BETA AS FAR AS YOU CAN SEE

LEADERSHIP

Honoring Academic ACHIEVEMENT

Building Character

BETA B

SERVICE

Let Us Lead by Serving Others

Louisiana Senior Convention
January 8-10, 2020
Deadline: December 10, 2019

LINK MENTORING PROGRAM

If you encourage a new club to attend your STATE BETA CONVENTION for the first time or encourage an established club to attend that has not attended STATE BETA CONVENTION for the past three years, your club can earn rewards and recognition.

As a part of the CONVENTION MENTOR PROGRAM, your club will receive a credit of $4.00 for each Beta member that attends the 2019 - 2020 STATE BETA CONVENTION for the first time or for the first time in three years.

Follow these easy guidelines:

- Share the convention experience with either a new club or a club that has not attended convention in your state for the past three years.

- Encourage them and exchange ideas of how your club attends and participates in state convention.

- Ask the club to list your club as the MENTOR CLUB during the registration process. (Sharing your club ID# with them will help with tracking rewards.)

- During your convention registration, list any clubs that you have assisted as a CONVENTION MENTOR.

- For each paid registration of mentored Beta members in attendance, your club will be credited $4.00. These monies may be used for National Convention Registration, graduation materials, and club merchandise. Credit may not be applied to a club's current balance.

- Credit will be issued one month after state convention and will expire on June 1, 2020.

Questions? Email convention@betaclub.org

G.O.L.D. Key Award
(Growth Opportunities in Leadership Development)

10% ATTENDANCE GROWTH

AWARD WINNERS WILL BE RECOGNIZED WITH A SPECIAL AWARD

Be eligible for a G.O.L.D. KEY GROWTH AWARD this year!

- Register at least 20 or more Beta members online by the convention deadline date.

AND

- Increase member attendance by 10% compared to 2018-2019 convention attendance.

HOW TO REGISTER

STEP #1

- **Go to www.betaclub.org/events**
- **Click on Conventions**
- **Click on the state tab and click register**
- **Enter log-in and password**

STEP #2

- **Click on all students and sponsors attending**
- **Enter names of all chaperones and guests attending**
- **Enter correct phone number and email in case of emergency**
- **Indicate sponsors or chaperones willing to coordinate or judge**
- **Provide contact information for any volunteers**

STEP #3

- **Click on the competitions to register your students**
- **Many competitions require names for verification purposes**
- **Finalize registration by clicking submit**
- **Any changes to registration can be made onsite**
- **Competitors may be substituted onsite**

STEP #4

- **Payment made by -**
  - **Credit Card - include school name, club ID and invoice #**
  - **School Check - include school name, club ID and invoice #**
  - **School Authorized PO - include school name, club ID and invoice #**
    - **EMAIL TO - po@betaclub.org**
    - **FAX TO - 864-542-9300**
    - **MAIL TO -** **National Beta Club**
      151 Beta Club Way
      Spartanburg, SC 29306

FEES

A $20.00 registration fee will be charged for all attendees at the state convention. For every ten paid students, one adult may register at no cost.

EXCEPTION: If registered by the deadline date of the convention, two sponsors may register at no cost.

Late registrations may be done onsite at the convention. The late registration fee is $25.00

Any membership additions or changes should be made at least two weeks prior to the convention deadline date.

CONVENTION REFUND POLICY

There will be no refund of registration fees for any reason unless the entire convention is canceled by the National Beta Club office.

CANDIDATE

Participating as an officer candidate allows Betas to actively meet convention attendees, seek support for office through campaign speeches and skits, as well as enhance personal leadership skills. Each Beta Club state has three officers that serve as ambassadors. Elected state officers are eligible to run for National Officer positions. The following year, state officers will facilitate during the state convention.

GENERAL RULES

1. ELIGIBILITY: A candidate for state office must be a 10th or 11th grader, in good standing, officially enrolled as a Beta member and registered for the convention by the deadline date. Each club may have only one candidate for office. The club sponsors must enter the candidate online at www.betaclub.org/registration. The following rules and regulations should be read carefully. By submitting the State Officer Nomination, candidates are agreeing to abide by these rules and regulations.

2. If elected and later dropped from the local club, moves to a school without a charter Beta club, or if the officer is not enrolled actively in school during the entire term, the officer forfeits the right to serve as a state officer. The runner-up will automatically take office. It is imperative for the elected officer to notify the National Office immediately if he/she is unable to serve

3. Completing the registration is a pledge stating that he/she will attend the candidate meeting and all sessions of the convention, including the Installation Ceremony, as well as fulfill all of the duties of the office the following year. Failure to fulfill this pledge will result in the candidate forfeiting his/her opportunity to run and/or serve for state office.

4. Any violations of the following guidelines may result in the candidate losing a percentage of votes based upon the rule infraction.

5. Candidates may not take part in any phase of the convention program except for campaigning, campaign speech, and question and answer segment.

CAMPAIGNING GUIDELINES

1. No handouts, balloons, food products, stickers, promotional items, speakers, noise makers, or weapons are allowed.
2. No chanting at anytime except during the one minute skit performance.
3. Only Betas from the candidate's club may wear campaign t-shirts at anytime during the convention.
4. Only members of the candidate's club may participate in the campaign skit. No adults onstage during the skit performance.
5. Costumes may be worn during the campaign session only.
6. Signs and placards may only be used during the skit.
7. Candidate's slogan, movie references or the song, as performed, must not refer to alcohol, drugs, sex, race, or make use of inappropriate language.

DRESS CODE GUIDELINES

1. Candidates must wear business attire and dress shoes throughout the duration of the convention.

2. Girls must wear either dress pants, a dress or a skirt with matching or coordinating jacket. The length of the jacket sleeve must be three-quarter to full length.

3. The length of the business suit skirt must be at the knee or longer, with a front, side or back slit no longer than 2" above the knee.

4. The wearing of tight-fitting clothing is discouraged.

5. Boys must wear a suit or jacket with dress slacks, a tie, collared dress shirt and dress shoes.

6. The candidate's hair must be of a natural hair color.

CANDIDATE SPEECH   TIME LIMIT: 2 MINUTES

1. The candidate will deliver a speech no longer than two minutes.

2. The speech should have substance and not be a list of your qualifications nor contain references to: alcohol, drugs, tobacco, guns, sex, bathroom humor, violence, race, or flirting (i.e., "See you at the dance,"or "Here's my phone number,").

3. Delivery of speech must not be suggestive in anyway (no sexual connotations).

4. No singing, rapping, costuming, dramatization, props, slides, videos, or inappropriate gestures during the speech or question and answer segment.

CANDIDATE SKIT   TIME LIMIT: 1 MINUTE

1. The candidate will not take part in the promotional skit to include recorded voice-over.

2. The dress for participants in the skit must be appropriate and inappropriate removal of clothing will result in a loss of votes.

3. No inappropriate dance moves or gestures.

4. Candidate's skit, slogan, movie references, or the chosen song, as performed, must not refer to alcohol, drugs, sex, race or make use of inappropriate language.

5. No balloons, hay, or confetti in the skits.

6. SAFETY - The use of fire and throwing items from the stage into the audience are not permitted.

7. SAFETY - Tumbling passes and cheerleading stunts are not allowed with the exception of cartwheels, aerial cartwheels and round-offs performed singularly.

8. SAFETY - Guns, or the portrayal of guns, are not permitted.

9. SAFETY - Metal or wood may not be used in the construction of backdrops. However, metal or wood bases, no taller than 36 inches, can be used to transport and/or support backdrops. Props (table, chairs, etc.) made of metal or wood may be used as intended.

10. SAFETY - Only portable choral risers may be used to elevate participants.

QUESTION/ANSWER SEGMENT   TIME LIMIT: :30 SECONDS

1. All candidates will draw from a pool of questions.

2. Timing starts after the question has been read.

VOTING PROCEDURES

Electronic voting will be used at convention. Pre-registered members will vote using his/her membership number that is printed on the convention badge. Members that register onsite or who do not have a printed membership number will come to a designated area during voting time. Voting will be by candidate name as printed in the program.

If there are infractions of the above stated candidate rules, a deduction of votes will occur as follows:

75% of votes per rule infraction

Skit, speech, and slogan must not refer to alcohol, drugs, sex, race, or make use of inappropriate language.

Obscene dress or removal of clothing while on stage.

25% of votes per rule infraction:

All other infractions.

* A committee made up of the State Council will rule on any loss of vote total of a candidate.
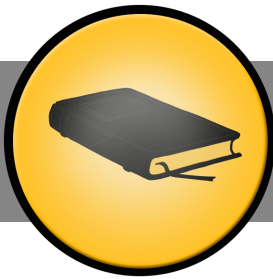
HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Provide all information on candidate in the provided fields.
- Indicate that the candidate has read the pledge of the office and will abide by all rules.
- The entry must be completed and submitted by the deadline date.

JUDGING CRITERIA

CAMPAIGN SKIT	16 - 20	11 - 15	6 - 10	1 - 5
CANDIDATE PROMOTION	Excellent promotion of candidate.	Good promotion of candidate.	Average promotion of candidate.	Minimal promotion of candidate.
USE OF ORIGINALITY IN CANDIDATE'S SLOGAN	Excellent use of originality in interpretation of candidate's slogan.	Good use of originality in interpretation of candidate's slogan.	Average use of originality in interpretation of candidate's slogan.	Minimal use of originality in interpretation of candidate's slogan.
STAGE PRESENCE	Excellent stage presence that includes confidence, personality and audience connection.	Good stage presence that includes confidence, personality and audience connection.	Average stage presence that includes confidence, personality and audience connection.	Minimal stage presence that includes confidence, personality and audience connection.
CREATIVITY	Excellent performance that was creative throughout the entire skit.	Good performance that was creative throughout the entire skit.	Average performance that was creative throughout the entire skit.	Minimal performance that was creative throughout the entire skit.
OVERALL PERFORMANCE AND ENTERTAINMENT QUALITY	The skit showcased excellent entertainment quality throughout and achieved an excellent performance.	The skit showcased good entertainment quality throughout and achieved a good performance.	The skit showcased average entertainment quality throughout and achieved an average performance.	The skit showcased minimal entertainment quality throughout and achieved a minimal performance.
DEDUCTIONS This will be taken one time by the coordinator.	-10	-15		
GUIDELINES	Did not follow competition guidelines	Did not follow competition SAFETY guidelines		

ACADEMICS

Agriscience
Language Arts
Math

Science
Social Studies
Spanish

These competitions are designed to offer students the opportunity to test their academic skills and to reinforce educational standards. Each of the listed academic subjects will be a 45 minute, multiple choice test. There are two divisions for each test–Division I is 9th and 10th grades, and Division II is 11th and 12th grades. A club may enter one student in each grade level per content area.   **TIME LIMIT: 45 MINUTES**

COMPETITION GUIDELINES

1. No consultation will be allowed during the testing time.

2. Participants must provide a pencil for testing.

3. Completion time of all tests will be recorded. In case of a tie, the participant who finished first will be declared the winner.

4. Use of any electronic devices will not be permitted during the competition.

5. No resources are allowed except for calculators in the math and science tests. Calculators not allowed are - TI-Nspire CAS, TI 89, TI 92, HP Prime, HP48GII and all HP models 40G, 49G or 50G, ClassPad 300,330, 400, Algebra fx 2.0, all Casio models with CFX-9970G, any with QWERTY format letter keys

EDUCATIONAL CONNECTIONS

AGRISCIENCE	LANGUAGE ARTS	MATH	SCIENCE	SOCIAL STUDIES	SPANISH
* Animal Science * Plant Science * Soil Science * Agri-Business	* Grade 9-12 Standards * Critical Thinking * Literary Elements * Vocabulary * ELA Core Content * Reading Comprehension	* Grade 9-12 Standards * Critical Thinking * Math Vocabulary * Algebra/Geometry/ Computation/Problem Solving/Measurement	* Grade 9-12 Standards * Critical Thinking * Science Vocabulary * Earth Science/Biology/ Oceanography/Chemistry	* Grade 9-12 Standards * Critical Thinking * Geography/ Government/ US History/ World History * Social Studies Vocabulary	* Spanish Expressions * Grammar * Spanish Core Content * Spanish I-IV *

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the student that will participate in each category.
- Bring a pencil to the competition.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

APPAREL DESIGN

The Apparel Design competition allows each club to submit one club-designed piece of apparel depicting the 2019-2020 Theme: Beta As Far As You Can See. One to two students will present the entry at the time designated in the program. This competition is designed to encourage creativity, innovation, interpretation of theme, and artistic design. A club may only have one entry.

COMPETITION GUIDELINES

1. One to two students must present the apparel at a time designated in the program. The students will remain during the judging process to be interviewed by a panel of judges to discuss design, collaboration, and creative process. The project will remain on display until the time of pick up as listed in the program.

2. The apparel must adhere to the Convention Theme: Beta As Far As You Can See.

3. The apparel must be student designed. Computer aided drawings are acceptable.

4. Apparel must have marketing potential to be commercially reproduced.

5. Clubs must be present and registered at the convention in order to enter Apparel Design.

6. A complete Apparel Design Form should be attached to the back of the project.

7. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss or damage. It is the responsibility of clubs entering the contest to collect entered items at the designated times.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation

- Information and Media Literacy

- Design Elements/Visual Arts Standards

- Communication and Collaboration

- Critical Thinking and Problem Solving

- Students will investigate, find solutions, strategies, and designs from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

APPAREL DESIGN	16 - 20	11 - 15	6 - 10	1 - 5
INTERPRETATION AND ILLUSTRATION OF THE THEME	Excellent interpretation and illustration of the theme.	Good interpretation and illustration of the theme.	Average interpretation and illustration of the theme.	Minimal interpretation and illustration of the theme.
ARTISTIC DESIGN	Artistic Design creates an excellent visual display and exhibits excellent effort put into workmanship.	Artistic Design creates a good visual display and exhibits good effort put into workmanship.	Artistic Design creates an average visual display and exhibits average effort put into workmanship.	Artistic Design creates a minimal visual display and exhibits minimal effort put into workmanship.
ORIGINALITY OF CONCEPT	Apparel reflects excellent originality of concept.	Apparel reflects good originality of concept.	Apparel reflects average originality of concept.	Apparel reflects minimal originality of concept.
CREATIVITY, COLOR AND CONTRAST	The apparel exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes and spacing.	The apparel exhibits a good degree of student creativity with a good use of colors, textures, shapes and spacing.	The apparel exhibits an average degree of student creativity with an average use of colors, textures, shapes and spacing.	The apparel exhibits a minimal degree of student creativity with a minimal use of colors, textures, shapes and spacing.
MARKETING POTENTIAL FOR COMMERCIAL REPRODUCTION	Apparel exhibits an excellent ability to be marketed and commercially reproduced.	Apparel exhibits a good ability to be marketed and commercially reproduced.	Apparel exhibits an average ability to be marketed and commercially reproduced.	Apparel exhibits a minimal ability to be marketed and commercially reproduced.
DEDUCTION This will be taken one time by the coordinator	-10			
GUIDELINES	Does not follow competition guidelines.			

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competition to enter.

APPAREL DESIGN FORM

SCHOOL: _____ CLUB ID NUMBER: _____

How does the product communicate the theme: Beta As Far As You Can See?

Sketch of design:

Describe any creative choices made in creating your final product:

Describe how your club collaborated to create the design:

CHARACTER PERFORMANCE

The Character Performance competition provides an opportunity to create a dramatization that incorporates the ideals of Beta based on the theme - Beta As Far As You Can See. This competitions gives students the opportunity to write and perform a theatrical presentation that enhances performance skills, fosters collaboration and individual experience in communicating ideas through drama. **TIME LIMIT: 5 MINUTES**

COMPETITION GUIDELINES

1. The team shall consist of three or more students.
2. The performance time is a maximum of 5 minutes.
3. Performance should feature the ideals of character, leadership, service, &/or academic achievement.
4. The performance must be based on the theme - Beta As Far As You Can See.
5. Only costuming and hand held props are allowed. Teams may utilize small, easily portable props for the performance.
6. No backdrops or large wall-sized props are allowed. The focus should be on the actors/actresses and the performance.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation

- Performing Arts Standards

- Written Communication

- Communication and Collaboration

- Critical Thinking and Problem Solving

JUDGING CRITERIA

CHARACTER PERFORMANCE	16 - 20	11 - 15	6 - 10	1 - 5
CREATIVITY AND CONTENT	Performance displays excellent creativity and reference to convention theme, well-developed emphasis of Beta Club ideals and optimal appropriateness	Performance displays good creativity and reference to convention theme, adequately developed emphasis of Beta Club ideals and adequate appropriateness	Performance displays average creativity and reference to convention theme, developed emphasis of Beta Club ideals and intermediate appropriateness	Performance displays minimal creativity and reference to convention theme, moderately developed emphasis of Beta Club ideals and minimal appropriateness
EVIDENCE OF COORDINATION	Participants display excellent ensemble coordination; evidence of collaboration and exceptional cooperation.	Participants display good ensemble coordination; acceptable evidence of collaboration and good cooperation.	Participants display average ensemble coordination; fair evidence of collaboration and average cooperation.	Participants display minimal ensemble coordination; minimal evidence of collaboration and moderate cooperation.
ORIGINALITY	Script is written or adapted by participants and displays excellent originality.	Script is written or adapted by participants and displays good originality.	Script is written or adapted by participants and displays average originality.	Script is written or adapted by participants and displays minimal originality.
APPROPRIATE COSTUMES	Excellent costuming that supports the theme and content, while effectively enhancing the performance.	Good costuming that supports the theme and content, while mostly enhancing the performance.	Average costuming that supports the theme and content, while fairly enhancing the performance.	Minimal costuming that supports the theme and content, while somewhat enhancing the performance.
CHARACTER	Excellent characterization throughout the duration of the time limit	Good characterization throughout the duration of the time limit	Average characterization throughout the duration of the time limit	Minimal characterization throughout the duration of the time limit
DEDUCTION This will be taken one time by the coordinator	-10			
GUIDELINES	Did not follow competition guidelines			

HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.

- Register students and then select competitions to enter.

NATIONAL ELIGIBILITY
All Plaques Awarded at State Convention

CREATIVE WRITING

The Creative Writing Competition provides an opportunity for a student to use creative details through written expression as he/she interprets the topic. There are two divisions - Division I - 9th and 10th grade and Division II - 11th and 12th grade. A club may enter both Division I and Division II.

TIME LIMIT: 90 MINUTES

COMPETITION GUIDELINES

1. Students will have a 90 minute time limit.

2. No pre-written materials allowed.

3. Paper will be provided.

4. Students will need to provide their own writing instruments.

5. Each student may bring: dictionary and/or thesaurus.

6. Writing prompt will be assigned at the beginning of the competition.

7. Completed piece must be at least 200 words, but no more than 500.

EDUCATIONAL CONNECTIONS

- Information and Media Literacy
- Composition Writing and Journalism
- Written Communication
- Grammar
- Critical Thinking and Problem Solving

JUDGING CRITERIA

CREATIVE WRITING	16 - 20	11- 15	6 - 10	1 - 5
PURPOSE AND FOCUS	The prompt is addressed with an excellent purpose and focus. Main ideas and supporting details are clear and well developed.	The prompt is addressed with a good purpose and focus. Main ideas are presented and supported by details that are developed.	The prompt is addressed with an average purpose and focus. Main ideas are presented and supported by average details.	The prompt is addressed with a minimal purpose and focus. Main ideas are unclear and supported by minimal details.
ORGANIZATION AND DEVELOPMENT	The piece has an excellent beginning, middle and end.	The piece has a good beginning, middle and end.	The piece has an average beginning, middle and end.	The piece has minimal evidence of a beginning, middle and end.
STRUCTURE AND LANGUAGE	Excellent use of vivid words and phrases that displays a command of figurative language. Excellent construction of sentences with a varied structure and length appropriate to prompt.	Good use of vivid words and phrases that displays an understanding of figurative language. Good construction of sentences with a varied structure and length appropriate to prompt.	Average use of vivid words and phrases that displays use of figurative language. Average construction of sentences with structure and length appropriate to prompt.	Minimal use of vivid words and phrases that displays some figurative language. Minimal construction of sentences with structure and length.
MECHANICS	Excellent command of grammar, mechanics, and/or spelling that results in no errors.	Good command of grammar, mechanics, and/or spelling that results in a few errors.	Average command of grammar, mechanics, and/or spelling that results in several errors.	Minimal command of grammar, mechanics, and/or spelling that results frequent errors.
OVERALL EFFECTIVENESS	Excellent effectiveness and maintains the reader's attention.	Good effectiveness and mostly maintains the reader's attention.	Average effectiveness and somewhat maintains the reader's attention.	Minimal effectiveness and does not maintain the reader's attention.
DEDUCTION This will be taken one time by the coordinator	**-10**			
Guidelines	Did not follow competition guidelines			

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competition to enter.
- Select the student that will participate in this competition.

NATIONAL ELIGIBILITY
All Plaques Awarded at State Convention

ENGINEERING

This team competition demonstrates creative ability, collaboration and attention to detail to construct an invention in the spirit of Rube Goldberg. Teams use items from a specified list. Teams will be given an invention prompt at the beginning of the competition. The invention must have at least five steps. A step is defined as a power - whatever force causes the next reaction to take place. Teams will write an explanation to communicate the elements of the invention and creative concepts. Teams will be required to interact with judges and respond to questions during the competition.

TIME LIMIT: 2 HOURS

COMPETITION GUIDELINES

1. Each school may enter one team of three to five students.

2. Teams will be given two hours to construct the invention.

3. The invention must be constructed on a piece of plywood 24 inches by 48 inches. This piece of plywood will be separate from the material container.

4. The invention may have parts that suspend beyond the board, but cannot be braced/tethered/supported by anything (i.e. wall or floor) other than the board.

5. The team must use items from the specified list and materials must fit into a closed 18 gallon plastic storage container with a lid.

6. Power tools do not have to be placed in the container. Tools must be battery operated.

7. Safety glasses are required for each team member. Teams will not be allowed to participate without safety glasses.

8. All construction must be done on-site. No steps can be preassembled, construction pieces must be separate and the board must be free of any writing or marks.

9. Electricity will not be available.

10. During the competition, objects may be attached to the board and/or to each other using adhesives, thumb tacks, nails, screws, wire, string, or tape.

11. The team gets one free touch to activate their invention.

APPROVED MATERIAL LIST

The following items must be included in the team's container of approved materials: golf ball(s) , dominoes, solo cup, nail, paper clip, rubber band, wire hanger, marbles, straws and pulleys. The team must use items from the specified list of materials below. Materials must fit into a closed 18 gallon container with lid. Teams will be responsible for all materials needed for the build, including tools, and plywood board. Safety glasses are required and must be furnished by the competing teams.

Thread spool
Cans
Toothpicks
Toothbrushes
Paper clips
Sandwich bag
Wood scraps
Dowels
Tubing
Pulleys
Craft sticks
Plumbing parts
Mouse trap
Boxes
Matchbox car
Newspaper
Greeting card
Playing cards
Hammer
Marbles
Aluminum foil
CDs
PVC Pipes

Mini-blind slats
Paper plates
Wire
String
Tape
Nails
Screws
Adhesives
Balloons
Springs
Bells
Rubber bands
Paper fasteners
Scissors
Straws
Wheels
Tea strainer
Modeling clay
Tiles
Tinker Toys
Zip ties
Magnets
Cotton balls

Legos
Construx
Balls (plastic, metal, rubber)
Cups
Plastic toys
Battery powered fan
Cardboard
Cork
Spoons
Plastic bottles
Dried beans
Straight pins
Clothes pins
Ruler
Wind-up toys
Lincoln logs
Bottles
Shoe laces
Spaghetti noodles
Dominoes
Wire hangers
Pipe cleaners

EDUCATIONAL CONNECTIONS

- Engineering and Innovation

- Communication and Collaboration

- Critical Thinking and Problem Solving

- Science, Technology, Engineering, Arts and Mathematics (STEAM)

- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.

- The entry must be completed and submitted by the deadline date.

- Bring 24" x 48" piece of plywood, tools, safety glasses, and container of materials to Convention

JUDGING CRITERIA

ENGINEERING	16 - 20	11 - 15	6 - 10	1 - 5
COMPLEXITY	Structure displays excellent complexity of the steps used in the build.	Structure displays good complexity of the steps used in the build.	Structure displays average complexity of the steps used in the build.	Structure displays minimal complexity of the steps used in the build.
CREATIVITY	Structure exhibits excellent creative solution in all aspects of the challenge.	Structure exhibits good creative solution in all aspects of the challenge.	Structure exhibits average creative solution in all aspects of the challenge.	Structure exhibits minimal creative solution in all aspects of the challenge.
CRITICAL THINKING	Students exhibit excellent ability to consider alternatives to the design and construction during the process.	Students exhibit good ability to consider alternatives to the design and construction during the process.	Students exhibit average ability to consider alternatives to the design and construction during the process.	Students exhibits minimal ability to consider alternatives to the design and construction during the process.
TEAM COMMUNICATION	Displays excellent communication and collaboration throughout the entire process.	Displays good communication and collaboration throughout the entire process.	Displays average communication and collaboration throughout the entire process.	Displays minimal communication and collaboration throughout the entire process.
OVERALL QUALITY	Structural integrity and demonstration of challenge are excellent.	Structural integrity and demonstration of challenge are good.	Structural integrity and demonstration of challenge are average.	Structural integrity and demonstration of challenge are minimal.
DEDUCTION This will be taken one time by the coordinator	-10			
GUIDELINES	Did not follow competition guidelines			

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competition to enter.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

FRESHMAN PROBLEM SOLVING

9TH GRADE TEAM COMPETITION

The Freshman Problem Solving Competition is designed for a team of three to four 9th grade students to demonstrate knowledge and application of the Beta pillars. Teams will be given one hour to work collaboratively, use critical thinking and problem solve.

TIME LIMIT: 1 HOUR

COMPETITION GUIDELINES

1. A club may enter one team. The team is to consist of three to four 9th grade students.
2. Team members are required to provide writing instruments.
3. No outside materials will be allowed.
4. Use of any electronic devices will not be permitted during the competition.
5. Teams will be given one (1) hour to complete this competition.

EDUCATIONAL CONNECTIONS

- Information and Media Literacy
- Composition Writing and Journalism
- Written Communication
- Critical Thinking and Problem Solving
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check only 9th grade students that will participate in this competition.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

LIVING LITERATURE

Living Literature provides an opportunity for students to present an interpretation of a scene from a work of literature. Students should choose a scene and characters from any form of literature, including but not limited to, a novel, short story, poem, or play. Students recreate the scene through costumes, scenery, and props. Essentially, students become "wax museum figures" depicting the scene.

COMPETITION GUIDELINES

1. All participants in the scene must have their feet on the floor.
2. The scene should be entirely free standing, not leaning on walls.
3. No electricity will be provided.
4. SAFETY - Wood or metal may not be used in the construction of the scene. However, metal or wooden bases, no taller than 36 inches, can be used to transport and/or support the scene. Props (table, chairs, etc.) made of wood or metal may be used as intended.
5. The dimension of a scene may not exceed 12 feet wide by 12 feet deep by 12 feet high.
6. A description of the scene, book title, author, and school name must be incorporated within the dimensions of the scene.
7. Set up will not be monitored. A window of time, of no more than one hour, will be designated in the final program. Adults may assist with set up and disassembling the set.
8. Competitors must be prepared for judging at the designated time.
9. SAFETY - No live animals or fire are permitted in the scene.
10. No balloons, hay, sound effects or music in the scene.
11. Entrants must clean their assigned scene area and remove all props immediately after the competition.
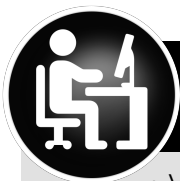
EDUCATIONAL CONNECTIONS

- Visual and Performing Arts Standards
- Creativity and Innovation
- Information and Media Literacy
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

LIVING LITERATURE	16 - 20	11 - 15	6 - 10	1 - 5
ORIGINALITY OF LITERATURE SELECTION AND INTERPRETATION OF SCENE	Literary Selection demonstrates excellent originality and portrayal of an actual authentic scene from selection.	Literary Selection demonstrates good originality and portrayal of an actual authentic scene from selection.	Literary Selection demonstrates average originality and portrayal of an actual authentic scene from selection.	Literary Selection demonstrates minimal originality and portrayal of an actual authentic scene from selection.
CRAFTSMANSHIP OF THE SCENE	Scene construction consists of excellent craftsmanship and attention to detail.	Scene construction consists of good craftsmanship and attention to detail.	Scene construction consists of average craftsmanship and attention to detail.	Scene construction consists of minimal craftsmanship and attention to detail.
ATTENTION TO DETAIL OF COSTUMES	Costumes display excellent detail to portrayal of characters in the scene.	Costumes display good detail to portrayal of characters in the scene.	Costumes display average detail to portrayal of characters in the scene.	Costumes display minimal detail to portrayal of characters in the scene.
CHARACTERIZATION IN POSING OF THE SCENE	Participants display excellent characterization in posing of the scene.	Participants display good characterization in posing of the scene.	Participants display average characterization in posing of the scene.	Participants display minimal characterization in posing of the scene.
INFORMATION DISPLAY	An excellent description of the scene, book title, author, and school name are incorporated within the scene.	A good description of the scene, book title, author, and school name are incorporated within the scene.	An average description of the scene, book title, author, and school name are incorporated within the scene.	A minimal description of the scene, book title, author, and school name are incorporated within the scene.
DEDUCTION This will be taken one time by the coordinator	-10	-15		
GUIDELINES	Did not follow competition guidelines	Did not follow competition SAFETY guidelines		

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.

MARKETING and COMMUNICATIONS

The Marketing and Communications competition allows three to five students to demonstrate creativity, communication skills, and marketing strategies. The campaign should exhibit students' ability to collaborate, problem solve and think critically to develop an effective presentation.

COMPETITION GUIDELINES

1. Teams of three to five students will develop a marketing campaign using one of the prompts listed below.

   Develop a campaign that advocates for Vocational Education

   Develop a campaign for a partnership with a national nonprofit

   Develop a campaign for a school-wide event that will promote community service

2. The marketing pitch must not exceed 2 minutes. Presentations may include, but are not limited to iPads, laptops, handouts, storyboards, etc.

3. The team's presentation will be judged based on the criteria listed below.

4. No electricity or internet connections will be provided. Tables will be provided.

EDUCATIONAL CONNECTIONS

- Visual Art Standards
- Information and Media Literacy
- Collaboration
- Critical Thinking and Problem Solving
- Oral Communication
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

MARKETING AND COMMUNICATIONS	16 - 20	11 - 15	6 - 10	1 - 5
INTERPRETATION AND ILLUSTRATION OF PROMPT	Excellent interpretation and illustration of the prompt.	Good interpretation and illustration of the prompt.	Average interpretation and illustration of the prompt.	Minimal interpretation and illustration of the prompt.
CREATIVITY AND ORIGINALITY	The campaign reflects an excellent degree of team creativity and originality.	The campaign reflects a good degree of team creativity and originality.	The campaign reflects an average degree of team creativity and originality.	The campaign reflects a minimal degree of team creativity and originality.
OVERALL VISUAL QUALITY	Creates an excellent visual display and exhibits excellent effort put into workmanship.	Creates a good visual display and exhibits good effort put into workmanship.	Creates an average visual display and exhibits average effort put into workmanship.	Creates a minimal visual display and exhibits minimal effort put into workmanship.
TEAMWORK AND COLLABORATION	Excellent teamwork and collaboration to cohesively express ideas from each student in the final presentation.	Good teamwork and collaboration to cohesively express ideas from each student in the final presentation.	Average teamwork and collaboration to cohesively express ideas from each student in the final presentation.	Minimal teamwork and collaboration to cohesively express ideas from each student in the final presentation.
PRESENTATION	Excellent explanation of design elements and relevancy to prompt.	Good explanation of design elements and relevancy to prompt.	Average explanation of design elements and relevancy to prompt.	Minimal explanation of design elements and relevancy to prompt.
DEDUCTION This will be taken one time by the coordinator	-10			
GUIDELINES	Did not follow competition guidelines			

HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.

- Register students and then select competitions to enter.

ONSITE ART

The Onsite Art competitions provide students the opportunity to showcase artistic talents and creative abilities. Students will bring their own materials and create drawings/paintings. This competition is designed to encourage creativity and innovation, reward artistic talent as well as reinforce the importance of fine arts in the 21st century.

There are two divisions for Onsite Art - Division I is 9th and 10th and Division II is 11th and 12th. A club may enter both Division I and Division II.

TIME LIMIT: 2 HOURS

PAINTING GUIDELINES

1. No materials will be provided. Artist are responsible for paint, paintbrushes and their choice of painting surface (for example canvas, paper, wood). Size is not to exceed 16x20.

2. Painting surface must be clean and clear, as well as initialed by the coordinator prior to beginning

3. Paintings will be judged holistically by a panel of judges.

4. Students will have two (2) hours to complete the onsite art piece.

DRAWING GUIDELINES

1. No materials will be provided. Artist are responsible for drawing instruments and their choice of drawing surface (for example canvas, paper, wood). Size is to not exceed 16x20.

2. Drawing surface must be clean and clear, as well as initialed by the coordinator prior to beginning

3. Drawings will be judged holistically by a panel of judges.

4. Students will have two (2) hours to complete the onsite art piece.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Visual Arts Elements
- Use of Artistic Media
- Critical Thinking

JUDGING CRITERIA

- **Holistic style judging will be used to determine the award winners in the arts competition. Judges will use the following to determine the winners:**

  Creativity – originality, innovation

  Composition – lines, simplicity, balance, color contrast, details

  Focus – degree of sharpness or softness, depth of field

  Lighting – exposure, direction quality, use of shadows, shading

  Technique – camera angle, paint strokes

  Primary visual impact – subject matter

  Presentation – appearance, complimentary framing and/or mounting, overall artistic appeal

  Degree of difficulty

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the students that will participate in this competition.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

PERFORMING ARTS

PERFORMING ARTS-GROUP (four or more participants)–6-minute time limit. Performers will have a total time limit of 10 minutes, which includes set up and take down. The performance has a maximum time limit of 6 minutes.

AND

PERFORMING ARTS-SOLO, DUO, TRIO (three or fewer participants)-2–minute time limit. Performers will have a total time limit of 4 minutes, which includes set up and take down. The performance has a maximum time limit of 2 minutes.

A club may enter both PERFORMING ARTS-GROUP and PERFORMING ARTS-SOLO, DUO, TRIO.

COMPETITION GUIDELINES

1. An electric piano and a sound system will be provided. Any music used for performance must be given to the sound tech prior to their performance. Individual amps are not provided.
2. When a performer is singing, recorded background vocals are not allowed.
3. Lip syncing, defined as pretending to sing in synchronization with recorded vocals, is not allowed (i.e. moving mouth while holding a microphone).
4. The performance must be contained to the stage area.
5. Acts must clear the stage of any debris following their performance. Clean up will be included in the set up/take down time limit.
6. Only microphones provided by the audio visual company hired by National Beta may be used.
7. SAFETY - Guns, or the portrayal of guns, are not permitted.
8. SAFETY - Tumbling passes and cheerleading stunts are not allowed with the exception of cartwheels, aerial cartwheels and round-offs performed singularly.
9. No audio visual technology is allowed in the talent performance, such as but not limited to video, PowerPoint, slide show, etc.
10. SAFETY - No fire may be used in the act.
11. No hay, balloons, or confetti may be used in any act
12. Adults may assist in the set up of the performance but may not participate in any portion of the performance.
13. SAFETY - Metal or wood may not be used in the construction of backdrops. However, metal or wooden bases, no taller than 36 inches, can be used to transport and/or support backdrops. Props (table, chairs, etc.) made of metal or wood may be used as intended.
14. SAFETY - Only portable choral risers may be used to elevate participants.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Performing Arts Standards
- Communication
- Collaboration

JUDGING CRITERIA

PERFORMING ARTS - GROUP	16 - 20	11 - 15	6 - 10	1 - 5
TALENT QUALITY	Excellent quality of talent performance.	Good quality of talent performance.	Average quality of talent performance.	Minimal quality of talent performance.
STAGE PRESENCE	Excellent stage presence that includes confidence, personality and audience connection.	Good stage presence that includes confidence, personality and audience connection.	Average stage presence that includes confidence, personality and audience connection.	Minimal stage presence that includes confidence, personality and audience connection.
CREATIVITY AND ORIGINALITY	Excellent performance that was creative and original throughout the entire performance.	Good performance that was creative and original throughout the entire performance.	Average performance that was creative and original throughout the entire performance.	Minimal performance that was creative and original throughout the entire performance.
ENTERTAINMENT QUALITY	The group showcased excellent entertainment quality throughout the entire performance.	The group showcased good entertainment quality throughout the entire performance.	The group showcased average entertainment quality throughout the entire performance.	The group showcased minimal entertainment quality throughout the entire performance.
OVERALL PERFORMANCE	Group achieved an excellent performance.	Group achieved a good performance.	Group achieved an average performance.	Group achieved a minimal performance.
DEDUCTIONS This will be taken one time by the coordinator.	**-10**	**-15**		
GUIDELINES	Did not follow competition guidelines	Did not follow competition SAFETY guidelines		

HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.

- Register students and then select competitions to enter.

JUDGING CRITERIA

PERFORMING ARTS - SOLO, DUO, TRIO	16 - 20	11 - 15	6 - 10	1 - 5
TALENT QUALITY	Excellent quality of talent performance.	Good quality of talent performance.	Average quality of talent performance.	Minimal quality of talent performance.
STAGE PRESENCE	Excellent stage presence that includes confidence, personality and audience connection.	Good stage presence that includes confidence, personality and audience connection.	Average stage presence that includes confidence, personality and audience connection.	Minimal stage presence that includes confidence, personality and audience connection.
CREATIVITY AND ORIGINALITY	Excellent performance that was creative and original throughout the entire performance.	Good performance that was creative and original throughout the entire performance.	Average performance that was creative and original throughout the entire performance.	Minimal performance that was creative and original throughout the entire performance.
ENTERTAINMENT QUALITY	The performer(s) showcased excellent entertainment quality throughout the entire performance.	The performer(s) showcased good entertainment quality throughout the entire performance.	The performer(s) showcased average entertainment quality throughout the entire performance.	The performer(s) showcased minimal entertainment quality throughout the entire performance.
OVERALL PERFORMANCE	Performer(s) achieved an excellent performance.	Performer(s)achieved a good performance.	Performer(s) achieved an average performance.	Performer(s) achieved a minimal performance.
DEDUCTIONS This will be taken one time by the coordinator.	**-10**	**-15**		
GUIDELINES	Did not follow competition guidelines	Did not follow competition SAFETY guidelines		

HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.

- Register students and then select competitions to enter.

POETRY

The Poetry Competition provides an opportunity for a student to use creative details and poetic devices through written expression as he/she interprets the topic that will be given at the beginning of the competition. There are two divisions for Poetry - Division I is 9th and 10th and Division II is 11th and 12th. A club may enter both Division I and Division II.

TIME LIMIT: 1 HOUR

COMPETITION GUIDELINES

1. No prewritten materials allowed.

2. Each student may bring a dictionary and/or thesaurus.

3. Students must provide writing utensils.

4. Paper will be supplied.

5. A prompt for the poem will be assigned at the beginning of the one hour competition.

6. Writing must be legible to be judged.

7. Use of all electronic devices will not be permitted during competition.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Information and Media Literacy
- Vocabulary
- Poetic Devices
- Written Communication
- Critical Thinking

JUDGING CRITERIA

POETRY	16 - 20	11 - 15	6 - 10	1 - 5
PROMPT - PURPOSE AND FOCUS	The prompt is addressed with an excellent focus.	The prompt is addressed with a good focus.	The prompt is addressed with an average focus.	The prompt is addressed with a minimal focus.
USE OF POETIC DEVICES	Piece exhibits an excellent use of poetic devices (i.e. allusion, symbolism, figurative language, jargon, phrasing, repetition and rhyme, etc.).	Piece exhibits a good use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, repetition and rhyme, etc.).	Piece exhibits an average use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, repetition and rhyme, etc.).	Piece exhibits a minimal use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, repetition and rhyme, etc.).
TONE AND MOOD	The piece has excellent tone and mood which are completely clear and consistent.	The piece has good tone and mood which are completely clear and consistent.	The piece has average tone and mood which are completely clear and consistent.	The piece has minimal tone and mood which are completely clear and consistent.
VOICE	Piece is presented in an excellent distinctive voice and clear point of view.	Piece is presented in an adequate distinctive voice and clear point of view.	Piece is presented in an average distinctive voice and clear point of view.	Piece is presented in an minimal distinctive voice and clear point of view.
OVERALL EFFECTIVENESS	The piece is excellent and highly effective in maintaining the reader's attention.	The piece is good and effective in maintaining the reader's attention.	The piece is average and somewhat maintains the reader's attention.	The piece is minimally effective and somewhat maintains the reader's attention.
DEDUCTION This will be taken one time by the coordinator	-10			
Guidelines	Did not follow competition guidelines			

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Select the students that will participate in this competition.

PORTFOLIO

Portfolio Competition showcases the club's experiences from the time span of state convention to state convention. This is a way to record each Beta Club's service, membership, and activities for the school year, the time between conventions. One to two students will present the finished product, at a time designated in the program, and will be briefly interviewed by the judges. This competition is designed to encourage club pride, creativity and innovation, interpretation of a theme, and artistic design

COMPETITION GUIDELINES

1. The portfolio must cover only one year, state convention to state convention

2. Portfolio must contain the name, city and state of the school.

3. One to two students must present the portfolio at a time designated in the program. Students will remain during the judging process to be interviewed by a panel of judges to discuss design, collaboration, and creative process.

4. The project will remain on display until the time of pick up as listed in the program.

5. Presentation style is the choice of the club. It may be in the form of a book, electronic version, storyboard, etc.

6. Portfolio form should be attached to the back of the project.

7. No electricity or internet connections will be provided.

8. Tables will be provided

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Information/Media Literacy
- Composition Writing and Journalism
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

PORTFOLIO	16 - 20	11 - 15	6 - 10	1 - 5
ARTISTIC DESIGN	Artistic Design creates an excellent visual display and exhibits excellent effort put into workmanship.	Artistic Design creates a good visual display and exhibits good effort put into workmanship.	Artistic Design creates an average visual display and exhibits average effort put into workmanship.	Artistic Design creates a minimal visual display and exhibits minimal effort put into workmanship.
THEME OF CHOICE	Excellent interpretation and illustration of the chosen theme.	Good interpretation and illustration of the chosen theme.	Average interpretation and illustration of the chosen theme.	Minimal interpretation and illustration of the chosen theme.
CRAFTSMANSHIP	Materials and artwork create an excellent visual display and exhibit excellent effort put into craftsmanship.	Materials and artwork create a good visual display and exhibit good effort put into craftsmanship.	Materials and artwork create an average visual display and exhibit average effort put into craftsmanship.	Materials and artwork create a minimal visual display and exhibit minimal effort put into craftsmanship.
CONTENTS AND ORGANIZATION	Content reflects an excellent degree of variety and organization that clearly shows multiple areas of individual and club activity.	Content reflects a good degree of variety and organization that shows multiple areas of individual and club activity.	Content reflects an average degree of variety and organization that somewhat shows multiple areas of individual and club activity.	Content reflects a minimal degree of variety and organization that minimally shows multiple areas of individual and club activity.
CREATIVITY, COLOR AND CONTRAST	The design exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes, graphics and spacing.	The design exhibits a good degree of student creativity with a good use of colors, textures, shapes, graphics and spacing.	The design exhibits an average degree of student creativity with an average use of colors, textures, shapes, graphics and spacing.	The design exhibits a minimal degree of student creativity with a minimal use of colors, textures, shapes, graphics and spacing.
DEDUCTION This will be taken one time by the coordinator	-10			
GUIDELINES	Did not follow competition guidelines			

HOW TO ENTER

- Print form and complete in full.
- Attach form to back of the portfolio.
- Visit www.betaclub.org/events/conventions and follow directions.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

PORTFOLIO FORM

PRINT AND ATTACH TO THE BACK
OF THE PORTFOLIO

SCHOOL: _____ CLUB ID NUMBER: _____

Explain the theme of your project:

Describe any creative choices made in creating your final presentation:

Describe how your club collaborated to create the portfolio:

IF ELECTRONIC - provide necessary login information:

QUIZ BOWL

Quiz Bowl is a general knowledge competition which stresses quick recall. The competition is designed for a team of four students to participate in a collaborative effort in various levels of difficulty that range from trivial to highly technical information.

WRITTEN GUIDELINES

1. Each four member team will collaboratively take a written test with a time limit of one hour.
2. Teams must provide their own pencils.
3. Completion time of the test will be recorded. In case of a tie, the team that finished first will be the winner.
4. Use of any electronic devices will not be permitted during competition.
5. The four members that take the written test must be the same members that participate in the oral rounds.
6. The top eight teams will advance to the oral rounds.

ORAL GUIDELINES

1. Quiz Bowl is a question-and-answer game played between two teams of four players each.
2. Each match will consist of two teams and will be played with two,10-question halves or up to the 30 minute time limit, whichever is reached first.
3. The competition will be single elimination.
4. Each team must designate a captain
5. If a team is late or fails to appear for the oral round, it will forfeit the match and the remaining teams will continue competition.
6. All rounds will be played in the following manner: One, 15 minute half or 10 toss-up questions, whichever comes first; and a 15 minute half or 10 toss-up questions, whichever comes first. There will be an official time keeper.
7. Points are scored for correct answers to the questions asked by the moderator.
8. There are two types of questions: toss-ups, worth 10 points each, and bonuses, worth 20 points each.

9. For toss-ups and bonuses, unless otherwise stated in the question, players may use abbreviated answers, such as last names only, nicknames, acronyms, chemical symbols, etc., as long as such answers still correctly indicate clear and precise knowledge of the information requested in the question.

10. For toss-up questions, players will be given approximately 5 seconds from the time the moderator stops reading to signal, and then must answer as soon as they are called upon. The moderator will allow for a natural pause, but no stalling will be allowed. For math calculations, team members will have 15 seconds to respond.

11. If a toss-up answer comes after time has been called, it does not count.

12. If a player confers with a teammate on a toss-up question, the answer does not count. The question is turned over to the other team. The first player to signal and be recognized by the moderator answers the question.

13. If a player answers without being recognized, the answer counts the same as a wrong answer. This rule is in effect to prevent players from answering because they "think" they signaled first. That is not the same as actually signaling first, and the right of the player who has signaled first must be protected.

14. On a toss-up, the first response is the one that counts. Sometimes a player will attempt to give more than one piece of information in his/her answer. There are some instances when such a response is acceptable. The moderator (and judge) must distinguish whether the player has, in fact, pinpointed the answer or is just rattling off a list of facts on a given subject. This situation is particularly likely to occur on an interruption. The officials must be alert. This is a judgment call.

15. If a player answers a toss-up correctly, his or her team scores 10 points and is given a chance at a bonus question. The team captain has 15 seconds to respond with an answer to the bonus after the bonus question has been read. For math bonus questions, students will be given 20 seconds to respond.

16. If the half or game ends while the moderator is reading a toss-up, he/she stops right there, without giving either team a chance to answer. However, if a player on either team has signaled before the whistle, he/she is given an opportunity to respond, if the answer is correct, the team is given its bonus question. If the answer is wrong, the question is not turned over to the other team and the round ends there.

17. If a player believes he/she knows the answer to a toss-up question before it has been completed, he/she may interrupt the moderator by signaling. If the answer is correct, the team scores 10 points. If the answer is wrong, the entire question is repeated for the other team.

18. If the moderator inadvertently gives an answer to a toss-up without giving either team a chance to respond, a new toss-up is read. However, if one team has given an incorrect answer without turning it over to the opposing team, then the next toss-up will be read for the opposing team only.

19. If someone in the audience shouts out an answer, the moderator discards the question and goes to the next question in the stack. The person who interrupts may be asked to leave the round.

ORAL GUIDELINES

20. Team members may confer on bonus answers. All team members are encouraged to participate as much as possible. However, if there are conflicting answers, the moderator will ask the team captain for the team's official answer. The team captain can designate another team member to answer the bonus question.

21. On all bonuses, anticipate some delay in response because of conferences. Allow the answers to come naturally, but remember, no stalling. The team has 15 seconds to respond to the bonus question.

22. The toss-up and bonus questions will be completely read before time begins, unless a team member buzzes in prior to the end of the question.

23. If a bonus answer comes after time has been called, it does not count.

24. If the score is tied at the end of the regulation time, the tie is broken by a sudden-death play-off of toss-up questions. First correct answer scores 10 points and wins the game.

PROTESTS: If a player or team wishes to protest either an accepted answer to a question or a game procedure, the protest must come from the team captain during the game, at the time of the occurrence. The opposing captain will be given the opportunity to present a rebuttal. A decision will be made at that point by the moderator and judge; this decision will be final. If a team has had two unsuccessful protests in one game, it may not make any further protests during the game.

EDUCATIONAL CONNECTIONS

- General knowledge of grades of all content area standards

- Communication and Collaboration

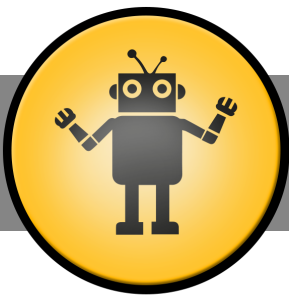- Critical Thinking and Problem Solving

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the students that will participate in this competition.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

ROBOTICS SHOWCASE

The Robotics Showcase is a team event. Teams of four to eight members will design, program, construct, and implement their robot in order to address the 2019-2020 Robotics Challenge: Examine, Expand, Extend. Teams will bring pre-constructed robots and props to showcase their interpretation of the challenge having incorporated skills in science, technology, engineering, and mathematics.

COMPETITION GUIDELINES

1. Teams must consist of four to eight members.

2. Teams will bring a pre-constructed robot from their choice of materials that can perform one or more of the functions that abide by the 2019-2020 Robotics Challenge: Examine, Expand, Extend.

3. Set-up time for robots and all props will be no more than 15 minutes. Two adults may assist the team during the set-up time.

4. Teams will be given 2 minutes to perform the challenge and for judges' questions.

5. Team members must answer questions regarding details of how the robot was built and what equipment was used to build the robot.

6. Each robot must comply with all specifications listed.

7. Teams will be given an area of 12'x12' to perform the challenge.

8. In order to showcase the functions of their robot, teams may bring additional props/materials to use in conjunction with their robots to effectively perform the challenge.

9. The school name, team name, robot name, and a short description of the robot's functions must be included in the performance area. Keep in mind to make this information visible for viewing.

10. Teams may wear coordinating outfits/costumes that represent their interpretation of the challenge.

11. Team members may only enter the 12'x12' performance area to reset props/materials. Team members must not assist the robot's performance functions.

12. There will be a public showcase for convention attendees. Teams will continue to perform the challenge during this viewing time.

13. No electricity will be available in the designated performance space.

14. Due to different types of flooring at convention sites, teams are allowed to bring their own flooring material, but it must fit within the performance area.

15. Teams must clean their assigned space and remove robots and props immediately following competition.

ROBOT SPECIFICATIONS

1. The student built robot may be made of a variety of materials but must fit within a 24"x24"x24" cube. This means that the robot's measurements for height, width, and length must be less than or equal to 24".

2. Robots may be constructed from a kit or built from the ground up. Robot may be fully automated, controlled by a remote, tethered or coded.

3. All robots are to be electrically powered only. No combustion engines allowed.

4. Liquids may not be used in any form of the challenge.

5. All power sources must be 100% contained in the robot body.

6. Robots must be singular in form. No secondary robots or self-propelled devices that detach themselves from the main robot will be allowed.

7. All robots with active moving parts must have a master kill switch that deactivates the moving parts immediately.

8. Operable push outs or extensions are allowed; however, when contracted the robot must still comply with the 24" length, width, and height limits.

EDUCATIONAL CONNECTIONS

- Critical Thinking and Decision Making

- Collaboration

- Analytical Skills

- Computational Thinking

- Problem Solving

- Effective Communication and Presentation Skills

- Science, Technology, Engineering, Arts and Mathematics (STEAM)

- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

ROBOTICS	16 - 20	11 - 15	6 - 10	1 - 5
INNOVATION/ CREATIVITY	Excellent use of innovation and creativity in applying new, unique or unexpected features, designs, programs and/ or applications in performing the task.	Good use of innovation and creativity in applying new, unique or unexpected features, designs, programs and/ or applications in performing the task.	Average use of innovation and creativity in applying new, unique or unexpected features, designs, programs and/ or applications in performing the task.	Minimal use of innovation and creativity in applying new, unique or unexpected features, designs, programs and/ or applications in performing the task.
MISSION/TEAM STRATEGY	Excellent ability to clearly define, communicate and describe the team strategy in completing the task(s).	Good ability to clearly define, communicate and describe the team strategy in completing the task(s).	Average ability to clearly define, communicate and describe the team strategy in completing the task(s).	Minimal ability to clearly define, communicate and describe the team strategy in completing the task(s).
AUTOMATION/ NAVIGATION	Excellent ability of the robot to perform as intended with minimal intervention and/or program timing. Ability to achieve one or more of the tasks in the challenge.	Good ability of the robot to perform as intended with minimal intervention and/or program timing. Ability to achieve one or more of the tasks in the challenge.	Average ability of the robot to perform as intended with minimal intervention and/or program timing. Ability to achieve one or more of the tasks in the challenge.	Minimal ability of the robot to perform as intended with minimal intervention and/or program timing. Ability to achieve one or more of the tasks in the challenge.
ROBOT DURABILITY AND COMPLEXITY	Excellent evidence of structural durability and complexity including the ability to withstand the rigors of competition.	Good evidence of structural durability and complexity including the ability to withstand the rigors of competition.	Average evidence of structural durability and complexity including the ability to withstand the rigors of competition.	Minimal evidence of structural durability and complexity including the ability to withstand the rigors of competition.
DESIGN PROCESS	Excellent explanation of team's design process to include alternatives, improvements and decisions made to determine the robot's ability in completing task(s).	Good explanation of team's design process to include alternatives, improvements and decisions made to determine the robot's ability in completing task(s).	Average explanation of team's design process to include alternatives, improvements and decisions made to determine the robot's ability in completing task(s).	Minimal explanation of team's design process to include alternatives, improvements and decisions made to determine the robot's ability in completing task(s).
DEDUCTION This will be taken one time by the coordinator	**-10**			
GUIDELINES	Did not follow competition guidelines			

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

SERVICE LEARNING SHOWCASE

The Service Learning Showcase allows each club to submit one, free-standing trifold board that features the club's service projects from throughout the year. One to two club members will present the finished board at the time designated in the program. This competition is designed to showcase service learning, creativity, innovation, and artistic design.

COMPETITION GUIDELINES

1. Each club must use a display board that is the size of a standard trifold board and may include the optional attached header/banner. No additional materials should be displayed with the Showcase, such as brochures, candy, etc.

2. All items of the presentation must be attached to the board. Any border, trim, etc. should not extend beyond the trifold board.

3. The board must be free-standing without any supports.

4. Electricity will not be provided.

5. One to two students must present the Service Learning Showcase

6. The Service Learning Showcase form provided should be attached to the back of the service board.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation

- Information and Media Literacy

- Design Elements and Visual Arts Standards

- Communication and Collaboration

- Critical Thinking and Problem Solving

- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

SERVICE LEARNING SHOWCASE	16 - 20	11 - 15	6 - 10	1 - 5
INTERPRETATION AND ILLUSTRATION OF SERVICE	Excellent interpretation and illustration of showcased service.	Good interpretation and illustration of showcased service.	Average interpretation and illustration of showcased service.	Minimal interpretation and illustration of showcased service.
CRAFTSMANSHIP	Materials and artwork create an excellent visual display and exhibit excellent effort put into craftsmanship.	Materials and artwork create a good visual display and exhibit good effort put into craftsmanship.	Materials and artwork create an average visual display and exhibit average effort put into craftsmanship.	Materials and artwork create a minimal visual display and exhibit minimal effort put into craftsmanship.
CREATIVITY, COLOR AND CONTRAST	The display exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes, graphics and spacing.	The display exhibits a good degree of student creativity with a good use of colors, textures, shapes, graphics and spacing.	The display exhibits an average degree of student creativity with an average use of colors, textures, shapes, graphics and spacing.	The display exhibits a minimal degree of student creativity with a minimal use of colors, textures, shapes, graphics and spacing.
ORIGINALITY OF DISPLAY	Display reflects excellent originality.	Display reflects good originality.	Display reflects average originality.	Display reflects minimal originality.
IMPACT OF SERVICE	Excellent illustration of the impact of service projects.	Good illustration of the impact of service projects.	Average illustration of the impact of service projects.	Minimal illustration of the impact of service projects.
DEDUCTION This will be taken one time by the coordinator	**-10**			
GUIDELINES	Did not follow competition guidelines			

HOW TO ENTER

- Print the form and complete in full.
- Attach form to back of the board.
- Visit www.betaclub.org/events/conventions and follow directions.

SERVICE LEARNING SHOWCASE

SCHOOL:_____ CLUB ID NUMBER: _____

How does the Service Learning board communicate your club's service(s)?

Describe the learning that your club experienced during the project(s):

Describe how your club collaborated to create the board:

SHOW CHOIR

The Show Choir competition is designed for at least but not limited to 12 participants to perform a three to six minute choral repertoire of their choice and may use choreography to enhance the performance. This competition gives clubs the opportunity to showcase vocal harmony, creative selection, and entertainment value.

TIME LIMIT: 3-6 MINUTES

COMPETITION GUIDELINES

1. Practice appropriateness when selecting choral repertoire. Any style is acceptable.

2. Avoid inappropriate music, corny, crude and risqué jokes or motions. Lyrics will be deemed appropriate as performed.

3. Timekeeping starts when the vocal performance begins. Groups will have a brief grace period to arrange themselves. Timing begins the moment the pitch is given or first note on the accompaniment track.

4. No live instruments of any kind will be allowed in the competition. All performances must be a cappella or sung with a recorded accompaniment track. No tuned percussion is permitted, with the exception of pitch pipes or similar devices used solely to generate a starting pitch. Synthesized or background vocals on the accompaniment track are not permitted.

5. Selections must be sung from memory.

6. No props are allowed during the performance.

7. Portable choral risers are permitted but will not be provided.

8. Coordinated outfits, such as matching shirts, pants, shorts, skirts, choir robes, or school uniforms will be allowed. Costumes are not permitted.

9. Any group chosen for Finals, must perform the same material used for preliminaries.

10. Large groups are encouraged for this competition. Show choirs must have a minimum but not limited of 12 performers to participate.

EDUCATIONAL CONNECTIONS

- Performing Arts Standards
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Interpretation and Innovation

JUDGING CRITERIA

SHOW CHOIR	16 - 20	11 - 15	6 - 10	1 - 5
STAGE PRESENCE/ APPEARANCE	Performers present themselves professionally, wear matching attire and have an excellent connection with the audience.	Performers present themselves professionally, wear matching attire and have a good connection with the audience.	Performers present themselves professionally, wear matching attire and have an average connection with the audience.	Performers present themselves professionally, wear matching attire and have a fair connection with the audience.
BALANCE, BLEND, INTONATION	Excellent balance and centered pitch with harmony, melody, and rhythm.	Good balance and centered pitch with harmony, melody, and rhythm.	Average balance and centered pitch with harmony, melody, and rhythm.	Minimal balance and centered pitch with harmony, melody, and rhythm.
ARRANGEMENT AND RHYTHMIC ACCURACY	Excellent interpretation of the arrangement which is musically, lyrically, and rhythmically interesting.	Good interpretation of the arrangement which is musically, lyrically, and rhythmically interesting.	Average interpretation of the arrangement which is musically, lyrically, and rhythmically interesting.	Minimal interpretation of the arrangement which is musically, lyrically, and rhythmically interesting.
DYNAMICS AND DICTION	Performance has excellent dynamics, phrasing and diction.	Performance has good dynamics, phrasing and diction.	Performance has average dynamics, phrasing and diction.	Performance has minimal dynamics, phrasing and diction.
OVERALL PERFORMANCE	Excellent effort is made to showcase a performance with no errors.	Good effort is made to showcase a performance with minor errors.	Average effort is made to showcase a performance with few errors.	Minimal effort is made to showcase a performance with numerous errors.
DEDUCTIONS This will be taken one time by the coordinator.	-10			
GUIDELINES	Did not follow competition guidelines.			

HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

SPEECH

The speech competition is designed to allow students the opportunity to gain speaking experience, as well as increase his/her confidence level. Speeches may be two to three minutes in length. There are two divisions: Division I is 9th and 10th grades and Division II is 11th and 12th grades. A club may enter one student in both Division I and Division II.

TIME LIMIT 2-3 MINUTES

COMPETITION GUIDELINES

1. Time Limit: 2-3 minutes.
2. The speaker will receive a 5-point deduction for every 15 seconds of his/her speech less than 2 minutes or exceeds 3 minutes.
3. Participants must be dressed in business attire. Props or costumes are not allowed.
4. A bibliography must be submitted.
5. Random draw will determine the order of speech presentations.
6. Spectators will be permitted based on room size.
7. Use of electronic devices will not be permitted during competition.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Oral Communication
- Persuasive Presentation
- Information and Media Literacy
- Critical Thinking and Problem Solving
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

SPEECH	16 - 20	11 - 15	6 - 10	1 - 5
INTEREST LEVEL	Excellent selection of speech topic that is appropriate for audience and maintains audience's attention.	Good selection of speech topic that is appropriate for audience and maintains audience's attention.	Average selection of speech topic that is appropriate for audience and maintains audience's attention.	Minimal selection of speech topic that is appropriate for audience and maintains audience's attention.
ORGANIZATION	Excellent organizational structure with a well-developed thesis and use of transitions.	Good organizational structure with a developed thesis and use of transitions.	Average organizational structure with a thesis and use of transitions.	Minimal organizational structure with thesis and use of transitions.
SUPPORT	Excellent evidence of support that is well-presented, creates unity and completeness.	Good evidence of support that is presented, creates unity and completeness.	Average evidence of support that is presented, creates unity and completeness.	Minimal evidence of support that is presented, creates unity and completeness.
DELIVERY	Speaker maintains excellent eye contact, displays excellent enthusiasm, and speaks with correct grammar, enunciation and competent diction.	Speaker maintains good eye contact, displays good enthusiasm, and speaks with correct grammar, enunciation and competent diction.	Speaker maintains average eye contact, displays average enthusiasm, and speaks with correct grammar, enunciation and competent diction.	Speaker maintains minimal eye contact, displays minimal enthusiasm, and speaks with correct grammar, enunciation and competent diction.
PROFESSIONALISM	Excellent professionalism is evident.	Good professionalism is evident.	Average professionalism is evident.	Minimal professionalism is evident.
DEDUCTION This will be taken one time by the coordinator	-10			
Guidelines	Did not follow competition guidelines			

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

TECHNOLOGY

The Technology competition is a club project designed to encourage students to use technology to create a presentation that adheres to the interpretation of the topic/theme. In this process, the students will increase knowledge and gain proficiency in the technological platform of their choice, use creativity to express themselves, and communicate the ideas of the theme.

TIME LIMIT: 2 MINUTES

COMPETITION GUIDELINES

1. Technology projects will be presented to a panel of judges during the convention.
2. Two club members will present the project on their device.
3. No electricity or internet connections will be provided.
4. The club technology project must adhere to the following topic/theme: **Seeing Beta Clearly**
5. Time limit will be 2 minutes.
6. All projects must be created by Beta members during the current school year.
7. The projects may be used in promotional materials by The National Beta Club.
8. Clubs are encouraged to use a variety of media technical capabilities such as transitions, audio, effects, animation, etc.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Information and Media Literacy
- Design Elements and Visual Arts Standards
- Science, Technology, Engineering, Arts and Mathematics (STEAM)
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

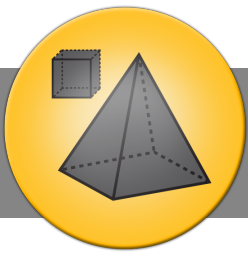| TECHNOLOGY	16 - 20	11 - 15	6 - 10	1 - 5
INTERPRETATION AND ILLUSTRATION OF PROMPT	Excellent interpretation and illustration of the prompt.	Good interpretation and illustration of the prompt.	Average interpretation and illustration of the prompt.	Minimal interpretation and illustration of the prompt.
TECHNICAL SKILL	Excellent effort put into use of various technical capabilities such as transitions, audio, effects, animation, etc.	Good effort put into use of various technical capabilities such as transitions, audio, effects, animation, etc.	Average effort put into use of various technical capabilities such as transitions, audio, effects, animation, etc.	Minimal effort put into use of various technical capabilities such as transitions, audio, effects, animation, etc.
CONTENT	Content of the project reflects an excellent variety of the many facets of Beta.	Content of the project reflects a good variety of the many facets of Beta.	Content of the project reflects an average variety of the many facets of Beta.	Content of the project reflects a minimal variety of the many facets of Beta.
CREATIVITY AND ORIGINALITY	Presentation reflects an excellent degree of student creativity and originality.	Presentation reflects a good degree of student creativity and originality.	Presentation reflects an average degree of student creativity and originality.	Presentation reflects a minimal degree of student creativity and originality.
OVERALL APPEAL	Presentation creates an excellent overall appeal.	Presentation creates a good overall appeal.	Presentation creates an average overall appeal.	Presentation creates a minimal overall appeal.
DEDUCTION This will be taken one time by the coordinator	-10			
GUIDELINES	Did not follow competition guidelines.			

HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.
- Register students and then select competitions to enter.

NATIONAL ELIGIBILITY
All Plaques Awarded at State Convention

THREE DIMENSIONAL DESIGN

The Three Dimensional Design competition depicts the 2019-2020 theme: Beta As Far As You Can See. One to two students will bring the finished product at a time designated in the program to be evaluated and interviewed by a panel of judges. This competition is designed to encourage creativity and innovation, interpretation of theme, and artistic craftsmanship.

COMPETITION GUIDELINES

1. One to two students must present the Three Dimensional Design at a designated time listed in the program. Students must remain with the project during the judging process to be interviewed by a panel of judges to discuss design, collaboration, process, and craftsmanship.
2. Designs must remain on display until the time of pick up listed in the program.
3. Designs must reflect the theme: Beta As Far As You Can See.
4. The project is to measure no larger than 24"x 24"x24".
5. Each club must complete the Three Dimensional Design form and attach it to the back of the project.

EDUCATIONAL CONNECTIONS

- Visual Arts Standards
- Creativity and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

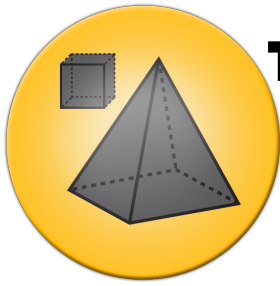| THREE DIMENSIONAL DESIGN	16 - 20	11 - 15	6 - 10	1 - 5
INTERPRETATION AND ILLUSTRATION OF THE THEME	Excellent interpretation and illustration of the theme.	Good interpretation and illustration of the theme.	Average interpretation and illustration of the theme.	Minimal interpretation and illustration of the theme.
ARTISTIC DESIGN	Artistic design creates an excellent visual display.	Artistic design creates a good visual display.	Artistic design creates an average visual display.	Artistic design creates a minimal visual display.
ORIGINALITY OF CONCEPT	Design reflects excellent originality of concept.	Design reflects good originality of concept.	Design reflects average originality of concept.	Design reflects minimal originality of concept.
CREATIVITY, COLOR AND CONTRAST	The design exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes and spacing.	The design exhibits a good degree of student creativity with a good use of colors, textures, shapes and spacing.	The design exhibits an average degree of student creativity with an average use of colors, textures, shapes and spacing.	The design exhibits a minimal degree of student creativity with a minimal use of colors, textures, shapes and spacing.
CRAFTSMANSHIP	Materials and artwork create an excellent visual display and exhibit excellent effort put into craftsmanship.	Materials and artwork create a good visual display and exhibit good effort put into craftsmanship.	Materials and artwork create an average visual display and exhibit average effort put into craftsmanship.	Materials and artwork create a minimal visual display and exhibit minimal effort put into craftsmanship.
DEDUCTION This will be taken one time by the coordinator	**-10**			
GUIDELINES	Does not follow competition guidelines.			

HOW TO ENTER

- Print design form and complete in full.
- Attach form to back of the design.
- Visit www.betaclub.org/events/conventions and follow directions.

THREE DIMENSIONAL
DESIGN FORM

SCHOOL: _____ CLUB ID NUMBER: _____

How does the project communicate the theme: Beta As Far As You Can See?

Describe how your club collaborated to create the design:

Describe any creative choices your club made in creating your final product:

TWO DIMENSIONAL DESIGN

The Two Dimensional Design competition allows each club to submit one free standing design that depicts the 2019-2020 theme: Beta As Far As You Can See. One to two students will bring the finished product at a time designated in the program to be evaluated and interviewed by a panel of judges. This competition is designed to encourage creativity and innovation, interpretation of theme, and artistic craftsmanship.

COMPETITION GUIDELINES

1. One to two students must present the free standing design at a designated time listed in the program. Students must remain with the project during the judging process to be interviewed by a panel of judges to discuss design, collaboration, process, and craftsmanship.

2. Designs must remain on display until the time of pick up listed in the program.

3. Designs must reflect the theme: Beta As Far As You Can See.

4. The free standing design is to measure no larger than 24" W x 36" L. These measurements are to include any type of border or fringe.

5. The design must be free flowing as a flag and two dimensional in design. The depth of the design, lettering, etc. on the material must not exceed 1/4 of an inch.

6. Each club must complete the Two Dimensional Design form and attach it to the back of the project.

7. Each club must provide a standard for the design's display. The standard is not judged. Tables will not be provided.

EDUCATIONAL CONNECTIONS

- Visual Arts Standards
- Creativity and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

TWO DIMENSIONAL DESIGN	16 - 20	11 - 15	6 - 10	1 - 5
INTERPRETATION AND ILLUSTRATION OF THE THEME	Excellent interpretation and illustration of the theme.	Good interpretation and illustration of the theme.	Average interpretation and illustration of the theme.	Minimal interpretation and illustration of the theme.
ARTISTIC DESIGN	Artistic design creates an excellent visual display.	Artistic design creates a good visual display.	Artistic design creates an average visual display.	Artistic design creates a minimal visual display.
ORIGINALITY OF CONCEPT	Design reflects excellent originality of concept.	Design reflects good originality of concept.	Design reflects average originality of concept.	Design reflects minimal originality of concept.
CREATIVITY, COLOR AND CONTRAST	The design exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes and spacing.	The design exhibits a good degree of student creativity with a good use of colors, textures, shapes and spacing.	The design exhibits an average degree of student creativity with an average use of colors, textures, shapes and spacing.	The design exhibits a minimal degree of student creativity with a minimal use of colors, textures, shapes and spacing.
CRAFTSMANSHIP	Materials and artwork create an excellent visual display and exhibit excellent effort put into craftsmanship.	Materials and artwork create a good visual display and exhibit good effort put into craftsmanship.	Materials and artwork create an average visual display and exhibit average effort put into craftsmanship.	Materials and artwork create a minimal visual display and exhibit minimal effort put into craftsmanship.
DEDUCTION This will be taken one time by the coordinator	**-10**			
GUIDELINES	Does not follow competition guidelines.			

HOW TO ENTER

- Print design form and complete in full.
- Attach form to back of the design.
- Visit www.betaclub.org/events/conventions and follow directions.

NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention

TWO DIMENSIONAL DESIGN FORM

SCHOOL: _____ CLUB ID NUMBER: _____

How does the project communicate the theme: Beta As Far As You Can See?

Describe how your club collaborated to create the design:

Describe any creative choices your club made in creating your final product:

VISUAL ARTS

Black & White Photography
Color Photography
Digital Art
Drawing
Fiber Arts
Jewelry

Mixed Media
Painting
Recyclable Art
Sculpture
Woodworking

The Visual Arts competition provides students the opportunity to showcase their artistic talents and creative abilities. There are two divisions for this competition—Division I is 9th and 10th grades, and Division II is 11th and 12th grades. Each school may enter one entry per division in each category. This competition is designed to encourage creativity and innovation, reward outstanding craftsmanship, and reinforce the importance of fine arts in the 21st Century.

COMPETITION GUIDELINES

1. Visual art tags/forms are included in the handbook. Print, complete in full, and attach to the back or bottom of the visual art entry.

2. An individual may enter only one item per category per division; however, an individual may enter more than one category.

3. Clubs are limited to one entry per category per division.

4. Paintings and other similar works should be matted or framed for best presentation. No easels will be supplied.

5. All artwork must be submitted and displayed at the designated time.

6. Students must be present and registered at the convention in order to enter artwork.

7. All artwork must remain on display and cannot be picked up until the designated time in the program.

8. Although reasonable precautions to protect entries will be taken, National Beta will not be responsible for loss, damage, or breakage. It is the responsibility of clubs entering the competition to collect entered items only at the designated times.

EDUCATIONAL CONNECTIONS

- Visual Arts Standards
- Creativity and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Use of Artistic Mediums
- Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

JUDGING CRITERIA

- **Holistic style judging will be used to determine the award winners in the arts competition. Judges will use the following to determine the winners:**

  Creativity – originality, innovation

  Composition – lines, simplicity, balance, color contrast, details

  Focus – degree of sharpness or softness, depth of field

  Lighting – exposure, direction quality, use of shadows, shading

  Technique – camera angle, paint strokes

  Primary visual impact – subject matter

  Presentation – appearance, complimentary framing and/or mounting, overall artistic appeal

  Degree of difficulty

HOW TO ENTER

- Print art tag and complete in full.
- Attach tag to back or bottom of entry.
- Visit www.betaclub.org/events/conventions and follow directions.

**NATIONAL ELIGIBILITY
All Plaques Awarded
at State Convention**

- ✂

IDENTIFICATION TAG

☐ DIVISION I - Grades 9-10

☐ DIVISION II- Grades 11-12

NAME OF ENTRANT:_____

STUDENT ID NUMBER:_____

SCHOOL NAME:_____

CATEGORY - circle the category entered:

Black & White Photography	**Color Photography**	**Digital Art**
Drawing	**Fiber Arts**	**Jewelry**
Mixed Media	**Painting**	**Recyclable Art**
Sculpture	**Woodworking**	

DESCRIPTION/ EXPLANATION OF ARTWORK :_____

_____

The work, which I am entering in the Visual Arts Competition, was created by me and is original. This entry was completed this convention year. I understand that I must attend the convention to enter.

_____   _____

SPONSOR'S SIGNATURE   *ENTRANT'S SIGNATURE*

1. Beta Conventions are open to certified members, school officials, sponsors, alumni, parents and chaperones upon proper registration. Everyone must be registered.

2. Each group must be accompanied by a sponsor or chaperone. A ratio of one adult for every ten members is suggested.

3. Each club must make its own arrangements for lodging. It is not necessary to stay in the convention headquarters hotel. Betas may stay any place approved by their parents, Sponsors and Chaperones. Advance registration for lodging is urged, and confirmation should be requested in writing. Bring the confirmation to the convention with you. Advance online registration by Beta is required and a late fee will be charged if you do not preregister by the deadline date. There are NO REFUNDS on convention registration. There will be no exceptions made on convention registration unless the entire convention is canceled by the National Office.

4. Only registered Betas may take part in competition and each club should pick up their registration materials at the stated time and place listed in the convention program.

5. Admission to all meetings is by name badge only. This is secured when one registers and will admit the individual to all events.

6. Preregistered members will vote using membership number printed on his/her name badge. Electronic voting may be done on smart phones, iPads, etc. Because id numbers will be used for a member to vote, a device can be used for more than one member. Students that register onsite will vote at the registration booth immediately following the campaign session.

7. Participants in all competitions must be on the National Beta Club roll two weeks prior to the deadline date.

8. Students are to wear a school or club designed, sleeved t-shirt to the dance.

9.   Name badges must be worn during the convention.

10. All plaques not picked up during the awards ceremony may be requested per https://sponsors.betaclub.org/cig/award/shipping via the club sponsor.   The club will be responsible for shipping fees. All state plaques must be ordered by June 1st of the current school year.

11. GENERAL DRESS CODE

- Dress for the State Convention must be in good taste.
- Adults are to follow the same dress code as students.
- Name tags will be issued at registration and must be worn at all times.
- Not Allowed:
  - Jeans with holes
  - Shorts that are not finger tip length
  - Hats
  - Low cut tops
  - Tight fitting clothing
  - Tank tops, bare midriffs or tops with spaghetti straps
  - Clothing with references that would offend any group
  - Clothing with any writing or symbols that advertise any of the following:
  - alcohol, tobacco, drugs, violence, sexual or profane content.

CODE OF CONDUCT

Knowing that any organization is judged largely by the behavior of its individual members, we who attend the Beta Club Convention, agree that our registering at the Beta Convention constitutes our subscribing to the following rules which comprise the Code of Conduct.

Rule 1: Each Sponsor is responsible for each and every one of his/her students. Therefore, students must keep their Sponsor informed of their whereabouts at all times.

Rule 2: Betas registered at the Convention should be present for all scheduled meetings and on time.

Rule 3: Curfew is promptly at 12:00 AM unless the State Council announces otherwise. This means in your own room and respectfully quiet.

Rule 4: Members may visit other members' rooms only with the Sponsor's knowledge and approval.

Rule 5: No alcoholic beverages, drugs or tobacco, in any form, shall be possessed by anyone at this Beta Convention. Clothing which advertises sex, drugs, tobacco, or alcohol will not be permitted.

Rule 6: All registered Betas and Adults are expected to wear official name badges at all times. Admission to meetings and the convention functions is by name badge only.

Rule 7: Each registered Beta is expected to display and exert leadership qualities in a responsible manner that will lead to the organized success of this Convention. Betas should conduct themselves in such a manner that their actions will reflect favorably on the school and community and all of those responsible for providing the student with this opportunity.

We agree that any violation of these rules subjects our entire chapter to being sent home and all honors and awards forfeited. Serious misconduct on our part shall be reported to our Principal and our parents, who shall be advised that we are barred from participating in future Beta Conventions, and shall constitute grounds for the cancellation of our school's charter of The National Beta Club.

EMERGENCY INFORMATION

Upon Issuance of a Warning

- Council Chair/CEO/Convention Staff will implement Severe Weather Safe Area procedure.
- All students and attendees shall proceed to designated safe areas and remain quiet to hear further instructions.
- Sponsors should follow standard student accounting procedures and notify National Beta Club staff of any issues.
- Occupants of shelter areas shall remain in that area until the "all clear" is given.
- In the event of building damage, students and attendees shall be evacuated to safer areas of the building or from the building.
- If evacuation occurs, do not reenter the building until given the "all clear."

Drop, Cover, and Hold (For use in the event of an earthquake or other imminent danger to building or immediate surroundings).

- **DROP** to the floor, take cover under a nearby desk, table, or chair and face away from the windows.
- **COVER** your eyes by leaning your face against your arms.
- **HOLD** on the desk, table, or chair legs and maintain present location/position.
- If no cover is available, get against inside doorway or crouch against inside wall and cover head; stay away from outside walls, windows or other expanses of glass, and potential falling objects.
- Leave doors open to minimize jamming if the building shifts.
- Do not attempt to run through the building or outside due to risk of falling objects.
- Wait for further instructions.

Fire

- Implement evacuation procedures to outside assembly area.
- Assist any students needing special assistance.
- Follow standard student accounting procedures.
- Do not re-enter the building until being given the "all clear" to do so.

Bomb Threat

- If an evacuation response is initiated, modify evacuation routes as necessary based on the possible location of bomb.
- If what appears to be a bomb is found, DO NOT TOUCH IT; the police department will take charge.
- Turn off cell phones and DO NOT transmit with radios.
- Leave the environment as it is.
- Avoid altering any electrical items or systems (DO NOT turn on or off lights, DO NOT change thermostat, etc.).
- Avoid opening and closing doors.
- Evacuate personnel at least 300 feet from the building; during inclement weather and a possible prolonged search, move students to an Alternate Building Location.
- Follow standard student accounting procedures.
- Do not re-enter the building until being given the "all clear" to do so.

EMERGENCY INFORMATION

General Safety Tips

Sponsors

It is recommended that sponsors collect parental consent forms and emergency contact forms from students. It is also recommended that sponsors bring these forms and keep with them at all times during the convention.

Sponsors may also choose to take a digital photo of each student traveling with them to convention and carry them on a memory stick or flash drive. In the unlikely event that a student becomes lost, the photo will help convention staff and local authorities locate the student.

Hotel Safety

- Read the emergency instructions on the back of your hotel room door. Familiarize yourself with the fire escape route.
- Count the number of doors between your room and the nearest exit.
- Do not leave your door open and always use the dead bolt.
- Do not open your hotel door to anyone you don't personally know. Call the front desk to verify hotel staff, security guards, and others requesting entrance to your room.
- If you encounter questionable individuals, report them to the front desk.
- Do not leave valuables out in the open. Many hotels provide lock boxes for your security.
- Keep your room key with you at all times.

Weather Emergencies

Watches: Indicate that conditions are right for the development of a weather hazard. Watches cover a larger area than Warnings. Watches usually have lead times of approximately 1-2 hours (tornado or thunderstorm), 3-12 hours (flash flood), and 12-36 hours (river flood or winter storm).

Warnings: Indicate that a hazard is imminent and the probability of occurrence is extremely high. Warnings are issued based on eyewitness reports or clear signatures f
rom remote sensing devices (radar, satellite). Warnings usually have lead times of approximately 30 minutes or less (for thunderstorm type events), and 6-18 hours (for river floods and winter storms).

Advisories: Issued when weather is expected to disrupt normal routines, but is not expected to be life threatening (e.g., 2-3 inches of snow, dense fog, etc.). Advisory lead times are the same as Warnings.

Upon Issuance of a Watch or Advisory: Council Chair/CEO/Convention Staff will monitor weather reports for change in conditions.