoughts / **5**
- Expression (facial, body, mouthing of words, eye contact/parameters) / **15**

Communication/Script
- Proper documentation submitted (song lyrics) / **5**
- Difficulty / **5**
- Clear, smooth motions / **5**

Platform Performance
- Approach/Departure / **5**
- Appearance/Dress / **5**
- Confidence / **5**
- Uniformity/Self-Control / **10**
- Shows enthusiasm / **5**

TOTAL POINTS / 100

Hints From the Sign Language Judges

- Performance should be an outreach to the Deaf. As an extension of Deaf Ministry, performers should try to adapt ASL (American Sign Language) concepts in their signs. NOTE: Statistics show that approximately 30% of ASL is the hands signing–the other 70% is the body language and facial expression. Because of this reason, dark lights, use of only black lights with white gloves that only show the hands, is not acceptable to the Deaf and therefore should not be used as an outreach in Deaf Ministry.

- Choose songs that are easy to interpret and have a simple message.

- <u>Make sure your signs are conceptually accurate and correctly convey the message.</u>

- Record yourself or your group and watch yourself. If possible, have a Deaf person review your performance or tape and see if it makes sense to them. Ask them what they thought the song conveys.

- Wear appropriate clothing for contrast. Light-skinned people wear dark clothes, solid colors; dark-skinned people wear light-colored, solid colors.

- The attention needs to be glorifying God, not the signer(s). People listening and/or watching should feel the anointing of the Spirit.

- Get ideas from other sources but adapt the signs and make it an original work.

- Get together with your group and decide how best to sign the song – or if one person is good at doing this, let them do it to teach it to the group. You can get ideas from other groups but should not copy. We want originality.